Usenet Newsgroup Archive: comp.sys.atari.st

1995-01 - 1995-03

These Usenet messages were preserved as a plain-text archive. This PDF was generated by Kay Savetz from the source text file in 2026.

Date span: 1995-01-01 through 1995-03-31

Source text: comp.sys.atari.st.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 5,422

Message records with no readable body available in the source text: 15

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Re: [Q] KA9Q/NOS

Newsgroup: comp.sys.atari.st
Date: 1995-01-01 00:29:48 UTC
From: paul@xciv.demon.co.uk
Message-ID: <788920188snz@xciv.demon.co.uk>
Source record: 173754

In article <3e120u$ppr@brigitte.forthnet.gr>
jtace@prometheus.hol.forthnet.gr "Sourmelidis Dimitris" writes:

> : ftp to ftp.demon.co.uk, enter the pub/atari directory and download
> : stnet110.tos. This is the complete package to access the net with an
> : Atari. Much easier than just nos.ttp.
>
> I did as you say, but i never found stnet110.tos there.....!!!
> Any sugestion?

Look around more then, it is there.

ftp.demon.co.uk:/pub/atari/startup/stnet110.zip is correct IIRC.

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC "All is quiet on New Year's Day, a world in white */
/* Owner gets under way" - U2, New Year's Day. */

2. Re: Apex Media and Video Hardware

Newsgroup: comp.sys.atari.st
Date: 1995-01-01 01:56:02 UTC
From: Lexicor@world.std.com
Message-ID: <D1pEpF.Dt9@world.std.com>
Source record: 173838

In article <D1L8MM.Gv9@freenet.carleton.ca>,
Jack Kitowicz <ac382@freenet.carleton.ca> wrote:
>
> Does anyone know what video hardware the Apex Media Software is
>compatable with? I have an old VIDI-ST cartridge that I can't use on my
>Falcon as well as a Videomaster Falcon. Is there any possibility of using
>these products with the Apex package? If not then what is the available
>genlocking/digitizing hardware ?

It is suggested that you consider Expose once it is released as Apex Media
was originally designed to work with Expose. It is not released yet, but will
be available soon. Both Apex Media and Expose are/will (in the case of Expose)
be distributed by Lexicor Software Corp., if you have any more questions
about any of these specific product please feel free to
email to me or info@lexicor.com

Have a great new year!

Yat @ Lexicor Software

3. Re: New TOS bug ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-01 02:45:40 UTC
From: Mike@tauzero.demon.co.uk
Message-ID: <788928340snz@tauzero.demon.co.uk>
Source record: 173767

In article <12311994.142306@empyr.dircon.co.uk>
kevan@empyr.dircon.co.uk "Kevan Winch" writes:

> Hi,
>
> I suspect I may have discovered a new bug in TOS version 1.4
>
> Is anyone aware of any midi bugs in TOS 1.4, and if so, are there any
> patches available to fix it ?

I encountered a problem after the buffer/latch chip was changed in my
old ST. The original problem was complete inablility to use the MIDI ports,
the followup problem was completely ignoring the reset button. Have a look
at swapping the 74 series chip right by in the top left corner (the Maplin
catalogue will show a standard one and an open-collector one, if I remember
right. Take the open-collector one).

--
Mike Fleming (aka Mike the Bike, DF, BeeGee, hey you)

My opinions of my ex-employer are my own.

4. Populous on a STe

Newsgroup: comp.sys.atari.st
Date: 1995-01-01 03:05:00 UTC
From: dirk.vandenheuvel@nezuld.com
Message-ID: <34821.1288.uupcb@nezuld.com>
Source record: 173774

TO: ba186@freenet.buffalo.edu

TE>I know I've seen this before and really wished I paid more attention
TE>at the time. With that being said....

TE>I just purchased Populous for my Atari 1040STe w/4MB and TOS 2.06 and
TE>the disk will not boot. On the otherhand, I plugged in my old Atari
TE>1040STf w/1MB and TOS 1.00 and it booted just fine. What is the
TE>problem and is there anyway to get Populous to boot and run on my
TE>1040STe system?

TE> Thanks,

TE> Theron

There are two versions of Populous. One works on the STE and the other
don't. The one that DOES comes in a compilation pack (a budget set) with
a couple of other games--I can't remember which. The standalone Populous
DOES NOT work on the STE and there's absolutely NOTHING you can do to
make it work.

--Dirk--

5. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-01-01 04:22:24 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <788928194.0@mettav.exnet>
Source record: 173757

It was none other than Andreas Kromke that wrote on 28 Dec 94 that .....
AK> We hope to finish MagiC 3 in a few weeks, including Falcon support
AK> and some additional MultiTOS features. MagiC 3 has a complete rewrite
AK> of DOS (it was necessary to implement device drivers, XFSs and
AK> MacIntosh support) and that's why it took some time.

Great News ,this is my most wished for software at the moment ! But what exactly do you mean by 'Macintosh support' ,are you talking about the Mac version of MagiC or some new feature for MagiC3 ?

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/0.8)

6. Re: Attention user groups

Newsgroup: comp.sys.atari.st
Date: 1995-01-01 05:34:58 UTC
From: schrist@io.org
Message-ID: <3e5eu2$qpn@ionews.io.org>
Source record: 173759

In article <3dmcs3$7it@usenet.INS.CWRU.Edu>,
Daniel A. Mazurowski <fz695@cleveland.Freenet.Edu> wrote:
>
>I am compiling a list of user groups and e-mail contact
>addresses. Please send me the name of your group and the e-mail
>address of an active member. Preferrably an officer, like the
>president or whatever.

Toronto Atari Federation (TAF)
5334 Yonge Street, Suite 1527
Willowdale, Ontario, Canada
M2N 6M2

TAF Online BBS: (416) 421-8999 (on the AtariNet)

President: zalesak@io.org. Or contact me (ST-VP) at either address below.

NOTE: Looking for an Atari Computer convention? Check out ACE '95.
April 1 and 2nd (No, it isn't APRIL fools!)

Stephen Christian _ Member of: TAF, DWIN
schrist@muffin.dnet.dupont.com (_'-/-_ _ |_ _ _ EoH, HCoG, EoO III
or schrist@io.org ._)((-'|_)	)(-'|). TT IX, ACE 95
Disclaimer: The opinions expressed above are strictly my own and in no way
represent those of my employer and/or clubs/organizations I am
a member of.

Phone: Home: (905) 826-0671, Work: (905) 821-5125, Fax: (905) 821-5790

--

7. ATARI ST games for SALE!

Newsgroup: comp.sys.atari.st
Date: 1995-01-01 05:35:50 UTC
From: ranma@mercury.sfsu.edu
Message-ID: <3e5evm$o60@news.csus.edu>
Source record: 173758

```
Sale of Atari ST games!! Buyer pays shipping.

a) Wanderer (a 3d space shooter).............$6
b) Mr.Heli...................................$6
c) Obliterator...............................$6
d) Terrorpods................................$6
e) Deep Space................................$6

Compilations:

a) GIANTS....................................$10
(Outrun, Gauntlet II, 1943, Street Fighter)

b) TRIAD 2...................................$10
(Menace, Tetris, Baal)

c) TRIAD 3...................................$10
(Speedball, Blood Money, Rocket Ranger)

Misc. stuff:

a) Spectre GCR 3.0 Update manual.............$3

All games complete with boxes, manuals, disks...

E-mail ranma@mercury.sfsu.edu if interested!
Thanx! =)
```

8. Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-01 09:45:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <5dd_9501021019@tor250.org>
Source record: 173790

RS>> A far better machine to get is a Acorn Risk PC, leaves all
>> other machines for

> Why are you still bothering us here?

RS > Yes to keep you all in check, and less of this drivel....

BWAHAHAHAHAHAHAHAH!

Roger, stop this. It's been apparent in the year that I've been wasting reading your highly negative and disinformative postings that you haven't got a CLUE about anything regarding Atari. And interestingly, when anybody goes and corrects you you mysteriously shut up and say nothing more about the subject you're pontificating on. Are you a secret agent for Microsoft, perhaps?

So WHO'S going on about drivel?

And before you use your well-worn accusation that I'm some useless layabout teenager on the dole that uses GFA Basic, let me assure you you're wrong - I turn 35 in February, I have a job (I've been at my current job for over seven years, and have been gainfully employed for ten), and I use an Atari STe system to do a lot of things - design signs for work, access CD-ROMs, write articles and critiques for the TAF club newsletter, PHOENIX, and develop small yet useful things for Atari users - mostly icons for Neodesk, though I'm now also branching out in developing some neat new .HYP files for ST Guide - my first being a .HYP of the ATARI GLOSSARY (with the cooperation of Howard Carson, the Glossary's author). Believe me, I've done a LOT on my "useless" Atari system that you've falsely claimed was impossible!

Tell me, what have you done other than carp, whine, and spread disinformation and abuse amongst us Atari users. I'd love to hear your answer (unless you decide to slink back into your hole and decline to answer me, you coward.)

... You're obviously suffering from delusions of ADEQUACY!
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

9. Re: MiNT

Newsgroup: comp.sys.atari.st
Date: 1995-01-01 10:18:25 UTC
From: szhays@dale.ucdavis.edu
Message-ID: <3e5vhh$48s@mark.ucdavis.edu>
Source record: 173755

Oliver Sturm (sturm@ost1.ping.de) wrote:

: Well, what the **** is a.a. ????? I've heard that so often, but all I can
: think of are alcoholics anonymous, and I suppose that's not it... ;-)

a.a. stands for atari.archive. as in the ftp site atari.archive.umich.edu.

By the way, that address is always busy, but a.a. is mirrored at many
sites (see the FTP FAQ posted monthly to this newsgroup) or can be
accessed by one of its other aliases, such as: msdos.archive.umich.edu
or amiga.archive.umich.edu.

10. YAC Shareware Programming Contest

Newsgroup: comp.sys.atari.st
Date: 1995-01-01 10:21:25 UTC
From: szhays@dale.ucdavis.edu
Message-ID: <3e5vn5$48s@mark.ucdavis.edu>
Source record: 173756

YAC SHAREWARE PROGRAMMING CONTEST

Shareware Programmers: Would $50 help inspire you to finish that program you started over the summer but never finished? What if we could help you distribute your software to local BBS's, the major on-line services, the Internet, and at SAC Expo? We could also help you by writing and printing documentation to go with your program (we can translate from German to English if necessary). We'll even throw in a years membership to our local user-group: with its monthly newsletter mailed directly to you, and the honorary title of YAC Official Programmer for a year...

THE YOLO ATARI CLUB IS HAVING ITS ANNUAL SHAREWARE PROGRAMMING CONTEST.

Entries must be TOS programs new for 1995 and must be received by March 17th, 1995. They will be judged based on originality, compatibility (remember, there are all these new multi-tasking solutions and Falcon resolutions to try and respect), efficiency, and dependability.

Entry is simple, just mail your entry to the Yolo Atari Club at 1129 Fordham Drive / Davis, CA 95616 / USA. Or e-mail us an FTP-able location where your program resides (remember to include your program's name and the full path to it), although give us an extra week if you plan to do this so we can be sure to have time to download it. We can be reached at elhays@ucdavis.edu. Remember to give us a way to contact you. The winner will be notified by the end of March and then announced on-line and at the Sacramento Atari Computer Exposition, April 22nd, 1995.

Entry is free (or the cost of a single letter), and could earn you $50, fame, and glory. So why not give it a try?

11. >19.200bps (and 28.8

Newsgroup: comp.sys.atari.st
Date: 1995-01-01 10:28:00 UTC
From: Marcus Finlay <marcus_finlay@pointless.gen.nz>
Message-ID: <50101120210$6FC8@pointless.gen.nz>
Source record: 173752

RM> OK - I think it's time to give this a rest.
RM>
RM> I started this thread (unfortunately) - I only wanted to know if a 28.8K
RM> modem would run on a Falcon and about mods to an ST(e) that were
RM> necessary in order to use one.

Hi Richard, I can help you with the Falcon info. The falcon has the zilog
SCC serial chip (the same one thats in my TT), it can do 2 Megabit in
synchronous mode. Its geared up for high speed serial stuff.
It will have no problem driving a 28.8K modem :-)

Cheers
Marcus

* CQWK 2.2 * Powered by Motorola

12. Re: Bad Sector Entering

Newsgroup: comp.sys.atari.st
Date: 1995-01-01 15:19:36 UTC
From: paul@xciv.demon.co.uk
Message-ID: <788973576snz@xciv.demon.co.uk>
Source record: 173760

In article <12311994.142309@empyr.dircon.co.uk>
kevan@empyr.dircon.co.uk "Kevan Winch" writes:

> Is there a prog out there that will let me enter the addresses of known
> bad sectors on my hard drive ? I have plenty of progs that will tell me
> which sectors are bad, but none that will let me mark them as bad in the
> FAT or SCSI.

What hard disk s/w do you use?

ICD will do FAT marking from hdutil.prg I think, and ICD Cleanup will do FAT
or SCSI.

I've found I need to use SCSI from Cleanup for it to work though.

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC "All is quiet on New Year's Day, a world in white */
/* Owner gets under way" - U2, New Year's Day. */

13. CD-Recorder on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-01-01 15:40:50 UTC
From: lnonvei@public.srce.hr
Message-ID: <3e6ie2$4v8@nippur.irb.hr>
Source record: 173761

Does anyone have CD-Recorder?

Well, I want to upgrade a FALCON 030 because of sound capabilities he has.
But I am interested in recording CDs with CD ROM RECORDER/PLAYER. Is it
possible with Falcon? Are there any programmes to communicate with this
device? How much does it cost, and where to ask?
Wich CD Recorder is the best? I heared about Philips CDD 521 and Sony
CDW-900E about two years ago....
I also saw some adds about Audio master (Digital audio workstation - S/PDIF
Interface) for Falcon with coaxial in/out, optical in/out and port for
Falcon DSP. This interface is for DAT Recorder.
Is it of any use, 'cause Philips and Sony have SCSI-2 port, and this
interface doesn't (but Falcon has it).

Thanx in advance.

Loris

+------------------------------+
e-mail: lnonvei@aixesa.srce.hr
+------------------------------+

14. Re: GOOD ATARI WORDPROCESSERS...!!!

Newsgroup: comp.sys.atari.st
Date: 1995-01-01 16:06:18 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.cFzUS20Q&Qo@semprini.waterloo-rdp.on.ca>
Source record: 173783
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3e2u1c$922@mark.ucdavis.edu>, Eric Hays writes:
>[some text deleted]
>
>: For example, my Uni uses Word/PC - As a scientist, I publish data in
>: Journals. A requisite of many Journals is a written copy AND and copy on
>: floppy, of the article. I just don't think they'd accept Papyrus docs.
>: (in fact I know they don't!).
>
>: BUT - If the Papyrus system works for you then use it.
>
>: Steven
>
>Papyrus does export Rich Text Format files, a Microsoft standard that
>their product "Word" should be able to load just fine. Maybe you too
>could make use of Papyrus on projects for your University.

Unfortunately, Microsoft can't even properly implement their own
"standards"; there's no guarentee your RTF document will be loadable by
any Microsoft product.

Literally anything under NEXTSTEP will be able to handle it though,
probably without any loss of formatting. Strange, isn't it?

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

15. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-01-01 16:16:20 UTC
From: kim@dksoft.ping.dk
Message-ID: <FABQAGVSUP@dksoft.ping.dk>
Source record: 173762

In <EL6JFJWKUP@galaxy.owl.de> Hendrik Mylius wrote:

HM> Falcon proper HW? You got 2 B kidding. It was absolutely outdated the moment
HM> it hit the streets. (Except the DSP-part).

You don't find better alternatives to the Tos compatibility, do you ?

HM> Great, you're talking about games. If I wanted to play games, I'd buy a cheap
HM> PC. The market in Germany is the most professional and therefore the most
HM> important Atari-market in the world. The local demand for vector-fonts is very
HM> high. It gives you an excellent output in print or graphics.

Agree. But you have to face the fact, that there is a very large number of
atari users out there, which hasn't got the need. Maybe not such a large
number as i think it is, but my statements are all based on experiences i've
had though the years i've been connected to all related atari networks in
europe.

HM> It is here.

Thats an surprise to me, but i will not disagree.

HM> NVDI wouldn't slow down your system at all. Quite the opposite.
HM>

And then we're back to the main reason for NVDI again 8)

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

16. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-01-01 16:22:08 UTC
From: kim@dksoft.ping.dk
Message-ID: <FABQAGVVUP@dksoft.ping.dk>
Source record: 173763

In <EL6JFJWHUP@galaxy.owl.de> Hendrik Mylius wrote:

HM> A MAC doesn't have the advanced DSP stuff a Falcon comes with. The HW is much
HM> closer to a TT than to the bird.

I wouldn't know since i've never cared for a Mac before.

HM> I doubt the market is based on a Falcon. For music stuff, ok. But a Falcon is
HM> way slower than a TT. Nobody in publishing would bother with a Falcon. Theyï¿½d
HM> go for a Medusa, Eagle or MagiCMac.

Do you here by mean the common atari user are into publishing ?

HM> Trying to be sarcastic? I think you have no idea about running a company and
HM> making a living from it.
HM>

One thing is for sure, you can not make a living based on atari equipment
or software.

Greets
Kim

--

```
/-------------------------------------------------------------------------\
-/-------------------------------------------------------------------------\-
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
| The scandinavian board when you | 5 Atari computers including a Falcon. |
| have Atari problems or requests. | Modem handle 19200 Zyxel baud. |
| CD-Roms online Free download limit.| Many years of experience. |
-\-------------------------------------------------------------------------/-
\-------------------------------------------------------------------------/
```

17. DTE-speeds

Newsgroup: comp.sys.atari.st
Date: 1995-01-01 20:24:54 UTC
From: neptune@galaxy.owl.de
Message-ID: <FABUFDUUUP@galaxy.owl.de>
Source record: 173766

In <3dtq8j$knk@golem.wcc.govt.nz> Roger Sheephead. wrote:

>What a load of RUBISH, that is only for TEXT data, 38.4k would be fast enough
>for Archive files, ie ZIP/LZH...

Ok, Mr. Comms-Specialist, I've checked this with the folx over in
comp.dcom.modems and this is what I've got:

>From: jnavas@netcom.com (John Navas)
>To: neptune@galaxy.owl.de
>Subject: Re: Which DTE-rate to take full advantage of a 28k8?
>Newsgroups: comp.dcom.modems

>Hendrik Mylius (neptune@galaxy.owl.de) wrote:
>> Which would be the appropriate DTE-rate to take full advantage of the 28k8
>> speeds? Both for compressed-archives and uncompressed stuff.

>57.6 Kbps should be sufficient for almost all purposes.

and as a follow-up to this:

>>From: hal9001@panix.com (Robert A. Rosenberg)
>>Newsgroups: comp.dcom.modems
>>Subject: Re: Which DTE-rate to take full advantage of a 28k8?
>>Date: Sun, 1 Jan 95 07:05:44 GMT

>>> Which would be the appropriate DTE-rate to take full advantage of the 28k8
>>> speeds? Both for compressed-archives and uncompressed stuff.

>>57.6 Kbps should be sufficient for almost all purposes.

>If "almost all purposes" you mean Binary (true 8-bit random as in
>SEA/SIT/ZIP Compressed Files) Transmission, you are right. Once you start
>adding in Text (as in Email and News [a restricted ~96 code character set]),
>you start pushing past 57.6 transmission rates if you are using V.42bis
>compression with a 28.8 connection. FTP of a HQX or UU file (due to the 64
>code character set) is going to get at least 4to3 compression automatically
>(since you get this by just turning 4 of the HQX/UU 6-bit codes into 3 8-bit
>codes) and thus may push close to if not past 2to1, to have the ability to
>exceed 57.6 even with a 26.8 or 24.4 modem-to-modem connection speed.

>Depending on your mix and the connect speed you get, 57.6 might throttle a
>transmission that would run faster at 115Kb.

>OTOH, I think that 57.6 is probably the highest rate that would currently be
>of any real world value given that the BBS at the other end will almost
>definitely have _its_ DTE speed set no higher than this <g>.

Feel free to comment, Roger. But this is it, I think.

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

18. mh-mint-1.12h2 binary distribution (was Re: WWW browser)

Newsgroup: comp.sys.atari.st
Date: 1995-01-01 21:23:37 UTC
From: hohmuth@irs.inf.tu-dresden.de
Message-ID: <3e76gp$dbb@irzr17.inf.tu-dresden.de>
Source record: 173764

In article <788641422snz@bigbox.demon.co.uk>,
Ben Bell <bjb@bigbox.demon.co.uk> wrote:

> [...] BTW is 1.12h2 available in binary form anywhere?

Yes, it is; check out ftp.inf.tu-dresden.de:
/pub/atari/Mint/Kernel/mh-mint-1.12h2-bin.tar.gz.

(It should also be available from ftp.uni-muenster.de in
/pub/atari/Mint/Kernel; I don't know about a.a.u.e.)

This is a beta test version; use at your own risk.

Michael
--
Email: hohmuth@inf.tu-dresden.de
WWW: http://www.inf.tu-dresden.de/~mh1/

19. Re: Problem w/ Populous II

Newsgroup: comp.sys.atari.st
Date: 1995-01-01 21:49:51 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <3e781v$uno@msunews.cl.msu.edu>
Source record: 173765

In article <3dsftc$f3m@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz (Steve Wells) writes:
>] >Use a boot-selector (Superboot, Hazel, Easyboot etc.) and disable Warp-9
>]
>] BTW, which is the latest SuperBoot?

The latest version is 8.1. Its author has left the Atari scene, so that is also the last version, unless he returns.

20. Re: GOOD ATARI WORDPROCESSERS...!!!

Newsgroup: comp.sys.atari.st
Date: 1995-01-01 22:00:40 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D1qyH4.32I@cix.compulink.co.uk>
Source record: 173768
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>I was implying that many organisations, such as Universities, probably would not
>find this kind of word processing platform as stable or powerful as,
>say, Word on Mac/PC.
>
>With a more common platform such as Word or WPerfect, data is just som
>much more compatible between institutions.
>
>For example, my Uni uses Word/PC - As a scientist, I publish data in
>Journals. A requisite of many Journals is a written copy AND and copy on
>floppy, of the article. I just don't think they'd accept Papyrus docs.
>(in fact I know they don't!).
>
>BUT - If the Papyrus system works for you then use it.

All the magazines me or my wife write for accept pure ASCII text. That
includes non-Atari publications like Professional Photographer.

Ofir ogal@cix.compulink.co.uk
---

21. Mailing lists for Ataris

Newsgroup: comp.sys.atari.st
Date: 1995-01-01 22:29:40 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <788999380snz@bigbox.demon.co.uk>
Source record: 173785

Could someone tell me how to subscribe to the MiNT and Atari X-Windows mailing lists?
I have heard rumours of a public domain version of the AES, distributable in source or binary form in the same way as MiNT. I think it came from the MiNT mailing list somewhere. Has anyone else got any information on this?

Thanks

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+---+

22. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-01-01 23:22:48 UTC
From: neptune@galaxy.owl.de
Message-ID: <FABXCGXAUP@galaxy.owl.de>
Source record: 173777

In <FABQAGVVUP@dksoft.ping.dk> Kim Andersen wrote:

>HM> I doubt the market is based on a Falcon. For music stuff, ok. But a Falcon is
>HM> way slower than a TT. Nobody in publishing would bother with a Falcon.They'd
>Do you here by mean the common atari user are into publishing ?

Lots of them are. Calamus is a _very_ powerful tool. And there is lots of
other highly professional software around. E. g. CHAGALL, DA's range of
products. Do not forget the music stuff!

>HM> Trying to be sarcastic? I think you have no idea about running a company and
>HM> making a living from it.

>One thing is for sure, you can not make a living based on atari equipment
>or software.

That's simply not true.

Many people make their living _working_ with Atari stuff (DTP, music), and
others do make their way _selling_ the hard & software. I doubt it is like
this in Denmark, but here it sure is.

And with the arrival of the new clones (T60, Eagle) and new alternative
operating systems (MagiCMac, Mag!C3) things are very likely to pick up around
here.

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

23. Dieter's .AVI player

Newsgroup: comp.sys.atari.st
Date: 1995-01-02 00:56:50 UTC
From: kim@dksoft.ping.dk
Message-ID: <FACAFFURUP@dksoft.ping.dk>
Source record: 173776

Has anyone of you tried this so called .AVI player yet ? If not, you
probably wont waste you time with it after reading this one.

I tested it tonight. This was suppose to be an .AVI player for all atari
machines, but for somehow it doesn't work on any of them 8-/

My experiences was:
1 out of about 20 .AVI files succeded in showing. The rest either had wrong
fileformat, or show some garbage on the screen insted.

Included with the player there was a program to rip out the audio in the
.AVI files and save it to another .WAV file. This program failed all tests
i ran. I never succeded ripping out a single _PROPER_ .WAV file. Either i
ended up with a 52byte file, which gave no sense at all, (i think this
happended if there was no audio included in the .AVI file, but i'm not
sure), or i got some 'normal' looking .WAV files, which just was
impossible to play without an error, (and an runtime error in ZeroX).

So this is how Dieter's .AVI player is running. And he'd release this as an
postcard-ware program. (how many wants to send him a postcard ?).

I think this is sad to see since Dieter has showen good programming before,
(GemView for an example). Maybe i've just been unlucky, cause included with
the program there is a .doc file, (in german language), where he says
something about different compression types. And i think he misses some of
them, which may be my problem here. But i'm not sure since i'm no good at
german language, so maybe someone would care to translate it.

Anyway, my point with this message is to show my dissapointment with his
program. I was really looking forward to try this program, and the result
was 1 single .AVI file, (without any sound), who didn't fail the show. If
the program only support one different type of compression, i can't really
understand the point in sending such a program out, since there seem to be
such a big difference in all the formats. I spend a few hours with this,
and i reached nowhere 8-(

Eventhough i had all this trouble, i still look forward to see improved
version's coming from him. So if there is anyone out there with some sort
of connection with him, you might want to tell him about my experiences.

Greets
Kim

--

/--\
-/--\-

```
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
| The scandinavian board when you | 5 Atari computers including a Falcon. |
| have Atari problems or requests. | Modem handle 19200 Zyxel baud. |
| CD-Roms online Free download limit.| Many years of experience. |
-\-------------------------------------------------------------------------/-
 \-----------------------------------------------------------------------/
```

24. Re: Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-01-02 01:14:18 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1r7Fu.GAq@cix.compulink.co.uk>
Source record: 173769

In message <EL2NCAURUP@galaxy.owl.de>, neptune@galaxy.owl.de said:

> That depends on the clockrate you're running. At 60MHz it is fast even
> without fast-RAM. In addition one can install the modification for
> the motherboard as well. That gives you 10, 12, or even more MHz on
> the main PCB.

Actually even at 48-50Mhz its as fast as a 32Mhz TT that has FASTRAM. At 33/40Mhz it lags behind (dhrystone tests naturally ;-)

> This results in an overall performance improvement. DMA gets way
> faster, and with a modified OverScan software you have really nice
> resolutions in _all_ modes. Even mid-rez becomes usable.

Does this allow you to have Overscan on a STE or MSTE? I must admit if the MSTE had been able to have Oversacn - then I probably wouldn't have been so tempted by TT-Hi.

> Did Vic publish the photos and other data he took in Hennef? I
> talked to him when he showed up at the MW-booth to compile some
> infos about the PAK and stuff. He seemed pretty amazed ;-)

Not sure - but I travelled up to a show in London to see a PAK3/33 in action. I was (and still am) very impressed. OTOH 2nd hand TTs provide *very* stiff competition for the PAK, especially when you take all the other TT features into account. Had I not been offered a 2nd hand TT which was exactly the spec I was looking for - then I would almost certianly have a PAK3 by now.

> Ok, TT-high is really nice. Thats one big advantage.

:-)

Roland.

@CiX

25. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-01-02 01:14:20 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1r7Fw.GBB@cix.compulink.co.uk>
Source record: 173770

In message <EL5UAGVIUP@dksoft.ping.dk>, kim@dksoft.ping.dk said:

> I've been told Magic is a totally new OS, (improved), so all atari
> users should be interested in this. But you say NVDI will sell 10
> times more.

> I may be stupid, but where is the benefit in buying software for a
> slow OS if you could get a better OS and from this probably also
> better software ?

Some of use TOS/MiNT/MTOS users are not entirely happy with what MagiC will do at the moment. In my case this is really on the MiNT side. Now NVDI works with MiNT and has been around some time. MagiC is only getting there.

IMO when MagiC does everything for me that MiNT does (including MINIXFS.XFS and MiNT-NET support), *then* I'll be interested in it. From what I've heard it won't be too long before this happy state of affairs occur - but I'm not risking my money until then.

Roland.

@CiX

26. Re: Bad Sector Entering

Newsgroup: comp.sys.atari.st
Date: 1995-01-02 01:14:22 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1r7Fy.GBw@cix.compulink.co.uk>
Source record: 173771

In message <12311994.142309@empyr.dircon.co.uk>, kevan@empyr.dircon.co.uk
said:
>
> Is there a prog out there that will let me enter the addresses of known
> bad sectors on my hard drive ? I have plenty of progs that will tell

CleanupST from ICD claims to have this feature - but I've never tested it.
This program used to be sold seperatly but now is part of the ICD Pro
Utilities package.

:-)

Roland.

@CiX

27. question re. 1040 RAM upgrade

Newsgroup: comp.sys.atari.st
Date: 1995-01-02 02:11:04 UTC
From: alexb@freenet.vancouver.bc.ca
Message-ID: <3e7nbo$rv2@freenet.vancouver.bc.ca>
Source record: 173772

Is it possible to get more than 4 meg RAM
on a 1040 Mega STE-1? Thanks in advance
to anyone who can help with this info.

28. Re: Star Trek game

Newsgroup: comp.sys.atari.st
Date: 1995-01-02 02:12:52 UTC
From: millert@grad.csee.usf.edu
Message-ID: <3e7nf4$rs7@mother.usf.edu>
Source record: 173773

Simon Moore (smoore@chowgar.demon.co.uk) wrote:
: Does anybody remember a game called Star Trek - The Rebel Universe (or
: something like that). It was the first game I bought for the ST years
: ago. I've still got the original disk but I can't find the manual.
: Does anybody have a copy of the manual they would sell. I think the
: game was by Firebird.

bIjeghbe'chugh vaj bIHegh

nuqDaq waqwIj vIlamHa'choHmoH

29. FS: Tons of ST Stuff!

Newsgroup: comp.sys.atari.st
Date: 1995-01-02 03:33:48 UTC
From: mbates@netcom.com
Message-ID: <mbatesD1rDwC.KMA@netcom.com>
Source record: 173775

Okay, here it is! The list off all of the ST STuff I have left over from years of using the ST/STe. Most have manuals but no guarantees. ALL are original disk - no copies! I also have 5 years of ST mags STart, Antic, ST format, etc which I will sell/trade in bulk only.

TRADE: I am looking for any cartridges for the 2600/5200/7800/Lynx & Jaguar If we do a trade I will split shipping. I would also be interested in any Macintosh stuff

PURCHASE: Make me an offer on all or part. You pay shipping. Leave e-mail with your offer and terms. I will do COD but you must add $8.50 COD fee.

Here is the list:

Hardware
Navarone Cartridge clock - has pass through & software
Plug & Play Hard Drive subsystem 20 MB Fixed and 5 MB removable with 100 carts

90 MB Hard drive & 30 MB hard drive in a combined system RLL ASK for details!

3-4 non-working SUpra Interfaces
2 SSDD floppy drives (in various states of repair)

Software
A-Calc Prime
A-RAM
All Aboard
Arena
Artic FOX
Barbarian
Bratacass
CAD 3-D
CAD-3d 2.0
Cartographer v.2
Chaos Strikes Back
Codekeys
Copy II ST
Cornerman
Crystal
Cyber VCR
Data Diet 1.0
DC Shower
DC Utilities
Deadline

Death Sword
Deja Vu
Diamond Back II
DISK: Compute! April 87
DISK: Compute! April 88
DISK: Compute! Feb 87
DISK: Compute! June 88
DISK: ST Format #58
DISK: ST Format #60
DISK: Start # 3 Winter 1986
DISK: STart 5, #3
DISK: STart v 3, no 6
DISK: STart Vol 2, #1
Dungeon Master
Easy Draw
Falcon
Falcon Mission Disk #1
Falcon Mission Disk #2
First CADD
First Word
Flash
Flash 1.5Flash 1.5
Flight Simulator II
Fonts, Primitives & Tips for CAD-3D
FoReM ST
Fusion
G+Plus
Geo Works Ensemble
GFA BASIC
GFA Compiler
Gunship
Hippo Art I
HotWire
Interlink ST
Kermit
LabelMaster Elite
Lookit & Popit
Lords of Conquest
Major Motion
Manhunter NY
Michtron Fleet Street Publisher
Monkey Business
More! Graphics
Omnitrend's Univers II
Onslaught
Orbiter
Paintworks
PC-Ditto
Phantasie III
Printmaster

Printmaster Plus
Printmaster Plus Fonts & Borders
Quicktran
Red Alert
Road Raider
SDI
Shadow Sorcerer
Sky Chase
SolarPak
ST Action Disk #7
ST BASIC
Super Cycle
Turbo ST
TurboJet GDOS drivers for HP Deskjet
Uniterm
Word for Word (Crossword Puzzles)
Word Wrioter ST

Books
Abacus #1: Introducing the ST
Abacus #4: Machine Language
Abacus #5: Tips & Tricks
Abacus #6: Graphics & Sound
Abacus #7: ST Logo
Abacus #11: BASIC to C
Abacus #12: 3-D Graphics
Abacus #13: ST Disk drives inside and out

Thanks
-Marlin
mbates@netcom.com

30. Re: DTE-speeds

Newsgroup: comp.sys.atari.st
Date: 1995-01-02 06:25:22 UTC
From: kim@dksoft.ping.dk
Message-ID: <FACGBJUUUP@dksoft.ping.dk>
Source record: 173784

In <FABUFDUUUP@galaxy.owl.de> Hendrik Mylius wrote:

HM>
HM> Feel free to comment, Roger. But this is it, I think.
HM>

And hopefully you know it wouldn't hurt to run a faster DTE rate, if your
computer can handle it.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

31. Re: >19.200bps (and 28.8K modems)

Newsgroup: comp.sys.atari.st
Date: 1995-01-02 06:42:39 UTC
From: miff@apanix.apana.org.au
Message-ID: <3e878v$2vc@tipellium.apana.org.au>
Source record: 173702

sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:

>>>What a load of RUBISH, that is only for TEXT data, 38.4k would be fast enough
>>>for Archive files, ie ZIP/LZH...
>>
>>RUBBISH, that is, Roger. One should set the DTE as high as possible to keep
>>the datastream on the phonlines on the highest possible level.

>What a load of Crap, you are not a modem expert, I have been for 11 years...

Arrrrr, and weren't they the good old days, eh Rogey old mate?

Jeez you're full of bullshit. You post two copies of quite an
informative message out of c.d.m, claiming that it supports your assertion
that 28.8 is unviable.

Did you actually read the message? Did it sink in? (I doubt that Mrs Marsh
would have much success with your skull, blue liquid or not.)

>>You're a waist of bandwidth in the first place.

>No you are for the Rubish that you post here.....

Pot. Kettle.

>* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *

It's true, Roger, that once you may have known something. I doubt we'll
ever know what. However, it can be said with total certainty that

NOBODY

believes a shred of what you post. None of it. In fact, when I get together
with other c.s.a.st readers, you're a favorite laughing point. I guess you
could claim that with pride; it puts you _somewhere_...

Oh, and thanks for the opportunity to flame, I needed it 8)

--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

32. TOS14FX and HSMODA04 Problems

Newsgroup: comp.sys.atari.st
Date: 1995-01-02 08:19:29 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <3e8cuh$96t@news.cc.utah.edu>
Source record: 173778

I recently upgraded my Mega ST to TOS 1.4, and I seem to have a problem getting HSMODA04 and TOS14FX to live happily together. They both kick each other out if another is already installed. If DRVIN.PRG and MFP.PRG run before TOS14FX2.PRG, the serial driver is not installed (and therefore RTS/CTS doesn't work properly.) If TOS14FX2.PRG runs before DRVIN.PRG and MFP.PRG, TOS14FX is not installed (and I encounter the TOS 1.4 .RSC file bug.) This is really frustrating. I could have sworn I read about this problem somewhere, but I can't find the info.

Any help would be greatly appreciated.

\ Eric Jolley \
\ Film Studies Major, U. of U. \
\ For PGP Public Key, \
\ finger ewj8218@u.cc.utah.edu \

33. MIDI Software for Falcon? (PD preferred)

Newsgroup: comp.sys.atari.st
Date: 1995-01-02 08:49:21 UTC
From: ralunsfo@uncc.edu
Message-ID: <3e8emh$kpq@news.uncc.edu>
Source record: 173780

I am getting a Roland Sound Canvas MIDI module for my Falcon very soon, and was wondering if anyone is aware of a PD MIDI sequencer, or at least a demo that I could play around with until I get the money together for a basic commercial package?

Thanks,
Russ
--
****
"Let yourself go with the disease, be with it, keep company with it - this is the way to be rid of it." - Bruce Lee
ralunsfo@unccsun.uncc.edu

34. Looking for accounting package for 1040ST

Newsgroup: comp.sys.atari.st
Date: 1995-01-02 09:11:05 UTC
From: mah@mpr.ca
Message-ID: <1995Jan2.091105.11594@mprgate.mpr.ca>
Source record: 173779

Does anyone know of a good freeware/inexpensive shareware accounting program for the 1040ST? If so, can you point me to an anonymous ftp site where I can get it?

Thanks in advance.

Richard Mah
mah@mprgate.mpr.ca

35. Re: Good Mail Reader ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-02 10:03:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <ftn_2.200.423_2f07d00a_Jesper.Kock@ct.se>
Source record: 173781

In a strange ;) little msg Kevan Winch wrote:

KW> Hi,
KW>
KW> Opinions please....
KW>
KW> What is a good Mail Reader ? I use MT-QWK at the moment, which is ok,
KW> but not a touch on Bluewave on the PC. Anyone suggest something good ?
KW> That's also shareware ?
KW>

Use Captains QWK reader.. It should be availible on most BBS'es
and FTP sites.It is by far the best QWK reader/writer to Atari.

Grtz from Sweden:

```
_____________________________________________________________________
/______ | \
|( ST ) jesper.kock@kockens.ct.se | "To boldly go were no |
| |____| | man has gone before" |
|< oo > WiZZard on -*-Kockens BBS-*-| |
| |\__/| | - Kirk |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

36. SC1224 magnetized...

Newsgroup: comp.sys.atari.st
Date: 1995-01-02 10:51:00 UTC
From: George.Larkin@balmybeach.gryn.org
Message-ID: <00b_9501030806@tor250.org>
Source record: 173732

```
DU> , jws4p@fermi.clas.Virginia.EDU

s:> I made a stupid mistake the other day and put

of> my sc1224 monitor (the original RGB one with the

S > dials on the side).

> -John

S > Just ring up a TV shop and ask them to demag your screens,
S > its that simple... Unless you have a screen demagnetiser
S > there is not much you can do...

What is the result of a magnetized screen? I've never heard of that
before, and I got interested.
ttyl
George

... Abandon the search for truth: settle on a good fantasy.
___ Mountain Reader II - #00000051
--
| Fidonet: George Larkin 1:250/422
| Internet: George.Larkin@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.
```

37. Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-02 10:54:00 UTC
From: George.Larkin@balmybeach.gryn.org
Message-ID: <00a_9501030806@tor250.org>
Source record: 173793

BRAVO!!
TTYL
George

... A big enough hammer fixes anything
___ Mountain Reader II - #00000051
--
| Fidonet: George Larkin 1:250/422
| Internet: George.Larkin@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

38. Re: MGif V4

Newsgroup: comp.sys.atari.st
Date: 1995-01-02 11:21:18 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <3e8nje$hsa@nyheter.chalmers.se>
Source record: 173782

In article <3dgk2v$f3m@gumby.cc.wmich.edu>,
Joan O'Bryan <obryan@gumby.cc.wmich.edu> wrote:
>In article <3d8qo7$smt@nyheter.chalmers.se>,
>Johan Klockars <d8klojo@dtek.chalmers.se> wrote:
>>
>> The very latest MGIF version can be found in the same directory as above
>
>Well, one suggestion would be to change the file protection,
>because currently it's "eero.lzh: Permission denied". :-(

Ooops!

Well, I'll soon remove the 0927 version as well since the new interface
version is almost completely up and running now. There are a couple of new
functions, but most changes are in the interface code.
I expect to make a new beta of MGIF 4.4 available by the end of the week.

By the way, I've seen that quite a few people have fetched the 0927 version
and I would very much like to hear about what you like, dislike, miss, can't
understand etc. Please, email.
--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

39. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-01-02 14:03:40 UTC
From: kim@dksoft.ping.dk
Message-ID: <FACNFHVCUP@dksoft.ping.dk>
Source record: 173716

In <FABXCGXAUP@galaxy.owl.de> Hendrik Mylius wrote:

HM> Lots of them are. Calamus is a _very_ powerful tool. And there is lots of
HM> other highly professional software around. E. g. CHAGALL, DA's range of
HM> products. Do not forget the music stuff!

I know. I just still doubt thats where the common atari user should be.

HM> That's simply not true.
HM>
HM> Many people make their living _working_ with Atari stuff (DTP, music), and
HM> others do make their way _selling_ the hard & software. I doubt it is like
HM> this in Denmark, but here it sure is.

Nope, not in Denmark.

HM>
HM> And with the arrival of the new clones (T60, Eagle) and new alternative
HM> operating systems (MagiCMac, Mag!C3) things are very likely to pick up around
HM> here.
HM>

I hope you're right.

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

40. Re: Michtron BBS s/w: Works w/9600?

Newsgroup: comp.sys.atari.st
Date: 1995-01-02 14:43:28 UTC
From: dpj@delphi.com
Message-ID: <5Q144g4.dpj@delphi.com>
Source record: 173786

Bryan Woodworth <bryanw@best.com> writes:

>Hello,
>
>does anyone know if michtron's bbs software has been modified by
>anyone to work with 9600bps modems?
>
>a local bbs would like to get 9600 baud working and still keep
>using michtron.

The answer is yes, but a conditional yes. The only 9600 baud modem that he can use is the Courier HST 9600. And, his users must also have the same modem to connect. At the time that the MichTron BBS software came out, the HST was the standard and that's what was programmed to be accepted. There were no other 9600 modems at that time.

There is an upgrade in the works for the software. It was supposed to have been released around October/November, but hasn't yet. The upgrade is reported to have added better modem support (9600+) and better transfer protocols, among other enhancements. Personally, I'm waiting to get my hands on that upgrade as I run MBBS also! If I hear anything more about the upgrade, I'll post it.

-Dana

41. Hero's Quest II?

Newsgroup: comp.sys.atari.st
Date: 1995-01-02 14:55:00 UTC
From: cordes@ac.dal.ca
Message-ID: <1995Jan2.105500.31828@ac.dal.ca>
Source record: 173791

Would anyone happen to know if Hero's Quest II (a Sierra adventure
game) ever appeared for the ST?

Thanks,
John

42. Splitting Up Archive Files

Newsgroup: comp.sys.atari.st
Date: 1995-01-02 15:18:02 UTC
From: jchung@ren.us.itd.umich.edu
Message-ID: <3e95fa$44p@lastactionhero.rs.itd.umich.edu>
Source record: 173787

Hey guys,
Recently I compressed a file on a PC using pkzip -& ,

which will span the zip file over many disks if it is too large

to fit on a single disk. But when I tried to unzip this on an atari,

using ST ZIP, the program didn't know what to do with it.

Any suggestions?

-j

43. MPEG Players

Newsgroup: comp.sys.atari.st
Date: 1995-01-02 15:18:51 UTC
From: jchung@ren.us.itd.umich.edu
Message-ID: <3e95gr$44p@lastactionhero.rs.itd.umich.edu>
Source record: 173788

Are there any good MPEG or QUicktime players available for the ST?

-j

44. Re: Another BUGed JPEG5 Binary...

Newsgroup: comp.sys.atari.st
Date: 1995-01-02 16:21:10 UTC
From: Reschke#m#_Julian@msmail_gw.mdd.comm.mot.com
Message-ID: <Reschke#m#_Julian-020195172111@140.101.205.18>
Source record: 173789

In article <3dov66$s47@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz
(Roger Sheppard.) wrote:

> Well The New Port of JPEG5 on A.A. is very very buged,
> the file that I used with JPEG 4, comes out OK a 250k GIF
> File, but the file from JPEG5 doses not work and comes
> out as a 10meg file..??
>
>
> We should have soon a Real Atari port of JPEG5A, these other ports are not ment
> for Atari, no TTP help files and no memory check, the JPEG4 does support all
> that, but will not find files when run from a folder...
>
>
> Come on chaps less of this crap, if you are not a Atari user, Please don't port
> stuff that you can't test, and is not configured for the Atari platform..!!
>
>
> So both JPEG5 ports are Buged, the one on A.A and the other on tu-berlin...
>
>
> Or is it the source code that is buged...??

I don't think so.

I've ported version 5a (compiled it) and it seems to work fine. Take a look
at
ftp://ftp.uni-muenster.de/pub/atari/Graphics/jpeg5abn.zoo

--
Julian F. Reschke, Motorola WDG Wiesbaden
Opinions expressed are entirely my own!

45. Atari Mega 4 ST for sale!

Newsgroup: comp.sys.atari.st
Date: 1995-01-02 17:38:13 UTC
From: jonaeson@algonet.se
Message-ID: <3e9dm5$295@aristotle.algonet.se>
Source record: 173792

Yes, I'm selling my good'ol Mega 4...
(Still keeping my STE and my F030)

It has the following spec's:

- Tower, lot's of room for internal harddisks etc.
- AdSpeed 16 MHz accelerator
- FPU, 16 MHz, works wonders for Calamus...
- Internal SCSI-interface
- 2 diskdrives
- Overscan (70% higher resolution)
- TOS 2.06 (Swedish, but can easily be re-burnt with any other language)
- Separate keyboard
- 4 mb memory
- battery backed up clock
- internal expansion slot
- Audio-connectors (balanced, filtered for optimum sound)

With it comes about 200 disks with various software, mods, and other stuff.
All necessary cables included, as well as joystick, mouse etc.

Price is 4000 Sek (1 USD approx 7-8 SEK). Buyer pays shipping.

Response by E-mail, or phone (Sweden) 08-745 21 41.

Regards, Tommy

46. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-02 18:52:19 UTC
From: diehl@nudge.io.org
Message-ID: <3e9i13$idq@ionews.io.org>
Source record: 173794

Dan Dreibelbis (Dan.Dreibelbis@balmybeach.gryn.org) wrote:

: useless layabout teenager on the dole that uses GFA Basic, let me

Sorry, but I sort of have to ask ... what's wrong with GFA Basic?

: --
: | Fidonet: Dan Dreibelbis 1:250/422
: | Internet: Dan.Dreibelbis@balmybeach.gryn.org
: | Standard disclaimer: The views of this user are strictly his own.

--

```
_____________________________ _________________________________
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
(Not a layabout teenager on the dole, but definitely a GFA Basic user)
```

47. Re: on-line software/provider for atari?

Newsgroup: comp.sys.atari.st
Date: 1995-01-02 19:46:09 UTC
From: jtace@prometheus.hol.forthnet.gr
Message-ID: <3e9l61$d8r@brigitte.forthnet.gr>
Source record: 173718

```
TONEWHEEL (tonewheel@aol.com) wrote:
: A friend of mine has a 1040STE and would like access to e-mail/internet
: etc. What is the best software and access for atari? It would be of great
: benefit to him for it to be extremely user friendly.
: Thank you very much. < tonewheel@aol.com >

--
There are many good PD and Commercial communication programs for Atari.
My opinion is that the best PD/Shareware is Connect 2.46 (you can find
it in almost any ftp site) and one of the best commerciall programms
is StalkerV3.

**********************************************
* ATARI ST 2.5 MB, 1.4 ROM *
************************ Hardware MacPlus & PC286 Emulator *
* Friendly : * SCSI 210MB HD with RealTime Clock *
* * Hawk A4 Scanner & Stylus 800+ Printer *
* Dimitris Sourmelidis * Mono & Color Monitors *
* Athens, Greece * Zoom 9600/2400 FaxModem *
************************ If you want to e'mail me, try out these...: *
* jtace@prometheus.hol.forthnet.gr *
**********************************************
```

48. Re: MIDI Software for Falcon? (PD preferred)

Newsgroup: comp.sys.atari.st
Date: 1995-01-02 20:42:08 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D1spI8.G8F@cix.compulink.co.uk>
Source record: 173800

In response to ralunsfo@uncc.edu's message:

> I am getting a Roland Sound Canvas MIDI module for my Falcon very soon,
> and was wondering if anyone is aware of a PD MIDI sequencer, or at
> least a demo that I could play around with until I get the money
> together for a basic commercial package?

Hi Russ,

You should look for the Cosh Sequencer called Accompanist. It's here as
accomp25.tos but I don't know what it might be called around the FTP sites.

It certainly worked on a TOS 2.06 STE with a Roland Sound Canvas SC55 when
I first got it.

It's about 170k compressed btw

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%*%* # 90:102/140.16@nest.ftn #

49. Problems with my 1040STE

Newsgroup: comp.sys.atari.st
Date: 1995-01-02 20:48:32 UTC
From: npetrlik@public.srce.hr
Message-ID: <3e9or0$fth@nippur.irb.hr>
Source record: 173798

Hi To All!

Weird things are happening to my STE. One day, whe I switched my STE on, all looks normal - booting, loading the program etc ... But, after 2 hours of work, the bombs appeared. Maybe some bug in the program, or some acc mess the memory ... i thought ... I simply pushed the reset button, and then (to be sure) <Ctrl>+<Alt>+<Right Shift>+<Del> for cold reset. Then, it happened again! (20, 30, and once 80 bombs !!). I switched the computer off for 30-40 seconds, then on ... and then ... no picture, nothing ... i panicked ... and switch him off for couple of hours. Next day, i worked 2-3 hours, and all worked normally (no bombs). As I mainly use a hard disc than a floppy, this "worked normally" is a very relative notion. I needed to format one floppy disc (I'm using FcopyPro and E-Copy). I've set the parameters (in FcopyPro) - nr of tracks: 80 (0-79), nr of sectors: 9. Fcopy starts to format a disc, 79,78,77,76,75... 31,30,29,28,27... and then the message appears: The Floppy Disc Head Has Reached Track 0! I repeated the formatting procedure, but it happens again on the other track. E-Copy do the same thing. (floppy head has reached track 0 ... etc). This 'reaching track 0' happening occasionally (usually after a 1-2 hours of work).
Friend of mine told me that MAYBE the MCU/GLUE chip have some 'bug'. I've look into the computer and discovered that MCU/GLUE chip is soldered (or glued)..
Where is the problem ?
Predator says that the disc drive is good (max. nr of tracks is 84 (00-83), max. step rate 2 ms).
Floppy drive type is Epson.
Also, when I'm scanning a perfectly good disc, Fcopy gives me an error message (on track>75, sometimes 77,78).. off course disc was formatted on this drive.
As I mentioned, this thing with floppy happening from time to time, and the 'bombing' happened 2 days ago (several times) - not program fault for sure ... it happening in every prg ..

Where might be the error ?

Many Thanks.

+--------------------------------+
|E-mail: npetrlik@aixesa.srce.hr |
+--------------------------------+

50. Re: GOOD ATARI WORDPROCESSERS...!!!

Newsgroup: comp.sys.atari.st
Date: 1995-01-02 20:57:18 UTC
From: starlord@infi.net
Message-ID: <3e9pbe$12j@lucy.infi.net>
Source record: 173799

I Know that Papyrus is a great word pro. but what is a good PD WOrd Pro???
also can anyone come up with a fancy signture file for me???
--
Duane Brankley aka
... Star Lord ... (Starlord@Infi.net)

51. I need midi software

Newsgroup: comp.sys.atari.st
Date: 1995-01-02 21:16:03 UTC
From: rescuer@umich.edu
Message-ID: <3e9qej$6uh@lastactionhero.rs.itd.umich.edu>
Source record: 173701

I'm new to Atari and to midi, I have a yamaha g10 (guitar synth) and a yamaha tx802 tone generator. My atari is a mega 4, with a hard drive. I'm looking for a squencer and a librarian. I'm hoping someone can help me find appropriate software. Please feel free to post me directly at rescuer@umich.edu

Thank You, A J Thomas

52. Re: I need midi software

Newsgroup: comp.sys.atari.st
Date: 1995-01-02 21:24:19 UTC
From: bwillis@maple.nis.net
Message-ID: <D1srGJ.754@maple.nis.net>
Source record: 173715

AJ,
For the ridiculously low price of something like $49.95, Dr. T's
KCS Omega is worth looking at. Feature-wise, it's competitive with
software costing ten times as much. It's very deep software, though --
you could spend years exploring every function. Of course, if you
don't need the bells & whistles, you can pretend they're not there.
Its graphic editing screen would be particularly helpful in cleaning
up tracks recorded with the guitar controller.

Bill

53. Re: GOOD ATARI WORDPROCESSERS...!!!

Newsgroup: comp.sys.atari.st
Date: 1995-01-02 22:17:32 UTC
From: raver909@telerama.lm.com
Message-ID: <3e9u1s$78@epicycle.lm.com>
Source record: 173795

Duane Brinkley (starlord@infi.net) wrote:
> I Know that Papyrus is a great word pro. but what is a good PD WOrd Pro???

I think THE BEST PD word processor is Marcel. It is loaded with features
and can use the RTF (rich text format) standard so that you can exchange
files between Marcel and Word Perfect or MS Word on a Mac or PeeCee.

> also can anyone come up with a fancy signture file for me???

Nope. :)
Joe

--

54. Re: question re. 1040 RAM upgrade

Newsgroup: comp.sys.atari.st
Date: 1995-01-02 22:20:05 UTC
From: raver909@telerama.lm.com
Message-ID: <3e9u6l$82@epicycle.lm.com>
Source record: 173796

Alex Brosgart (alexb@freenet.vancouver.bc.ca) wrote:
> Is it possible to get more than 4 meg RAM
> on a 1040 Mega STE-1? Thanks in advance
> to anyone who can help with this info.

I've seen STE's with 12 megs RAM
Joe

--

55. Re: MPEG Players

Newsgroup: comp.sys.atari.st
Date: 1995-01-02 22:21:05 UTC
From: raver909@telerama.lm.com
Message-ID: <3e9u8h$89@epicycle.lm.com>
Source record: 173797

John T. Chung (jchung@ren.us.itd.umich.edu) wrote:
> Are there any good MPEG or QUicktime players available for the ST?

I think 1stguide does this.

> -j

--

56. Re: DTE-speeds

Newsgroup: comp.sys.atari.st
Date: 1995-01-02 23:20:50 UTC
From: neptune@galaxy.owl.de
Message-ID: <FACXFDVWUP@galaxy.owl.de>
Source record: 173708

In <FACGBJUUUP@dksoft.ping.dk> Kim Andersen wrote:

>HM> Feel free to comment, Roger. But this is it, I think.

>And hopefully you know it wouldn't hurt to run a faster DTE rate, if your
>computer can handle it.

Oh yes, Kim, I'm most certainly aware of it. Mine is set as high as my modem
works.

There is some twit around here, who was questioning this matter, you know ;-)

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

57. Re: Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-01-02 23:25:14 UTC
From: neptune@galaxy.owl.de
Message-ID: <FACXFDVZUP@galaxy.owl.de>
Source record: 173709

In <D1r7Fu.GAq@cix.compulink.co.uk> "Roland Givan" wrote:

> > This results in an overall performance improvement. DMA gets way
> > faster, and with a modified OverScan software you have really nice
> > resolutions in _all_ modes. Even mid-rez becomes usable.

>Does this allow you to have Overscan on a STE or MSTE? I must admit if the
>MSTE had been able to have Oversacn - then I probably wouldn't have been

You don't need the OverScan hardware when the PCB is running at a higher clock
rate. Only the software-part of it is needed to use the higher resolutions!

The common OverScan-hardware cannot be installed in "E"-models.

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

58. Does anyone out there use a Cannon BJ200e printer??

Newsgroup: comp.sys.atari.st
Date: 1995-01-02 23:39:07 UTC
From: stuart@cs.ualberta.ca
Message-ID: <3ea2qs$dap@scapa.cs.ualberta.ca>
Source record: 173703

Hi.. I'm looking for a good printer to buy for my falcon, especially since I have atari works, and I like to do a modicum of desktop publishing. I was recently recdommended a BJ-200 from cannon. I phoned Cannon of canada, and they informed me that the BJ-200 was discontinued, and that the BJ200e was still available- so now I am planning on getting a BJ200e. (I talked to someone else that said they were both discontinued, but I don't think he knows what he was talking about).

However.....

When I purchased atari works (and also, my falcon), there came with these products speedo Gdos.. after looking through the list of printer drivers, I see nothing for either the BJ200 or the BJ200e, which supposedly can run off the drivers of the BJ200. I do however have a printout from a BJ200e which states that it is compatable with the epson lq drivers (or it has an epson mode). This is good news since that covers most of the bases.

I do want to hear from someone though as to whether or not it is possible to either attain a BJ200/BJ200e driver for speedo, or if not, will the epson LQ driver do everything I want it to (which basically includes printing speedo bitstream fonts and perhaps the occasional black and white picture).

email would be appreciated, or else you can leave a message on this newsgroup, as I read it frequently.

Dave

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email:stuart@amisk.cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
< \< \< \< \/ \ / \/ >/ >/ >/ >	/	\ http://ugweb.cs.ualberta.ca/~stuart

59. OK... I give up.

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 00:43:29 UTC
From: cherridge@delphi.com
Message-ID: <BW77YzB.cherridge@delphi.com>
Source record: 173705

I give up trying to find a way to use the mouse on Delphi. Is there an expert out there that can show me how to use a mouse on an 1040 Ste with 4 MB of ram on Delphi. I would like to see some of the color pictures that are available on the internet. I also use a Supra Fax Modem at 14,400. Is there a public domain or cheap Software solution to operate on the net?

Please let me know,

Connor

Cherridge@delphi.com

60. Re: Michtron BBS s/w: Works w/9600?

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 00:59:08 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D1t1EK.FDB@cix.compulink.co.uk>
Source record: 173711

```
In response to dpj@delphi.com's message:
> Bryan Woodworth <bryanw@best.com> writes:
>
> > does anyone know if michtron's bbs software has been modified by
> > anyone to work with 9600bps modems?
>
> The answer is yes, but a conditional yes...
>
> There is an upgrade in the works for the software. It was supposed
> to have been released around October/November, but hasn't yet.

The last I heard, Michtron v4 was due out in June *93* !!

> If I hear anything more about the upgrade, I'll post it.

Unless you've heard something direct from the author in the last 12 months
I wouldn't hold your breath (Tim Purves wasn't it?)

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
*%*%*%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
*%*%*%*%*%*%* # 90:102/140.16@nest.ftn #
```

61. FS or Trade: VIDI-ST

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 01:27:54 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <JawZ4HC.lmcclure@delphi.com>
Source record: 173710

TRADE: VIDI-ST video digitizer cartridge (w/v1.28 software
and VidiChrome software

FOR: any ONE of the following:

(1) sound digitizer for ST (I'll need details)
(2) Small SCSI hard drive (Quantum LPS series or 1" high Seagate
preferred)
(3) Atari 800XL in good condition
(4) Two 3-chip or 2-chip 70ns 1 megabyte SIMMs (no 8 or 9 chip SIMMs)

I will also sell it outright. $60 (includes shipping) or make offer.

Reply via e-mail.

62. Re: question re. 1040 RAM upgrade

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 01:34:37 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1t31q.Hs1@cix.compulink.co.uk>
Source record: 173712

In message <3e7nbo$rv2@freenet.vancouver.bc.ca>,
alexb@freenet.vancouver.bc.ca said:
> Is it possible to get more than 4 meg RAM
> on a 1040 Mega STE-1? Thanks in advance
> to anyone who can help with this info.

On an ordinary 1040STE you can fit a Marpet XtraRAM+8 (which take a 4Mb machine to 12Mb). This fix is apparently no longer available for the MSTE.

Alternatively there is the PAK3 68030 upgarde for all STs and STEs (including MSTEs). This as well as as giving a massive speed boast allows the use of an extra RAM board. The PAK3 is not a cheap option though.

:-)

Roland.

@CiX

63. Re: Splitting Up Archive Files

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 01:34:40 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1t31s.HsM@cix.compulink.co.uk>
Source record: 173713

In message <3e95fa$44p@lastactionhero.rs.itd.umich.edu>,
jchung@ren.us.itd.umich.edu said:
> Hey guys,
> Recently I compressed a file on a PC using pkzip -& ,
> which will span the zip file over many disks if it is too large
> to fit on a single disk. But when I tried to unzip this on an atari,
> using ST ZIP, the program didn't know what to do with it.
> Any suggestions?

Zip it and then uuencode it. Split the uuencode file up to put onto floppy
(with a text editor) and reassemble it on the Atari. The uudecode it and
then unzip it.

Should work anyway!

:-)

Roland.

@CiX

64. Re: Problems with my 1040STE

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 02:15:04 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1t4x4.KDF@cix.compulink.co.uk>
Source record: 173704

In message <3e9or0$fth@nippur.irb.hr>, npetrlik@public.srce.hr said:
>
> Weird things are happening to my STE. One day, whe I switched my
> STE on, all looks normal - booting, loading the program etc ...
> But, after 2 hours of work, the bombs appeared. Maybe some bug in
>
> Many Thanks.

Sounds like a temperature related problem. You could try increasing the
ventalation to the case.

Alternatively a flakely PSU or socketed chip which has worked lose and
maybe loses contact when it heats up.

:-(

Roland.

@CiX

65. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 03:29:02 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3eag9u$bl4@darkstar.UCSC.EDU>
Source record: 173707

In <3e9i13$idq@ionews.io.org> diehl@nudge.io.org (Eric March) writes:

>Dan Dreibelbis (Dan.Dreibelbis@balmybeach.gryn.org) wrote:

>: useless layabout teenager on the dole that uses GFA Basic, let me

>Sorry, but I sort of have to ask ... what's wrong with GFA Basic?

1) it's basic.
2) Do you need more than that? okay...
3) anything that requires a runner program is lame. (i.e. Visual Basic)
4) I've never seen anything good done in GFA.
5) does it offer true, real, GEM support (I don't know)

```
> _____________________________ _________________________________
> _____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
> _________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
>_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
>(Not a layabout teenager on the dole, but definitely a GFA Basic user)
--
__ /\ __
__\/__\/__
\_||_/
/__||__\
// \ | \\
\|
```

66. Contacting Atari?

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 03:32:17 UTC
From: joneil@infi.net
Message-ID: <3eagg1$d56@lucy.infi.net>
Source record: 173706

Could someone please post a phone number and/or address for Atari Computers. I'd like to get product info and local dealer info from them. Is Atari on the net?

Thanks!!

joneil@infi.net

67. AtariWorks and MiNT 1.12

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 03:58:36 UTC
From: whitema@rtsg.mot.com
Message-ID: <3eai1c$5jg@delphinium.cig.mot.com>
Source record: 173714

Hey all!

I just tried printing with AtariWorks under MultiTOS with MiNT 1.12
and it dies (AtariWorks, not MiNT)! Anyone else having this problem?
I'm using the HP Laserjet driver, and SpeedoGDOS 4.somethingorother.

Thanks,
Mike
whitema@cig.mot.com

P.S. It worked find with MiNT 1.04.

68. Complete, English, 1stguide?

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 06:04:31 UTC
From: darmok@leland.Stanford.EDU
Message-ID: <3eapdf$ecr@nntp.Stanford.EDU>
Source record: 173717

Where could I find a complete 1stguide set with the construction tools, etc. and all in _English_ please! Ummm...this works with Falcon right?

69. Looking for Daron Brewood

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 07:38:38 UTC
From: d93rkr@t.hfb.se
Message-ID: <d93rkr.789118718@txfs1.hfb.se>
Source record: 173722

Hello! This is for Daron only, as I can't send him ANY email ;^(

Hi, I've seam to have problems sending email to you... everything keeps
comming back to me!

Well anyway: Merry Christmus & a happy New Year!

//Robert

--
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
University of Borlange, Sweden _/ _/ _/ _/ _/ _/ _/ _/ STm
tel: +46-(0)70 5718622 _/_/_/ _/ _/_/_/ _/_/ _/ STe
http://tpx5.hfb.se:8000/~d93rkr _/ _/ _/ _/ _/ _/ _/ _/ F-030

70. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 09:34:14 UTC
From: diehl@grin.io.org
Message-ID: <3eb5mn$sqp@ionews.io.org>
Source record: 173719

Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:

: 1) it's basic.

...And?

: 2) Do you need more than that? okay...

At the moment, all I've needed, in terms of external assembler subroutines, is a sample player. Everything else I've done is pure GFA.

: 3) anything that requires a runner program is lame. (i.e. Visual Basic)

GFA compiles. No runner program is required. (That's only for old 2.0 stuff) Version 3.0 and up have all had the compiler, and it works quite well.

: 4) I've never seen anything good done in GFA.

Fansi (my ANSI editor), Ms. Munchie (Robert Dytmier), Frantick (Dave Munsie), Bugs (Dave Munsie), Megapede (Dave Munsie), Kid Kong (Dave Munsie), Frogger (Munsie), Kaboom! (Munsie) and a ton more I could name if I sifted through my collection. Wait for my upcoming game, Mystic Tiles ... I'm sure that after seeing it you probably won'd hold the same opinion about Basic languages -- or at least GFA.

: 5) does it offer true, real, GEM support (I don't know)

You can either use GFA's questionable windows, or use real, honest-to-goodness GEM windows just like in any other language. One of GFA's strong points is that it lets you program at the level YOU want to program. It offers high level proprietary commands and routines as well as more complex low level routines -- right down to bitblt and LineA calls. And if you choose you can integrate C or Assembler code with it, too.

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

71. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 10:07:30 UTC
From: neptune@galaxy.owl.de
Message-ID: <FADLACURUP@galaxy.owl.de>
Source record: 173735

In <3eag9u$bl4@darkstar.UCSC.EDU> Christopher Taylor Oates wrote:

>>Sorry, but I sort of have to ask ... what's wrong with GFA Basic?
>1) it's basic.

So?

>2) Do you need more than that? okay...

???

>3) anything that requires a runner program is lame. (i.e. Visual Basic)

You've never heard of the GFA-compilers, don't you?

>4) I've never seen anything good done in GFA.

Too bad. Perhaps you should take another look around. How do you know an
application is _not_ coded in GFA. There is a lot good GFA stuff ariund
lately. And a lot of sh*t as well.

But one cannot say GFA=bad or not good. It always depends on the programmer.
You can build a shitty app. with C, or Pascal, or whatever, as well.

>5) does it offer true, real, GEM support (I don't know)

With the proper libs it sure does.

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

72. Re: WWW browser

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 10:13:01 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3eb7vd$asp@percy.cs.bham.ac.uk>
Source record: 173720

bjb@bigbox.demon.co.uk writes:
>In article <EL2UCJVSUP@galaxy.owl.de>
> neptune@galaxy.owl.de "Hendrik Mylius" writes:
>
>> >> : Where are the WWW browsers for the Atari? one would be fine thank you.
>> >> : one that takes advantage of the GEM.
>> >
>> >AFAIK there is no GEM based WWW browser... yet. Though two are being written.
>>
>> TWO? Are you sure about this?
>
>That's what I've heard. One will be commercial, and won't support MiNTnet, and
>the other will be free/shareware and will be a sort of HTML shell, with
>external programs doing the connections - and so MiNTnet support is likely.
>
>Please correct me if I'm wrong :-)

I've not heard about the second one, but the first product will be
commercial and probably *will* be using MintNet/MagicNet.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

73. SY35 Patch Editor

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 10:29:46 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <789128986snz@bigbox.demon.co.uk>
Source record: 173654

Does anyone know where I can get hold of a Yamaha SY35 patch editor (preferably in the PD)? If not, is there a package which just stores SysEx dumps? I have tried using Notator Alpha and just sending the dump in but it tends to crash with so much data.

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+--+

74. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 10:33:18 UTC
From: hoagy@cix.compulink.co.uk
Message-ID: <D1trzI.xq@cix.compulink.co.uk>
Source record: 173721

>>Do you here by mean the common atari user are into publishing ?
>Lots of them are.
Not outside of Germany, it seems.

>Calamus is a _very_ powerful tool.
But still no PostScript. Unless you buy a half-baked PS module which
costs as much as SL itself.

Hoagy (hoagy@cix.compulink.co.uk, djs@jet.uk, 01734 351783)

75. FORSALE: Atari ST/TT Software & Magazines

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 12:00:05 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <3ebe85$4r6@canopus.cc.umanitoba.ca>
Source record: 173723
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
======================================================================
SOFTWARE
======================================================================
Assempro Assembler Language.....$ 28.00 (no box)
OSS Personal Pascal.............$ 28.00 (no box)

Night Shift.....................$ 13.00 (cute fun Lucasfilm platform/action)
Paladin (rpg)...................$ 10.00 (excellent rpg game)
Firezone........................$ 5.00 (strategic war game)
TV Sports Football..............$ 5.00 (xlent Football game 1 or 2 players)

Michtron BBS....................$ 1.00 (classic bbs software, no box&docs)

======================================================================
MAGAZINES
======================================================================

Atari Interface Disks of the Month:
Oct'91 - Oct'92
*** 14 disks total with a wealth of useful & fun programs ***
Note: these are only the disks, not the magazines
Only $15 + shipping!

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Other items FORSALE! For a list, send e-mail with the *subject* "SEND INDEX"
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will give first
priority to those offering my asking prices. If you are interested in any of
the items, please reply via e-mail as soon as possible. Questions are
welcome. All prices are in US dollars. Buyer pays shipping. Shipping costs
are non-negotiable. Volume discounts available.
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

--
<Trevor_Cordes@umanitoba.ca> $ AtariTT030/8 48Mhz $ cds,comics,s/wr,videos,
3rd Year CompSci Honours $ PreludeVTEC Techno $ 4 SALE: E-mail me with
University Of Manitoba, Canada $ Dr.Who SCTV Unix $ the subject: SEND INDEX
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
```

76. Re: WWW browser

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 12:31:21 UTC
From: kfoley@h649.eeo.fob.ford.com
Message-ID: <3ebg2p$j73@eccdb1.pms.ford.com>
Source record: 173724

In article <3eb7vd$asp@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

> I've not heard about the second one, but the first product will be
> commercial and probably *will* be using MintNet/MagicNet.

What's MagicNet?

--
Karl Foley - Contractor, Telephone: +44-268-405231
EEO Systems Fax: +44-268-404400
Ford Motor Company, Pager: +44-893-286286
Dunton, UK. Email: kfoley@h649.eeo.fob.ford.com

77. Re: GOOD ATARI WORDPROCES

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 12:33:00 UTC
From: Patrick.Brown@balmybeach.gryn.org
Message-ID: <256_9501032236@tor250.org>
Source record: 173738

Looking for a good shareware wordprocessor? I have just recently started using the Marcel wp and found it to be excellent (haven't scratched the surface of the features, really). Drivers for many printers too. hope this helps.

Patrick (al348@torfree.net)
--
| Fidonet: Patrick Brown 1:250/422
| Internet: Patrick.Brown@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

78. Anyone played Wizard of Wor?

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 13:04:50 UTC
From: SA073@getty.onu.edu
Message-ID: <SA073.1390.2F094B72@getty.onu.edu>
Source record: 173725

This was my all time favorite game at the arcades, and I still would rather see it on the Jaguar than Mortal Kombat III, or anything like that. Anyway, since I can't seem to find a PC version of this game, or SNES, or Sega Genesis, I was wondering whether the cartridge or disk version of the game for the old Atari is better? Any ideas?

79. Re: WWW browser

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 13:06:15 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3ebi47$e3n@percy.cs.bham.ac.uk>
Source record: 173726

kfoley@h649.eeo.fob.ford.com (Karl Foley) writes:
>In article <3eb7vd$asp@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>
>> I've not heard about the second one, but the first product will be
>> commercial and probably *will* be using MintNet/MagicNet.
>
>What's MagicNet?

As you may know, Mint provides an interface for external device drivers (.xdd) and filesystems (.xfs). The xdd drivers in MintNet are used to provide network connections to any GEMDOS applications using simple GEMDOS (well, Mint) calls.

MagiC 3 also provides an interface for external device drivers ad filesystems. It is different (sigh) to the Mint interface (although there are reasonable arguments for the differences). But the author of MintNet (Kay Roemer) appears keen to rewrite his Mint xdd drivers for MagiC (and hence call it MagiCNet), thus providing an identical service for GEMDOS applications.

This is somewhat dependent on the MagiC team providing detailed technical documentation to Kay, but we have our fingers crossed!

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

80. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 13:13:38 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3ebii2$e5k@percy.cs.bham.ac.uk>
Source record: 173729

hoagy@cix.compulink.co.uk ("David Stevenson") writes:
>>>Do you here by mean the common atari user are into publishing ?
>>Lots of them are.
>Not outside of Germany, it seems.

Did you know that the developers of SpeedoGDOS 5 have an interface prepared for Calamus fonts (.CFN?), so perhaps a Speedo 6 may include a CFN engine?

AFAICS, Calamus breaks the TOS programming rules all over the shop, which is why it doesn't work well with *any* multitasking TOS, MultiTOS included. How actively is DMC updating Calamus nowadays? Can they be persuaded to fix it for multitasking TOSes?

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

81. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 13:20:01 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3ebiu1$h1p@aggedor.rmit.EDU.AU>
Source record: 173727

```
: Roger, stop this. It's been apparent in the year that I've been
: wasting reading your highly negative and disinformative postings
: that you haven't got a CLUE about anything regarding Atari. And

Dan, Dan, Dan, it's ok, Roger is a kiwi. We aussies are used to them,
and understand their strange ways 8-)

In time, you too, will come to understand them as well ;-)

__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/

s9205525@otto.bf.rmit.edu.au
```

82. Atari-St: Multitex and Hp-Deskjet 520, 500C ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 13:47:21 UTC
From: krienke@infko.uni-koblenz.de
Message-ID: <3ebkh9$383@newshost.uni-koblenz.de>
Source record: 173728
Cross-posted to: comp.sys.atari.st,de.comp.tex

Hello,

i want to buy a HP Deskjet printer 520 or 500C. The problem is, that I don't
know if my Latex-Driver will work with this printer.
So i'd like to know if anyone has experiences with the multi-tex system,
implemented by C. Strunk on an Atari St and a Hp-deskjet printer.
The driver in multitex is named dvi_dot.ttp.

Any information would be great ...

Thanks Rainer

83. Atari Networking

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 13:57:45 UTC
From: vkjoshi@cs.vu.nl
Message-ID: <D1u1GA.1z9@cs.vu.nl>
Source record: 173730

Hi,

Can anybody help me find a networking solution using
a parallel port or rs232 to comunicate between a PC and
my 1024st .

Please reply via E-mail to vkjoshi@cs.vu.nl

Thanx in advance,

Edwin

84. Apex Media Demo?

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 14:39:27 UTC
From: t94patsa@ida.liu.se
Message-ID: <1995Jan3.143927.22590@ida.liu.se>
Source record: 173736

Hi, I'd like to know if there's a demo version of Apex Media?

Thanks!

/Patrik

--
__ __
/_/ /_ / Computer student at University of Linkoping (LiTH)
/atrik __/anfridsson / E-mail: t94patsa@und.ida.liu.se, z94patsa@isy.liu.se

85. Prospero C

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 15:03:43 UTC
From: Nils Øge Frøystein <nkjnf@kj.uib.no>
Message-ID: <3ebp0f$ld8@due.uninett.no>
Source record: 173737

There were no replies in the comp.sys.atari.programmer group,
therefore I will try again here:

I've heard that Prospero C has been "given away" on a ST Review
coverdisk
(or was it ST Format?).

I do not have this magazine, but I would like to have a copy of that
coverdisk.

Is there somebody who can send me the necessary files (e.g. via
E-mail) ?

Thank You!

Nils Aage Froeystein

nils.froystein@kj.uib.no

86. Re: Does anyone out there use a Cannon BJ200e printer??

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 15:06:52 UTC
From: chrisw@perth.DIALix.oz.au
Message-ID: <3ebp6clii1@perth.DIALix.oz.au>
Source record: 173731

Dave - I have used a Canon BJ200 quite happily with Atari Works, Speedo GDOS, Pagestream 2.2 etc for a year or more.

I use the Canon BJ10 driver from Speedo which gives excellent results and no probs to date.

The Epson LQ emulation works fine too (easily changed if desired as at least the DIP switches are readily accessible).

If you are using a non-graphical word processor and relying on internal printer fonts use LQ emulation - there are more fonts to choose from.

Chris
chrisw@perth.DIALix.oz.au

87. Re: Michtron BBS s/w: Works w/9600?

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 16:02:38 UTC
From: jonaeson@algonet.se
Message-ID: <3ebseu$qqo@aristotle.algonet.se>
Source record: 173734

dpj@delphi.com wrote:
: Bryan Woodworth <bryanw@best.com> writes:
:
: >Hello,
: >
: >does anyone know if michtron's bbs software has been modified by
: >anyone to work with 9600bps modems?
: >
: >a local bbs would like to get 9600 baud working and still keep
: >using michtron.
:
: The answer is yes, but a conditional yes. The only 9600 baud modem
: that he can use is the Courier HST 9600. And, his users must also have
: the same modem to connect. At the time that the MichTron BBS software
: came out, the HST was the standard and that's what was programmed to be
: accepted. There were no other 9600 modems at that time.
:
: There is an upgrade in the works for the software. It was supposed to
: have been released around October/November, but hasn't yet. The upgrade
: is reported to have added better modem support (9600+) and better
: transfer protocols, among other enhancements. Personally, I'm waiting
: to get my hands on that upgrade as I run MBBS also! If I hear anything
: more about the upgrade, I'll post it.

Michtron will quite happily accept any 9600 modem, although you have to
switch off any compression. (Connect 9600/V32/NONE)

Any attempts at higher speed will fail.

In sweden there was quite a few boards that ran a hacked version that
could accept 14.400, but it had a few bugs, and didn't work very reliably.

Since Michtron isn't really programmed to handle higher speeds than 2400
the throughput doesn't improve very much. around 460 cps in 9600 compared
to around 230 cps in 2400.

Regards, Tommy

88. Old Atari Disks, Fixing

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 16:04:08 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <D1u7Ax.KKI@freenet.carleton.ca>
Source record: 173739

I recently acquired a large collection of old disks for My Atari. I want to know what the best wa otysensure their longevity is. This is what I was considering, for the non copy-protected disks:

Running them through Diamond Edge's Read-Write Read Bad sector mapping. My logic for this is that it would help to take the data already on the disk and rewrite it, so that the disks would be less likely to loose their magnetic info. Is this a good/bad/indifferent idea? I am also running them all through UVK, and have already caught one instance of the Signum virus.

Thanks!

--

Mark Montreuil (613) 990-4833 (voice)
IH Advisory Council Internet Relations
Internet: montreuil.mark@istc.ca or ai066@freenet.carleton.ca

89. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 16:08:03 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950103165852.17757E-100000@bull.mimuw.edu.pl>
Source record: 173742
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Fri, 23 Dec 1994, Chris Herborth wrote:
> In <Pine.BUL.3.90.941221142746.1924E-100000@bull.mimuw.edu.pl>, Szymon Stasik writes:
> >So what about the PPC?
>
> I've said it before and I'll say it again... Making a PowerPC-based TOS
> computer would be a stupid way to commit suicide for the company
> building it.
>
> Why, you ask? Observe:
>
> 1) *All* software would run in emulation, probably about as fast as a TT

Mac has the same problem, however F030 is quite new product so the
applications for it are new too. Then what would be a problem to
recompile it to PPC?!?

> 2) ST-compatible video (ie, like the ST, STe, TT, Falcon) would slow
> the processor to a crawl; if you use incompatible video, you lose all
> those annoying programs that try to hit the video directly

Its not a problem at all. Almost all new stuff on F030 uses video
correctly becouse of some new modes so there could be brand new modes
with the old ones for compatibility like on F030.

> 3) Linux would be the only native PowerPC software available; there are
> almost *no* Atari developers left to recompile their commercial apps
>
> #1 is the kicker though... why spend at least $2k US on a system to run
> slightly faster than a TT?

The answer is the same as for 1)

regards,

Simon.

90. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 17:31:56 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9501031633.AA00429@ilmen.lanl.gov>
Source record: 173740

In a previous article, neptune@galaxy.owl.de (Hendrik Mylius) wrote:
>In <EL5UAGUUUP@dksoft.ping.dk> Kim Andersen wrote:

>>Which i can understand. But as far as i can read between the lines in the
>>messages about MacMagic, they have reach alot futher with that.
>
> A MAC doesn't have the advanced DSP stuff a Falcon comes with. The HW
> is much closer to a TT than to the bird.

Generally speaking, that's correct, Hendrik. But some Mac's (such as my own 660av, for example) -are- equipped with DSP's as standard equipment and a gaggle of audio/video input/output capabilities.

>>No ofcouse not. Why should you care at all. You're probably doing fine
>>where you are, so why care about the rest.
>
> Trying to be sarcastic? I think you have no idea about running a company and
> making a living from it.

Amen to that! Just TRY to make a living developing software for the Atari. It's never been easy but now it's nearly impossible, IMHO. I applaud those that are still hanging in there out of love for the machine, certainly NOT due to some misguided profit motive. ;-)

-Hutch- @ Fair Dinkum Tech

91. GFA (Was: Re: Sheppard is a Twit)

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 18:04:04 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9501031705.AA00446@ilmen.lanl.gov>
Source record: 173741

In a previous article, aspect@cats.ucsc.edu (Christopher Taylor Oates) wrote:

>In <3e9i13$idq@ionews.io.org> diehl@nudge.io.org (Eric March) writes:
>
>>Dan Dreibelbis (Dan.Dreibelbis@balmybeach.gryn.org) wrote:
>
>>: useless layabout teenager on the dole that uses GFA Basic, let me
>
>>Sorry, but I sort of have to ask ... what's wrong with GFA Basic?
>
>1) it's basic.
>2) Do you need more than that? okay...
>3) anything that requires a runner program is lame. (i.e. Visual Basic)
>4) I've never seen anything good done in GFA.
>5) does it offer true, real, GEM support (I don't know)

Oh, come on, Christopher. I expect this kind of drivel from SOME people on the net, but not you.

Claiming that any programming language is garbage because it is BASIC (or Pascal, or Cobol, etc) is nonsensical. Likewise, claiming that any program written in that language must also be garbage is just plain dumb. Just because YOU have never seen anything good written in a given language does not mean that nothing good exists.

In regards to GFA, you imply its lame, but you obviously know little about it, e.g, it compiles into a fast, standalone executable (unlike VB) and it -does- provide for all GEM calls. You would likely be surprised to see just how many commercial apps were written in GFA. It's a common practice not to advertise the fact, due to narrow mindsets as yours.

I have used GFA extensively on the Atari as well as DOS and Windows, but I have also used a score of other languages (C, Lisp, Fortran, Pascal, Modula 2, et al) on other platforms. I will be the first to admit that GFA has some serious flaws (particularly in memory management), but it has some superb features as yet unmatched by other languages, too. I would not turn to GFA for all projects, but it will still be considered. Dave Small, Charles Johnson and John Eidsvoog are three of the best assembly and C programmers I've ever known, but each will tell you their are times when BASIC makes more sense and they will use it as needed.

Bottom line... I don't care WHAT language a program is written in as long as it does what it claims, does it well, and meets my needs. And I think you will find that is the predominant opinion among mature, thinking users.

Now if you want to flame Microsloth's Visual Basic product, I'm right with you... that IS a fine piece of junk! Er... IMHO, of course. :)

-Hutch- @ Fair Dinkum Tech

92. Re: Michtron BBS s/w: Works w/9600?

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 18:15:44 UTC
From: frank@tachyon.demon.co.uk
Message-ID: <789156944snz@tachyon.demon.co.uk>
Source record: 173744

In article <5Q144g4.dpj@delphi.com> dpj@delphi.com writes:

> There is an upgrade in the works for the software. It was supposed to
> have been released around October/November, but hasn't yet. The upgrade
> is reported to have added better modem support (9600+) and better
> transfer protocols, among other enhancements. Personally, I'm waiting
> to get my hands on that upgrade as I run MBBS also! If I hear anything
> more about the upgrade, I'll post it.

Dear God, is this still in the works? Back in March 1993 when we ran
MBBS on Ad.Lib it was "in the works" then too, with the same promises
:-> We would have never switched software if this had come off, and if
promised fido mailer support had happened.

--


```
_____ _
|_ _|_ _ ___| |__ _ _ ___ _ __ = Demon Internet Atari Tech Support.
| |/ _` |/ __| '_ \| | | |/ _ \| '_ \ = Email support@tachyon.demon.co.uk
| | (_| | (__| | | | |_| | (_) | | | | for full details.
|_|\__,_|\___|_| |_|\__, |\___/|_| |_| = PGP 2.6 Public Key available.
|___/
```

93. Re: Populous on a STe

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 18:18:04 UTC
From: frank@tachyon.demon.co.uk
Message-ID: <789157084snz@tachyon.demon.co.uk>
Source record: 173750

In article <34821.1288.uupcb@nezuld.com>
dirk.vandenheuvel@nezuld.com "Dirk Vandenheuvel" writes:

> There are two versions of Populous. One works on the STE and the other
> don't. The one that DOES comes in a compilation pack (a budget set) with
> a couple of other games--I can't remember which. The standalone Populous
> DOES NOT work on the STE and there's absolutely NOTHING you can do to
> make it work.

Back in the mists of time when I moved from an STFM to an STe, I had to
sell my copy of Populous and buy a double-pack from Infogrames which
also contained Sim City. This version works fine on the STe.

--

```
_____ _
|_ _|_ _ ___| |__ _ _ ___ _ __ = Demon Internet Atari Tech Support.
| |/ _` |/ __| '_ \| | | |/ _ \| '_ \ = Email support@tachyon.demon.co.uk
| | (_| | (__| | | | |_| | (_) | | | | for full details.
|_|\__,_|\___|_| |_|\__, |\___/|_| |_| = PGP 2.6 Public Key available.
|___/
```

94. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 18:21:24 UTC
From: frank@tachyon.demon.co.uk
Message-ID: <789157284snz@tachyon.demon.co.uk>
Source record: 173743

In article <3e9i13$idq@ionews.io.org> diehl@nudge.io.org "Eric March" writes:

> : useless layabout teenager on the dole that uses GFA Basic, let me
>
> Sorry, but I sort of have to ask ... what's wrong with GFA Basic?

I think Roger originally said that GFA was only used by spotty teenage
programmers. How *is* your acne, Eric? :->>

--

```
_____ _
|_ _|_ _ ___| |__ _ _ ___ _ __ = Demon Internet Atari Tech Support.
| |/ _` |/ __| '_ \| | | |/ _ \| '_ \ = Email support@tachyon.demon.co.uk
| | (_| | (__| | | | |_| | (_) | | | | for full details.
|_|\__,_|\___|_| |_|\__, |\___/|_| |_| = PGP 2.6 Public Key available.
|___/
```

95. Memory Problems

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 18:22:33 UTC
From: npetrlik@public.srce.hr
Message-ID: <3ec4l9$rbb@nippur.irb.hr>
Source record: 173745

Hi !

My friend have an STE with 1MB,
and one day his STE recognised only 1/2 MB.
The diagnose was that the other 1/2 MB
(two 256K SIMMs) are burned..
What is the cause of that ?
Is this because of overheating, is
the transformer board bad ?
Any other possibilities ?

And one more question: Is it possible
to put PC SIMMs into 1040STE, and how ?

Thanx.

96. Marpet Xtra RAM or PAK3

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 18:42:21 UTC
From: alexb@freenet.vancouver.bc.ca
Message-ID: <3ec5qd$7bh@freenet.vancouver.bc.ca>
Source record: 173746

Can anyone please provide info on where to get a
Marpet Xtra RAM+8 or PAK3 68030 upgrade kit?

97. How to upgrade TOS?

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 18:50:51 UTC
From: foltin@cherokee.nsuok.edu
Message-ID: <D1uF0s.59x@cherokee.nsuok.edu>
Source record: 173747

Help, please. I have a dead 520ST with TOS 1.4 and a 1 meg upgrade. I also have a 520STfm with TOS 1 and the original 500K memory.

Does TOS 1.4 require the presence of 1 meg? The reson I ask is that I tried to shift the six chips (U2 through U7) over from the St to the STfm and all I got was bombs. I was very careful to orient the dots on the chips with the drawings on the motherboard. Do I need to exchange U1 as well? what is U1 anyway? Is it the system ROM?

I also would like to shift one bank of DRAM's over to the STfm. Someone just posted a note that the STfm has the extra slots for the second bank of RAM, but was not sure of the value of the resistors taht need to be put into the remaining slots.

I would much appreciate any help with these problems so I could have a fully functional 1meg ST with TOS 1.4.

Thanks a bunch and have a happy new year!

Bela Foltin

foltin@cherokee.nsuok.edu

98. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 18:54:58 UTC
From: guenther@cabal.shnet.org
Message-ID: <FADSBBXOUP@cabal.shnet.org>
Source record: 173733

In <3e9i13$idq@ionews.io.org> Eric March wrote:

>Dan Dreibelbis (Dan.Dreibelbis@balmybeach.gryn.org) wrote:
>
>: useless layabout teenager on the dole that uses GFA Basic, let me
>
>Sorry, but I sort of have to ask ... what's wrong with GFA Basic?

It produces crappy programs that crash under many Atari compatible OSes
(MagicMac, MultiTOS, etc.).

Thorsten

--
- guenther@cabal.sh.sub.de (Thorsten Gï¿½nther) - _O
-- /
- .signature still under construction - _
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)

99. Calamus and PS

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 18:59:50 UTC
From: neptune@galaxy.owl.de
Message-ID: <FADTAEVJUP@galaxy.owl.de>
Source record: 173676

In <D1trzI.xq@cix.compulink.co.uk> "David Stevenson" wrote:

>>Calamus is a _very_ powerful tool.
>But still no PostScript. Unless you buy a half-baked PS module which
>costs as much as SL itself.

One might see this a one big advantage of Calamus.

You're able to connect the high-end printing hardware directly to the Atari
without fiddling woth RIP's and stuff.

IMO PS isn't all that great at all. All sorts of difficulties are likely to
occure when you try to use a document on another system or even another
machine. E. g. kerning problems due to missing fonts or different set-up's.

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

100. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 19:04:06 UTC
From: neptune@galaxy.owl.de
Message-ID: <FADTAEVMUP@galaxy.owl.de>
Source record: 173677

In <3ebii2$e5k@percy.cs.bham.ac.uk> Chris Ridd wrote:

>Did you know that the developers of SpeedoGDOS 5 have an interface
>prepared for Calamus fonts (.CFN?), so perhaps a Speedo 6 may include

Are you sure about this?

>MultiTOS included. How actively is DMC updating Calamus nowadays? Can
>they be persuaded to fix it for multitasking TOSes?

The latest 94-Update was a re-port from the WinDoze-NT version. Most peolpe
consider it being _very_ buggy and rather use an older version.

Atari-Calamus itself won't have great support from DMC any longer, I believe.
However, the guys from Adequate Systems are doing some great modules lately.
There's even a replacemet for the PKS-editor coming RSN. AFAIK, its name is
"Eddie".

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

101. Internet progs

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 19:10:31 UTC
From: tad@eagle.hd.hac.com
Message-ID: <3ec7f7$1vi@hacgate2.hac.com>
Source record: 173748

Looking for a decent Internet program for the ST. Went home and saw "Homer" for the Mac. Anything (public domain) like this in the ST world? I can get along in Unix pretty well, but some bells and whistles might be nice.

-Tom

102. Motorola 68000 User guide.

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 19:59:15 UTC
From: ma2jswc@bath.ac.uk
Message-ID: <D1uI6s.I7q@bath.ac.uk>
Source record: 173749
Cross-posted to: comp.sys.m68k,comp.sys.amiga.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know the email address of Motorola, or the availablility of
any 68000 instruction set documentation around on the net?
I'm doing some reading up for my project, which is to write a 68000
assembler, and need as much relevant information about the 68000 chip and
instruction codes as possible. I've heard that the 68000 User Guide is a
good bet.

Can anyone please email me with any advice?

Thanks

103. CyberPaint and TOS 2.06?

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 20:19:52 UTC
From: cordes@ac.dal.ca
Message-ID: <1995Jan3.161952.31891@ac.dal.ca>
Source record: 173655

Is it a known problem that CyberPaint doesn't run on a MSTE with TOS 2.06? Any work arounds?

Thanks,
John

104. The Internet Adapter (TIA)

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 20:51:38 UTC
From: zap@eskimo.com
Message-ID: <D1uKM3.6uq@eskimo.com>
Source record: 173671

Has anyone used the TIA interface with KAQ9/NOS? If so, how did you get it to work and what were your configuration specs on the program? I have all the gateway, ip, and name server addresses but my local server has a different set-up than the demon server provided in NOS. Any help would be appreciated.

Zap
--

internet: zap@eskimo.com
ZAPPERDUDE uucp: zap@eskimo.celestial.com
---

105. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 20:52:44 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3ecdes$gug@golem.wcc.govt.nz>
Source record: 173651

] >Sorry, but I sort of have to ask ... what's wrong with GFA Basic?
]
] 1) it's basic.

Hence the name.

] 3) anything that requires a runner program is lame. (i.e. Visual Basic)

Ever heard of the GFA Compiler?

] 4) I've never seen anything good done in GFA.

Define "good" :). I've seen some pretty impressive stuff done with it.
It may not be 680x0 ASM, but it gets the job done!

] 5) does it offer true, real, GEM support (I don't know)

Yes.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

106. Re: Anyone played Wizard of Wor?

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 20:55:56 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3ecdks$gug@golem.wcc.govt.nz>
Source record: 173652

] This was my all time favorite game at the arcades, and I still would
] rather see it on the Jaguar than Mortal Kombat III, or anything like that.
] Anyway, since I can't seem to find a PC version of this game, or SNES, or
] Sega Genesis, I was wondering whether the cartridge or disk version of the
] game for the old Atari is better? Any ideas?

The only machines (AFAIK) it was ever released on were the 8-bits,
(The dozen or so different atari machines, the C64). There is a demo
of it available for the ST the authors of which said they were going
to do the full thing if & when they could get the "maps" etc. from the
original, but from what I've seen, it was never done. Shame, as it's
not half bad! There you go guys, something else to port! ;-)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

107. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 20:56:21 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3ecdll$gug@golem.wcc.govt.nz>
Source record: 173653

] Dan, Dan, Dan, it's ok, Roger is a kiwi. We aussies are used to them,
] and understand their strange ways 8-)
]
] In time, you too, will come to understand them as well ;-)

Go away! :)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

108. Re: Memory Problems

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 21:00:55 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3ecdu7$gug@golem.wcc.govt.nz>
Source record: 173675

] My friend have an STE with 1MB,
] and one day his STE recognised only 1/2 MB.
] The diagnose was that the other 1/2 MB
] (two 256K SIMMs) are burned..
] What is the cause of that ?

Open up the machine, remove all the SIMMs (Carefully!), and then
put them back in in a different order. With any luck, they'll start
working again. (The standard sockets are pretty terrible, I've got 2
STes which have given me SIMM trouble, I've had one lot replace, and
the other one has them held in place with duct tape! (NOT Duck tape :)
Hey, it may be a pretty stupid method, but it's cheap, and it works!#

I switched PSU's between my 2 STEs because my good machine (last
revision, with 2.5meg), was playing up, (crashing a lot, making nasty
noises etc.) And the problems went away, it now only seems to crash
when I first boot it up! (It seems that the chips like to warm up before
they work properly :)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

109. Re: Another BUGed JPEG5 Binary...

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 21:38:56 UTC
From: mdg@ukc.ac.uk
Message-ID: <524@stork.ukc.ac.uk>
Source record: 173659
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3dov66$s47@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
:>Well The New Port of JPEG5 on A.A. is very very buged,
:>the file that I used with JPEG 4, comes out OK a 250k GIF
:>File, but the file from JPEG5 doses not work and comes
:>out as a 10meg file..??

Sorry I, cross-compiled that one and didn't test it before uploading...
>Or is it the source code that is buged...??

(it gave me no errors when I compiled it, and the code had an Atari configuration..... so it might be that code is bugged, then again it works fine on this
Sun.)

Griff
--

110. Nova card

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 21:48:58 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <789169738snz@chowgar.demon.co.uk>
Source record: 173674

I've just bought a Maga ST with a Nova card fitted inside but the lad I bought the computer off has lost his original disks for it and I re-partitioned the drive before I realised this so I now can't use the card at all.

Any ideas on how I can get hold of the software I need????

Thanks.

--

Simon Moore
smoore@chowgar.demon.co.uk

111. Re: DTE-speeds

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 21:56:40 UTC
From: kim@dksoft.ping.dk
Message-ID: <FADVFAVDUP@dksoft.ping.dk>
Source record: 173669

In <FACXFDVWUP@galaxy.owl.de> Hendrik Mylius wrote:

HM> Oh yes, Kim, I'm most certainly aware of it. Mine is set as high as my modem
HM> works.
HM>
HM> There is some twit around here, who was questioning this matter, you know ;-)
HM>

Can't remember, the subject has changed, and i only keep news for a few
days here.

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

112. Re: Falcon 040

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 22:04:19 UTC
From: rosenkra@convex.com
Message-ID: <3echl3$p12@convex1.convex.com>
Source record: 173672

In article <9412302024.AA01389@ilmen.lanl.gov>,
Hutch <hutch@ilmen.lanl.gov> wrote:
>
> [...] OK, I've finally run a
>benchmark using the latest version of Speedometer (a Mac benchmark utility)
>on both machines and the PR (Performance Rating) is as follows:

what exactly does Speedometer test? is it a cpu-only test or does it
test the entire system (graphics, disk and other i/o, cache, etc) or
a "typical" application load? does it report raw results or is the PR
a composite? how much of the test (weight) is based on floating point
performance, if any? and who wrote/endorses its use?

just curious...

-bill

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

113. Calligrapher 3 Gold and Superbase Personal Make Offer

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 22:29:11 UTC
From: dssjms@aol.com
Message-ID: <3ecj3n$f9@newsbf02.news.aol.com>
Source record: 173681

I have Superbase Personal, Calligrapher 3 Gold and Multitos for sale to anyone who wants them , any offer considered as these are the last ST software titles I have left after switching to an IBM platform.

E-mail offers to DSSJMS@aol.com

114. Re: Does anyone out there use a Cannon BJ200e printer??

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 23:12:16 UTC
From: stuart@cs.ualberta.ca
Message-ID: <3eclkg$6b0@scapa.cs.ualberta.ca>
Source record: 173689

chrisw@perth.DIALix.oz.au (Chris Whitelock) writes:

>Dave - I have used a Canon BJ200 quite happily with Atari Works, Speedo
>GDOS, Pagestream 2.2 etc for a year or more.

I don't suppose you've figured out a way to print in 256 colour grey-scale?
Do I have to dither all my pictures to black and white, or can they be
printed without doing that?

>I use the Canon BJ10 driver from Speedo which gives excellent results
>and no probs to date.

Well, I purchased one last night (a BJ200e) and figured that out.. looks
nice!

>The Epson LQ emulation works fine too (easily changed if desired as at
>least the DIP switches are readily accessible).

I like the cursive font. Too bad it won't let me do that in BJ10 mode.
Oh well.

>If you are using a non-graphical word processor and relying on internal
>printer fonts use LQ emulation - there are more fonts to choose from.

>Chris
>chrisw@perth.DIALix.oz.au

thanks...

Dave

--
\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email:stuart@amisk.cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
< \< \< \< \/ \ / \/ >/ >/ >/ >	/	\ http://ugweb.cs.ualberta.ca/~stuart

115. Re: ***MagiCMac information wanted***

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 23:12:19 UTC
From: goetzn@pop.gun.de
Message-ID: <goetzn-0401950015000001@192.109.159.242>
Source record: 173688

In article <R2wYgOq.ds1789@delphi.com>, Drew Smith <ds1789@delphi.com> wrote:

> I need any and all information on the Mac/Atari thing! An e-mail address,
> Company or author name,etc.

MagicMAC enables you to run a lot of your Atari ST software on
the MAC, in many ways it is similar to SoftWindows or SoftPC.
It only consists of software , i.e. it is a port of the MagiC OS
(real multitasking for STs) to the 68k Mac Platform.
MagicMac works parallel to your other Mac applications.

I don't want to post too long of a plug here; I've just been using
the beta test version for 4 weeks now, but it is really great fun to see
how fast the ST programs run on my Apple Performa 630, they fly.

I do not know whether the company that does MagiCMac markets their
software outside of Germany, AFA I know they don't have email, but
you can try to reach them at:

Application Systems Heidelberg,
Postfach 102646, 69016 Heidelberg, Germany (snail mail)
phone : (int. access code) 49-6221-300-002
Fax: 49-6221-300-389 (probably best way to go).

> If anyone is using this,I need to know how it works with midi suff.
I'm not using MIDI, and Macs usually do not come with that kind of
interface, so you need to ask the developers.

> All help will be geatly appreciated,and all messages will be answered.

you can reach me at goetzn@pop.gun.de, or maybe drop me a line at
49-2102-843-282 ,if the line is busy, I'm probably surfing the net ;-)
> Thank You
> Drew

You're welcome,
Goetz.

116. Re: Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 23:26:40 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D1ursH.Dt8@cix.compulink.co.uk>
Source record: 173690

In message <EL2NCAURUP@galaxy.owl.de>, neptune@galaxy.owl.de said:
>==========

>Did Vicpublishthe photos and other data he took in Hennef? I talkedto him
>when heshowed up at the MW-booth tocompile some infos about the PAK and
>stuff. He seemed pretty amazed ;-)

The last issue of ST Review included a 1 page report on Hennef, with 1 paragraph on Pak3. It included a photograph of the Eagle motherboard but not of the Pak.

Barry wilsontjb@cix.compulink.co.uk

117. Re: SC1224 magnetized... help!

Newsgroup: comp.sys.atari.st
Date: 1995-01-03 23:44:34 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-FADXEAUS@ttgk.textlitho.nl>
Source record: 173656

In <D1Js2o.Mq0@murdoch.acc.Virginia.EDU> John William Stanmeyer wrote :

>I made a stupid mistake the other day and put a clock radio down on top of
>my sc1224 monitor (the original RGB one with the dials on the side).
>Anyway when I turned on my computer today the screen was all rainbow
>tie-dyed. I moved the clock away that second and most of the color
>distortion is gone, but I still have a purple blotch in the top left
>corner of my screen. Does anybody know an easy way to fix this? A year
>ago a friend put a car stereo speaker on my TV set and the magnet
>distorted the screen so badly that it is still all funky. Hopefully any
>solution will help with that, too. Thanks in advance.

Try using a cassette or tape-deck head demagnetizer (the ones with a power
cord attached, not the battery powered cassette types), move it in circles
on front of the dis-colored spot on the screen and slowly move away from it
(keep circling). This might do the trick.
If this fails too, take your monitor to a TV repairshop and ask if they can
demagnetize it (they normally have a much more powerful demagnetizing
coil), it should take no more than a few minutes.

Gert

--

-- --
Atari TT-Point
-- --

118. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 00:02:46 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAEADGVCUP@galaxy.owl.de>
Source record: 173678
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <Pine.BUL.3.90.950103165852.17757E-100000@bull.mimuw.edu.pl> Szymon Stasik wrote:

>Mac has the same problem, however F030 is quite new product so the
>applications for it are new too. Then what would be a problem to
>recompile it to PPC?!?

Because the PPC is an *entirely* _different_ cpu. If it were that easy as you
naively believe, why are so little applications available as PPC-native
binary? 68k's and PPC's are not binary compatible. A simple re-compilation
wouldn't be enough.

The 68k-series used in MAC's and Atari's are compatible on the cpu-part. The
difference is in the hardware (bus, video, sound) around it. These differences
can be worked around, using OS-calls properly.

>> 3) Linux would be the only native PowerPC software available; there are
>> almost *no* Atari developers left to recompile their commercial apps
>>
>> #1 is the kicker though... why spend at least $2k US on a system to run
>> slightly faster than a TT?
>
>The answer is the same as for 1)

From what I've heard, the folx doing the Linux-PPC port do have all sorts of
problems. This version is far from running. And Linux 68k-binaries are not
compatible to PPC-Linux as well.

--
/Hendr!K/
''~``
(o o)
+---------------------.oooO--(_)--Oooo.------------------+-+
Hendrik Mylius MausNet: Hendrik Mylius @ PB2	P
Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de	G
D-32049 Herford .oooO Phone/Facsimile:	P
Germoney/Earth ( ) Oooo. +49-52 21-85 55 45	!
+----------------------\ (----( )-------------------+-+
_)) /
(_/
This one is for U, Chris :-)

119. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 00:52:58 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3ecrha$jk1@golem.wcc.govt.nz>
Source record: 173698

In article <5dd_9501021019@tor250.org>, Dan.Dreibelbis@balmybeach.gryn.org (Dan Dreibelbis) writes:
>RS>> A far better machine to get is a Acorn Risk PC, leaves all
>>> other machines for
>
>> Why are you still bothering us here?
>
>RS > Yes to keep you all in check, and less of this drivel....
>
> BWAHAHAHAHAHAHAHAH!
>decline to answer me, you coward.)

Looks like you have never ever use a ACORN ARCHEMIDES...

>.... You're obviously suffering from delusions of ADEQUACY!

Yes its because I use a ATARI....:-)

>___ Mountain Reader II - #00000007
>--
>| Fidonet: Dan Dreibelbis 1:250/422
>| Internet: Dan.Dreibelbis@balmybeach.gryn.org

Get a life go play with a ACORN RISK PC, or even better buy one...

```
*****************************************************************************
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
*****************************************************************************
```

120. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 01:07:05 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3ecsbp$jk1@golem.wcc.govt.nz>
Source record: 173606

In article <3ebiu1$h1p@aggedor.rmit.EDU.AU>, s9205525@otto.bf.rmit.edu.au (Glenda Moon) writes:
>: Roger, stop this. It's been apparent in the year that I've been
>: wasting reading your highly negative and disinformative postings
>: that you haven't got a CLUE about anything regarding Atari. And

>Dan, Dan, Dan, it's ok, Roger is a kiwi. We aussies are used to them,
>and understand their strange ways 8-)

Na you got it wrong, full blooded English Man, or a Pom or Limey
or each to his own...

>In time, you too, will come to understand them as well ;-)

> s9205525@otto.bf.rmit.edu.au

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

121. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 01:10:17 UTC
From: jwatkins@cix.compulink.co.uk
Message-ID: <D1uwL6.22C@cix.compulink.co.uk>
Source record: 173699

```
>>Sorry, but I sort of have to ask ... what's wrong with GFA Basic?
>
>1) it's basic.
So?
>2) Do you need more than that? okay...
>3) anything that requires a runner program is lame. (i.e. Visual Basic)
It's got a compiler
>4) I've never seen anything good done in GFA.
Atari users on Cix (UK Conferencing system) know better...
>5) does it offer true, real, GEM support (I don't know)
Yes.

--

John Watkins

(ex GFA user)
```

122. Re: Michtron BBS s/w: Works w/9600?

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 01:11:10 UTC
From: dpj@delphi.com
Message-ID: <xq37YNG.dpj@delphi.com>
Source record: 173665

"Harry Sideras" <sidcelery@cix.compulink.co.uk> writes:

>The last I heard, Michtron v4 was due out in June *93* !!
>
> > If I hear anything more about the upgrade, I'll post it.
>
>Unless you've heard something direct from the author in the last 12 months
>I wouldn't hold your breath (Tim Purves wasn't it?)

There have been a number of rumored release dates for an upgrade. It hasn't been a MichTron product since the company was sold, a few years ago.

As to hearing from the author directly (yes, Tim Purves), I have. He was a guest of the BBS RT a few months ago on GEnie, talking about the upgrade. He was hoping to have it out in October/November. Obviously, it's not out yet. There are a number of us waiting to hear more definite plans.

-Dana

123. MegaSTE for sale

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 01:11:23 UTC
From: howe@mik.uky.edu
Message-ID: <howe.789181883@mik.uky.edu>
Source record: 173657

Hey Folks! I have a MSTE for sale, it comes with a 105 meg hard drive and
a monchrome monitor for only $400.00 plus shipping!
For another $150.00 I will throw in a Spectre and a Supercharger unit!
Please leave me mail at Howe@ukpr.uky.edu Thanks!

124. Re: Marpet Xtra RAM or PAK3

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 01:14:33 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1uws9.2IA@cix.compulink.co.uk>
Source record: 173700

In message <3ec5qd$7bh@freenet.vancouver.bc.ca>,
alexb@freenet.vancouver.bc.ca said:
> Can anyone please provide info on where to get a
> Marpet Xtra RAM+8 or PAK3 68030 upgrade kit?

Well Marpet are on:

marpet@cix.compulink.co.uk

A UK dealer that has the PAK3 is System Solutions:

ssolutions@cix.compulink.co.uk

You may well find that TOAD does both products and they might be easier
to deal with for you.

:-)

Roland.

@CiX

125. Re: How to upgrade TOS?

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 01:14:37 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1uwsD.2J7@cix.compulink.co.uk>
Source record: 173663

In message <D1uF0s.59x@cherokee.nsuok.edu>, foltin@cherokee.nsuok.edu said:

> Does TOS 1.4 require the presence of 1 meg? The reson I ask is that

No. TOS 1.4 will work with the standard 512K RAM.

> I tried to shift the six chips (U2 through U7) over from the St to
> the STfm and all I got was bombs. I was very careful to orient the
> dots on the chips with the drawings on the motherboard. Do I need
> to exchange U1 as well? what is U1 anyway? Is it the system ROM?

I swapped TOS 1.0 for TOS 1.4 in an old STM. All I did was remove the 6 original ROM chips and put in the new TOS 1.4 ones. I didn't need to move any jumpers or anything. It only gets messy if you swapping a 2 chip TOS set for a 6 chip TOS set - or vica versa. In this case a jumper has to be move/resoldered.

I don't know what U1 is - but AFAIK all the ROM code is in the main 6 chips. There is nothing else that is used.

:-)

Roland.

@CiX

126. Re: Michtron BBS s/w: Works w/9600?

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 01:16:46 UTC
From: dpj@delphi.com
Message-ID: <xu4Yo1O.dpj@delphi.com>
Source record: 173666

Tommy Jonaeson <jonaeson@algonet.se> writes:

>Michtron will quite happily accept any 9600 modem, although you have to
>switch off any compression. (Connect 9600/V32/NONE)
>
>Any attempts at higher speed will fail.
>
>In sweden there was quite a few boards that ran a hacked version that
>could accept 14.400, but it had a few bugs, and didn't work very reliably.

I'm not that knowledgeable about modems. How would I turn off the compression on a Supra v42bis 14.4 FaxModem, for example? It was my understanding, from the author actually, that the HST Courier was the only modem able to work with MichTron BBS. If it's possible, even limited to 9600 baud and ~500cps, it would be better than a 2400 limitation. Details, man, details!! <g>

-Dana

127. Re: Michtron BBS s/w: Works w/9600?

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 01:21:13 UTC
From: dpj@delphi.com
Message-ID: <xMw7gdB.dpj@delphi.com>
Source record: 173667

Frank Charlton <frank@tachyon.demon.co.uk> writes:

>Dear God, is this still in the works? Back in March 1993 when we ran
>MBBS on Ad.Lib it was "in the works" then too, with the same promises
>:-> We would have never switched software if this had come off, and if
>promised fido mailer support had happened.

Hey Frank!!! You guys still hangin' out on Ad.Lib?? How's Andy and the gang?? We miss them on the MNET - we're still runnin' it.

Yes, this damn upgrade/new software has been ongoing for quite some time now. Supposedly, the software is _finished_. Tim was getting married sometime in September, and once he got settled in after the honeymoon, he was going to get the program out. Well, I guess the honeymoon isn't over yet!! <<grin>>

Say hi to the chaps at Ad.Lib for me!!

Will you switch back to MBBS if the upgrade comes along? ;^)}

-Dana

128. ICD Boot Delay Removed...

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 01:24:27 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3ectcb$jk1@golem.wcc.govt.nz>
Source record: 173607
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well now I have found the delay fix...

To get rid of the 3 second ICD boot delay with ICD booter 6.5.5.
set this veriable to a small number..

Make a copy of the ICDBOOT.SYS file, and have a look
at bytes at offset B4-B5 ie, at the start of the file, they are 02 58,
this is = to 3 seconds, they use the 200hz system counter, change this
to say 00 01 will give you no delay, don't put a 00 00 as this could cause
problems and very long delays, as the counter could have just ticked over,
and there is no checking for this...

For 1/2 second delay use 00 64, a count of one = .005 seconds....

This feature is not in the 6.2.0 version of the booter, but there is a patch
program to fix that called ICD_PSU....

ICD Booter 6.5.5. is I think the current version....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

129. Re: Good Mail Reader ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 01:37:29 UTC
From: vicb@clark.edu
Message-ID: <3ecu4p$opt@clark.edu>
Source record: 173662

In article <ftn_2.200.423_2f07d00a_Jesper.Kock@ct.se>,
Jesper Kock <jesper.kock@kockens.ct.se> wrote:
>In a strange ;) little msg Kevan Winch wrote:
> KW> What is a good Mail Reader ? I use MT-QWK at the moment, which is ok,
> KW> but not a touch on Bluewave on the PC. Anyone suggest something good ?
> KW> That's also shareware ?
>
>Use Captains QWK reader.. It should be availible on most BBS'es
>and FTP sites.It is by far the best QWK reader/writer to Atari.
>

I've never used Captains QWK, so I won't judge it, but the operative word,
I believe, was Bluewave...as far as I'm aware, Mountain Reader II is the only
ST offline reader that handles it. Of course, the plug can be carried even
farther with the quality of the program itself, which is top-notch, as well
as with the service given by the author, which is always within 24 hours
of instantaneous.

Victor Bruhn
vicb@clark.edu

130. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 02:04:46 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.ekBL.psQSXKds9Tg@albemuth.equinox.gen.nz>
Source record: 173660

s9205525@otto.bf.rmit.edu.au (Glenda Moon) writes:
> : Roger, stop this. It's been apparent in the year that I've been
> : wasting reading your highly negative and disinformative postings
> : that you haven't got a CLUE about anything regarding Atari. And
>
> Dan, Dan, Dan, it's ok, Roger is a kiwi. We aussies are used to them,
> and understand their strange ways 8-)
>
> In time, you too, will come to understand them as well ;-)

Fortunately for you, not all Kiwi's are quite so strange! Anyway,
Roger's an expatriate Pom anyway! :-))

Cheers,
John

--
-=-=-=-=-=-=-=-=-=-=-=-=-=- John Collis at Home! -=-=-=-=-=-=-=-=-=-=-=-=-=-
john@albemuth.equinox.gen.nz John_Collis@equinox.gen.nz
John Collis at 3:770/105.7 @ fidonet.org or 51:801/1.7 @ atarinet

131. Re: Good Mail Reader ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 02:08:40 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.ekBL.qTjOyFa5kGs@albemuth.equinox.gen.nz>
Source record: 173661

jesper.kock@kockens.ct.se (Jesper Kock) writes:
> In a strange ;) little msg Kevan Winch wrote:
>
> KW> Hi,
> KW>
> KW> Opinions please....
> KW>
> KW> What is a good Mail Reader ? I use MT-QWK at the moment, which is ok,
> KW> but not a touch on Bluewave on the PC. Anyone suggest something good ?
> KW> That's also shareware ?
> KW>
>
> Use Captains QWK reader.. It should be availible on most BBS'es
> and FTP sites.It is by far the best QWK reader/writer to Atari.

Except that every version that I have tried of it, bombs frequently on
my machine at least.

My recomendation is to use IMHO or try the newest one out KiviQWK which
so far seems quite okay.

Cheers,
John

--
-=-=-=-=-=-=-=-=-=-=-=-=-=- John Collis at Home! -=-=-=-=-=-=-=-=-=-=-=-=-=-
john@albemuth.equinox.gen.nz John_Collis@equinox.gen.nz
John Collis at 3:770/105.7 @ fidonet.org or 51:801/1.7 @ atarinet

132. Re: Michtron BBS s/w: Works w/9600?

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 02:12:11 UTC
From: sammcgee@crl.com
Message-ID: <3ed05r$20u@crl3.crl.com>
Source record: 173605

dpj@delphi.com wrote:
: Tommy Jonaeson <jonaeson@algonet.se> writes:
:
: >Michtron will quite happily accept any 9600 modem, although you have to
: >switch off any compression. (Connect 9600/V32/NONE)
: >
: >Any attempts at higher speed will fail.
: >
: >In sweden there was quite a few boards that ran a hacked version that
: >could accept 14.400, but it had a few bugs, and didn't work very reliably.
:
: I'm not that knowledgeable about modems. How would I turn off the
: compression on a Supra v42bis 14.4 FaxModem, for example? It was my
: understanding, from the author actually, that the HST Courier was the only
: modem able to work with MichTron BBS. If it's possible, even limited to
: 9600 baud and ~500cps, it would be better than a 2400 limitation.
: Details, man, details!! <g>
:

When I call a MichTron BBS on my SupraFaxModem 144LC I first do a:
ats110=0

and then switch it back for 14.4k by:
ats110=2

Sam

133. Re: on-line software/prov

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 02:38:15 UTC
From: ross@earth.usa.net
Message-ID: <3ed1mn$hvo@earth.usa.net>
Source record: 173664

> There are many good PD and Commercial communication programs for Atari.
> My opinion is that the best PD/Shareware is Connect 2.46 (you can find
> it in almost any ftp site) and one of the best commerciall programms
> is StalkerV3.
>
> * Dimitris Sourmelidis *
> * Athens, Greece *

I tend to like Teddy Term v1.4 alot myself. Very easy to use and works on
my Falcon just fine. Nice ANSI emulation also.

Just thought I'd throw my 12 cents worth in.

---
* Kivi (unregistered) 1.16 *
--

134. Re: GFA (Was: Re: Sheppard is a Twit)

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 02:51:04 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3ed2eo$qbs@darkstar.UCSC.EDU>
Source record: 173668

```
Okay fine... I programmed for basic for many years before discovering C.
I can never go back. Anything with the word "Basic" in it makes me cringe.
I cannot think of one thing that could be done better in basic than in C, or
C++ (which I'm currently learning) Perhaps I've simply not looked at
"mopdern" basic packages, so if they offer all the useful stuff (inline
assembly, real function calls, true structures, etc.) then what do you have?

I'll tell you - It's C with differnet syntax, so why not just use C?

~Chris
--
__ /\ __
__\/__\/__
\_||_/
/__||__\
// \ | \\
\|
```

135. Anyone help with computer sales?

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 05:18:30 UTC
From: as475@cleveland.Freenet.Edu
Message-ID: <3edb37$dq4@usenet.INS.CWRU.Edu>
Source record: 173670

Greetings all!
Happy New Year!
I am looking to jump from my 1040stf to something quite bigger but am weary of going IBM. I like a lot of the nics and nacs of Atari's. I was wondering if anyone had any substantial info on the Falcon...Like how easy is it to upgrade to 040? Do they have any new plug-in boards other than the 286 one (ie. 386 or even 486 like the flyer says!)? I have also heard a few blips about Medusa...What exactly is it and does anyone have any solid info on it. Like is it for sale to the States? or does FCC have shit about it like they did for so long with the STe? If anyone can help me out with this I would really appreciate it. Also if anyone can tell me more about the TT...I don't have any info on the TT...well real info anyhow.

Thanks much!
_J.Starr

136. Re: CyberPaint and TOS 2.06?

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 05:45:12 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <xY35oNI.johnhechtman@delphi.com>
Source record: 173623

John Cordes <cordes@ac.dal.ca> writes:

> Is it a known problem that CyberPaint doesn't run on a MSTE with TOS
>2.06? Any work arounds?

Try adding antibomb.prg to your auto folder and just keep hitting the
"continue" button when it bombs. That gets me in (grin).

137. dipswitch on Atari SMM 804 printer

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 07:53:59 UTC
From: janssen@ph.tn.tudelft.nl
Message-ID: <janssen.789206039@galaxy>
Source record: 173658
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Recently, I obtained a Atari SMM 804 matrix printer without manuals.
Does anyone know about the settings of the dipswitches of this printer?

Thanks a lot,

Rik Janssen.
janssen@ph.tn.tudelft.nl

138. HEX File Editor...

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 09:32:32 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3edpvg$pnl@golem.wcc.govt.nz>
Source record: 173694

Can any one recomend a good PD shareware HEX file editor,
I have my own editors but these are not PD...

Thanks.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

139. NDP 1.1

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 09:34:39 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3edq3f$pnl@golem.wcc.govt.nz>
Source record: 173695

```
The latest AEO has NDP as now being version 1.1, can some
one Please post this to a FTP site...

Thanks.............

This is New Depacker 1.1....

*******************************************************************************
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
*******************************************************************************
```

140. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 11:02:36 UTC
From: steve-j@teleport.com
Message-ID: <3edv8c$mnd@linda.teleport.com>
Source record: 173610

In article <5dd_9501021019@tor250.org>,
Dan Dreibelbis <Dan.Dreibelbis@balmybeach.gryn.org> wrote:

[text deleted]

Thank you for saying something that needed to be stated for the
record (though most of us -- and most Atari users on GEnie! --
have known for quite a while)!

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@teleport.com	their feet on anything with 'Welcome'
or steve-j@genie.geis.com	written on it." -- Andy Partridge

141. Re: Problems with my 1040STE

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 11:13:40 UTC
From: steve-j@teleport.com
Message-ID: <3edvt4$muc@linda.teleport.com>
Source record: 173673

In article <3e9or0$fth@nippur.irb.hr>,
Neven Petrlik <npetrlik@public.srce.hr> wrote:

[problem desc deleted]

The first part of the problem (the bombs for no apparent reason)
MAY be defective SIMMs. I had problems kinda like the ones you
described when I bought my 1040STE new and it turned out to be a
defective SIMM (or a few!).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@teleport.com	their feet on anything with 'Welcome'
or steve-j@genie.geis.com	written on it." -- Andy Partridge

142. Re: HEX File Editor...

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 13:30:53 UTC
From: reschke#m#_julian@msmail_gw.mdd.comm.mot.com
Message-ID: <reschke#m#_julian-040195143053@140.101.205.18>
Source record: 173686

In article <3edpvg$pnl@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) wrote:

> Can any one recomend a good PD shareware HEX file editor,
> I have my own editors but these are not PD...
>
>
> Thanks.....
>

HEX_EDIT from Dirk Sabiwalsky (author of Ease) is very nice. I'm not sure whether it's on a FTP server...

--
Julian F. Reschke, Motorola WDG Wiesbaden
Opinions expressed here are entirely my own and not Motorola's

143. Backward

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 13:50:14 UTC
From: dupuyda@ibm.net
Message-ID: <3ee92m$227d@news-s01.ny.us.ibm.net>
Source record: 173687

```
Just a little message to all you happy Internet Atarian.
As you can see, I now have an Internet Adress and it's
dupuyda@ibm.net
```

144. GEM++

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 13:51:56 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950104144847.16419B-100000@bull.mimuw.edu.pl>
Source record: 173679
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer

Can anyone tells me what is the newest version of GEM++ library and where
I can get it?

THX

Simon.

145. Re: MPEG Players

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 13:54:14 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950104145341.16419C-100000@bull.mimuw.edu.pl>
Source record: 173680

On 2 Jan 1995, Joe LeSesne wrote:

> John T. Chung (jchung@ren.us.itd.umich.edu) wrote:
> > Are there any good MPEG or QUicktime players available for the ST?
>
> I think 1stguide does this.
>

Quicktime files too ?!?

regards,

Simon.

146. Re: Apex Media Demo?

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 14:05:57 UTC
From: d93rkr@t.hfb.se
Message-ID: <d93rkr.789228357@txfs1.hfb.se>
Source record: 173682

In <1995Jan3.143927.22590@ida.liu.se> t94patsa@ida.liu.se (Patrik Sanfridsson) writes:

>Hi, I'd like to know if there's a demo version of Apex Media?

Yes it is!!!! Try:

ftp.cnam.fr

in: /pub/atari/falcon/graphics/

(might be: /pub/Atari/Falcon/Graphics/ :)

//Robert

--
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
University of Borlange, Sweden _/ _/ _/ _/ _/ _/ _/ _/ STm
tel: +46-(0)70 5718622 _/_/_/ _/ _/_/_/ _/_/ _/ STe
http://tpx5.hfb.se:8000/~d93rkr _/ _/ _/ _/ _/ _/ _/ _/ F-030

147. Re: dipswitch on Atari SMM 804 printer

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 15:16:22 UTC
From: rrice@netnews.upenn.edu
Message-ID: <3eee46$dbi@netnews.upenn.edu>
Source record: 173683
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Rik Janssen (janssen@ph.tn.tudelft.nl) wrote:

: Recently, I obtained a Atari SMM 804 matrix printer without manuals.

Atari just MIGHT have one around to sell you. Failing that,
I've still got mine. It just keeps going and going and going...

: Does anyone know about the settings of the dipswitches of this printer?

Actually, I've flipped all the way through the manual twice,
and couldn't find even the WORDs "dip switch." I can't remember
the issue ever arising. For what it's worth, the printer is
compatible with the following ribbons:

My Atari SMM-804 printer uses the same ribbons
as the following printers:
Atari XMM 801
Blue Chip Electr M120-10
Blue Chip Electr M150-10
BMC International BX80
BMC International 80Plus,130
Commodore 1516, 1521, 1526
Commodore 4023
Commodore MPS 802
Legend 800, 808, 880, 1080, 1380
Tally Sprit 80
Fullmark FM 80
Mannesman Tally MT 80/81
Shinwa CPA/CPB 80
The Pelikan product number is #P116,
The Ultra product number #001915.

: Thanks a lot,

You're certainly welcome.

: Rik Janssen.
: janssen@ph.tn.tudelft.nl

Rob S. Rice
rrice@ccat.sas.upenn.edu

148. Re: Falcon 040

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 16:15:42 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9501041517.AA00637@ilmen.lanl.gov>
Source record: 173684

In a previous article, rosenkra@convex.com (William Rosenkranz) wrote:

>what exactly does Speedometer test? is it a cpu-only test or does it
>test the entire system (graphics, disk and other i/o, cache, etc) or
>a "typical" application load? does it report raw results or is the PR
>a composite? how much of the test (weight) is based on floating point
>performance, if any? and who wrote/endorses its use?

Speedometer is the most widely used Macintosh performance test utility (much like Ofir's GEMBench tool) and has been around for many years. It's now in it's version 4.0 incarnation and supports PPC as well as 68K based machines. The author, Scott Berfield, can be reached at sberfield@aol.com. MacBench (Ziff-Davis) and MacTest (Apple) are two other similar utilities, but not as widely used.

Speedometer includes 4 categories of tests... Performance Rating (PR), Benchmark Mix, FPU Benchmarks & Color Quickdraw. The PR tests conduct a series of tests for cpu, graphics, disk and math. The raw results are reported and then normalized to a 'PR' number for comparison with a given base machine. The utility incorporates graphs and machine records so that one can easily compare, graphically, the performance of any tested system with several other machines. It's very well done.

-Hutch- @ Fair Dinkum Tech

149. wanted:damocles

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 16:30:26 UTC
From: tapc6@central.susx.ac.uk
Message-ID: <3eeif2$r06@infa.central.susx.ac.uk>
Source record: 173685

[No readable article body recovered]

150. Re: GFA

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 16:51:28 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9501041551.AA00645@ilmen.lanl.gov>
Source record: 173624

In a previous article, aspect@cats.ucsc.edu (Christopher Taylor Oates) wrote:

>Okay fine... I programmed for basic for many years before discovering C.
>I can never go back. Anything with the word "Basic" in it makes me cringe.

Hahahahaha... I just KNEW that you were a C programmer, Chris! I don't know why, but from my experience, C programmers as a group are the most defensive of their 'chosen' language. Freud would call it insecurity but I think it's just bull-headedness. I use C too, but it ain't a RELIGION to me. :)

>I cannot think of one thing that could be done better in basic than in C, or
>C++ (which I'm currently learning)

I can't either, but that's not the point.

>Perhaps I've simply not looked at "mopdern" basic packages,

Yeh, you are probably still thinking of old line-numbered BASICs that were interpreted only, hideously slow, had global vars only, single dimension arrays, no dynamic structures, and relied on GOTOs to do anything at all. :) The newer, 'third-generation' BASICs are much more 'C-like' in structure, capability and performance, while retaining the original ease of use.

>so if they offer all the useful stuff (inline assembly, real function
>calls, true structures, etc.) then what do you have?
>
>I'll tell you - It's C with differnet syntax, so why not just use C?

Actually, it's more like a macro-assembler with a high-level front end, but that's beside the point. People often turn to BASIC because they find it's high-level syntax to be much more English-like and easier to learn. They then discover program development and debugging time to be much shorter than C or other comparable languages.

An interpreted environment is ideal for program development as it allows incremental buildup and testing without the long code-link-compile-test cycle typical of lower-level languages. Once the programmer is satisfied with the codes operation, it can then be compiled (just once!) for max performance. The question logically becomes, "why not just use BASIC?"

Because... C (and C++) still offer many considerable advantages for large scale program development... flexibility, portability, compactness, modularity and speed come to mind as key features (there are others). And becoming a BASIC guru is typically not as career enhancing as if you dedicated your time to C/C++, of course. :)

Point is, there ain't no such thing as the perfect programming language. As Hendrik pointed out, one can write a garbage program in C just as

easily as in BASIC (I've done my share!). The 'art' is in how the -programmer- incorporates his ideas into a working piece of code and for me, I can appreciate that no matter -what- language was used!

But like the man said, 'Your mileage may differ.'

Cheers,

-Hutch- @ Fair Dinkum Tech

151. Super Bomberman on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 17:23:27 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <3eelif$9c5@vishnu.jussieu.fr>
Source record: 173636

You can get a fully playable (4 players) demo-version on ftp.cnam.fr

MB.

152. Customizing TOS??

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 17:47:19 UTC
From: hallvart@oslonett.no
Message-ID: <3eemv7$sc3@hasle.oslonett.no>
Source record: 173647

I've got TOS 2.06 on my STE, but I was wondering if it would be possible to make a customized version of it, not commercially (copyright), but privately?

The reason I ask is because of the errors and bugs that there are so many patches for, and it would be nice to just have it all fixed up in ROM. Also, it would be nice to have the keyclick default to off, so I would have to go to the control panel to turn it on (opposite of now).

I don't have a n EPROM programmer and I don't know how, but has anyone done anything like this before?

Hallvard

153. Re: Memory Problems

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 18:36:39 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D1w913.47@cix.compulink.co.uk>
Source record: 173611

In message <3ec4l9$rbb@nippur.irb.hr>, npetrlik@public.srce.hr said:
>==========

>And one more question: Is it possible
> to put PC SIMMs into 1040STE, and how ?

You can use 30 pin SIMMs as used in PC or Mac, just plug
them into the SIMM sockets in the STe.

Barry wilsontjb@cix.compulink.co.uk

154. Re: ***MagiCMac information wanted***

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 19:14:22 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAEUBDURUP@galaxy.owl.de>
Source record: 173697

In <goetzn-0401950015000001@192.109.159.242> Goetz Neumann wrote:

>MagicMAC enables you to run a lot of your Atari ST software on
>the MAC, in many ways it is similar to SoftWindows or SoftPC.

Not quite. It is NOT an emulator. More a like fullblown replacement OS.

>I do not know whether the company that does MagiCMac markets their
>software outside of Germany, AFA I know they don't have email, but

System Solutions will do the job in the UK.

>Application Systems Heidelberg,
>Postfach 102646, 69016 Heidelberg, Germany (snail mail)
>phone : (int. access code) 49-6221-300-002
>Fax: 49-6221-300-389 (probably best way to go).

And their email-address, as taken from the FAQ:

>>Further questions and other information can be posted to the ASH
>>CompuServe account 100067.3712@COMPUSERVE.COM

>I'm not using MIDI, and Macs usually do not come with that kind of
>interface, so you need to ask the developers.

[FAQ on]

Q: What about the DMA interface and the ROM port?
A: Macintosh computers are not equipped with a DMA interface or a ROM port.
Therefore you cannot use an application which needs the DMA interface or
ROM port for a protection key (dongle). The Atari laser printer cannot be
used with the Mac. Several companies intend to develop a card for the Mac
which will allow DMA and Midi.

Q: What about Midi?
A: The midi interface is optional. At the moment it is not supported
by MagiCMac

[off]

/Hendr!K/
--
''~``
(o o)
+--------------------.oooO--(_)--Oooo.------------------+-+
Hendrik Mylius MausNet: Hendrik Mylius @ PB2	P
Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de	G
D-32049 Herford .oooO Phone/Facsimile:	P

```
| Germoney/Earth ( ) Oooo. +49-52 21-85 55 45 |!|
+----------------------\ (----( )--------------------+-+
\_) ) /
(_/
```

155. Space-Panic '94

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 19:14:43 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3ees33$2fj@golem.wcc.govt.nz>
Source record: 173608

Has anyone had any luck getting this to run on an STE? (This one is 2.5meg). I can _sometimes_ get the title screen to appear (well, title screens as it's almost 4 screens large), and occassionally the startup sample (an air-raid siren which is half the archive size), will play, but then the computer either crashes completely, or shows 2 bombs and quits back to the desktop whereupon things cease to function properly. I'm running it from my hard-drive, but I tried it from floppy with no TSR's etc. and got the same effect.

Why is it always the large files that take ages to download that never work properly!? :)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government Steve Wells. or City Council.

156. Re: GFA or C a matter of taste...

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 19:38:38 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-FAETFJVF@ttgk.textlitho.nl>
Source record: 173615

In <3ed2eo$qbs@darkstar.UCSC.EDU> Christopher Taylor Oates wrote :

>
>
>Okay fine... I programmed for basic for many years before discovering C.
>I can never go back. Anything with the word "Basic" in it makes me cringe.
>I cannot think of one thing that could be done better in basic than in C, or
>C++ (which I'm currently learning) Perhaps I've simply not looked at
>"mopdern" basic packages, so if they offer all the useful stuff (inline
>assembly, real function calls, true structures, etc.) then what do you have?
>
>I'll tell you - It's C with differnet syntax, so why not just use C?

It all depends how much time you would like to spend in learning a
'difficult' language like C. I also programmed many years in GFA Basic and
it's stiil my favourite Basic on the ST/STE/TT/Falcon, it's just too bad it
doesn't run with MultiTOS. The Basic is fast (very fast) very easy to use
(editor and instructions) very powerful, quite crash resistant (unlike C)
I still use it now and then (just switch of MT, make a program and switch
back on MT...) for those 'quick and dirty' converter utils.
Nothing can compare to that, I also program a little in C but the whole
'pointer-to-pointer-to-an-array-of-pointers' stuff just gives me the
creeps. It's much (and I mean much) easier to set up a few arrays, put in
some inline code, peek and poke around a little, do some nifty string
manipulation etc.etc, in Basic than it is in C. No offense, I have to go C
programming on my newly aquired Linux setup so maybe in a few months I'll
be raving about C too, but so far I think C is just clumsy: slow in compiling,
no 'direct' mode, no easy to handle graphics stuff. If you want to write
some stuff fast, go for GFA, if you want to program stuff for the world, go
for C (but then get Unix too, so everyone can use it :-))
I just hate when a program crashes awfully just because I forgot a '&' sign
in an input function, raaahhhh. (yeah I know it's 'legal' to put the
response value into the pointer's address but alas...

One member of our computer club here has started programming in Visual
Basic (just a couple of months ago!!) on the PC without prior programming
or computer knowledge, he showed a few programs (for Midi use) and I was
astonished by the quality (and even by the speed) of the creations. It just
all depends how you have learned to program, I for myself have started on a
Z80 (MultiTech Microprofessor) back at school and still like programming in
assembler (on all sorts of CPU's exept the segmented 80x86 stuff), they
should do that more often instead of just buying faster processors :-)

It's just a matter of taste I guess, just as we are still using Atari's !
But we shouldn't condemn something just because we don't know it or use it.

Why else did they make a PC version of GFA Basic (and a good one too...)

Gert

--

-- --
Atari TT-Point
-- --

157. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 19:42:40 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <789248560snz@bigbox.demon.co.uk>
Source record: 173602

In article <FADLACURUP@galaxy.owl.de>
neptune@galaxy.owl.de "Hendrik Mylius" writes:

> >2) Do you need more than that? okay...
What a good 2nd reason...

> But one cannot say GFA=bad or not good. It always depends on the programmer.
> You can build a shitty app. with C, or Pascal, or whatever, as well.
BTW, who knows what tiny tool was written in? ;-)

The one main problem with GFA Basic is (was?) that it doesn't use memory correctly, and anything written in it tends to crash MiNT and other multitasking systems. But HiSoft Basic is a good alternative if you are considering upgrading.

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+---+

158. Re: Internet progs

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 19:51:08 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <789249068snz@bigbox.demon.co.uk>
Source record: 173603

In article <3ec7f7$1vi@hacgate2.hac.com>
tad@eagle.hd.hac.com "Thomas Durand" writes:

> Looking for a decent Internet program for the ST. Went home and saw "Homer"
> for
> the Mac. Anything (public domain) like this in the ST world? I can get along
> in Unix pretty well, but some bells and whistles might be nice.

Arrghhhhhh! Not again ;-)
If you mean for SLIP or PPP connections... yes. But none of them are GEM
based (yet). If you have the memory and harddisk space, I'd recommend MiNTnet.
It is a UNIX like package, but you need to know Unix fairly well or be good
at figuring things out.

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+--+

159. MicroVitec Cub 895 on an ST?

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 19:51:39 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <D1wCI3.Dzr@info.bris.ac.uk>
Source record: 173609
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Greetings, and happy new year.

We're clearing out our lab at present. We've had a MicroVitec Cub 895 colour monitor knocking around for years (it was bought for use with a VME graphics card years ago). Unfortunately the manual has gone awol. I'd like to know if its possible to get this monitor to work, either in medium of hi-res, on my STFM. It has what looks like a standard PC graphics connector (9-pin D-type).

Is anyone using one of these on an ST? Any harm in trying to connect it to my Ladbroke ST-VGA convertor box?

Cheers, e-mail or a CC when following up would be appreciated.

--

```
-------------------------------------------------------+------------------+
Tim Llewellyn - OpenVMS, Soukous and Cricket Addict |Hey, and get wise |
Physicist Programmer, Bristol Uni Particle Physics. | to the sounds of |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Africa,seen. |
I speak for me and noone else OK (and I might even | Soukous Makossa |
change my mind sometimes!-) Atari and EMagic user too| Mbalax Rumba...|
-------------------------------------------------------+------------------+
```

160. Graphical uses for a 14Mb Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 20:44:46 UTC
From: en2prmm@bath.ac.uk
Message-ID: <D1wEyp.1Ku@bath.ac.uk>
Source record: 173614

I am fortunate enough to have gotten a 14Mb Atari Falcon (one of the early development machines) for very little money. Now, rather than selling it and making vast amounts of profit, I am considering keeping it.

I use my Amiga A4000 (boo hiss!) to produce graphics for Raves.
What uses could I put the Falcon to?

Can it produce a full Video Overscan picture? (736*566 or better)
In how many colours?

Is there a program that will take the sound output from the DJ into the Mic socket and produce pretty graphics in time with (or derived from using complex maths) the sounds? Sort of Colourspace Plus?

Are there any programs that do nice psychadelic imagery?

Are there any nice fractal programs?

Anything else you can think of that might be of use?

--
Paul

161. Re: MicroVitec Cub 895 on an ST?

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 21:41:55 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <D1wHLv.G6B@info.bris.ac.uk>
Source record: 173691
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <D1wCI3.Dzr@info.bris.ac.uk>, tjl@siva.bris.ac.uk (Tim Llewellyn) writes:
(yeah this is me again).
>
>We're clearing out our lab at present. We've had a MicroVitec Cub 895 colour
>monitor knocking around for years (it was bought for use with a VME graphics
>card years ago). Unfortunately the manual has gone awol. I'd like to know
>if its possible to get this monitor to work, either in medium of hi-res,
>on my STFM. It has what looks like a standard PC graphics connector
>(9-pin D-type).

I just got home and noticed my SVGA to ST adaptor has a 15-pin connector
at the monitor end. Anyway, I have an ST to 9-pin D-type of the correct sex
so I'll bring the monitor home and try it later in the week, unless someone
tells me its a waste of time in the meantime.
>
>Cheers, e-mail or a CC when following up would be appreciated.

Tim Llewellyn - OpenVMS, Soukous and Cricket Addict |Hey, and get wise |
Physicist Programmer, Bristol Uni Particle Physics. | to the sounds of |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Africa,seen. |
I speak for me and noone else OK (and I might even | Soukous Makossa |
change my mind sometimes!-) Atari and EMagic user too| Mbalax Rumba...|
---

162. Re: HEX File Editor...

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 21:48:50 UTC
From: sos@sos.shn.com
Message-ID: <FAEVAIXDUP@sos.shn.com>
Source record: 173692

In <3edpvg$pnl@golem.wcc.govt.nz> Roger Sheppard. wrote:

>Can any one recomend a good PD shareware HEX file editor,
>I have my own editors but these are not PD...
>
>
>Thanks.....
>
>***
>* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
>* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
>***

HexEdit 1.1 works very good and has an internal disassembler...
(On my TT with graphiccard under MagiC it works without any problem.)
If you want I can send it you. Maybe you can put it on some good
FTP server?

SOS

163. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 22:01:47 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3ef5sb$3vl@golem.wcc.govt.nz>
Source record: 173693

In article <3edv8c$mnd@linda.teleport.com>, steve-j@teleport.com (Steve Johnson) writes:
>In article <5dd_9501021019@tor250.org>,
>Dan Dreibelbis <Dan.Dreibelbis@balmybeach.gryn.org> wrote:
>Thank you for saying something that needed to be stated for the
>record (though most of us -- and most Atari users on GEnie! --
>have known for quite a while)!

More lies I see, I don't post on GEnie, so why not state facts...

> | Steve Johnson | "People will always be tempted to wipe |
> | Email: steve-j@teleport.com | their feet on anything with 'Welcome' |
> | or steve-j@genie.geis.com | written on it." -- Andy Partridge |

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

164. Line Speed and Phone lines...

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 22:36:22 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3ef7t6$3vl@golem.wcc.govt.nz>
Source record: 173696

Well all this raving about fast 28.8 modems and all this name calling,
it seems if you don't have any facts to back up your statements you end up name
calling or pick on ones bad spelling, what is wrong will all you Usenet readers,
don't you have a life, ? or are you just STOS using teenagers, or is it you are
just frustrated Atari users and just wish to take your frustration out on me.??

Them may be you do need a better computer...!!!

Here in NZ the phone lines are rated up to 9600, if you can run faster then you
are in luck, if you don't believe this go ring Telecom here...

Most of the low end Modems don't like poor lines, ie, the ones with Rockwell
chips in them, but could be OK for a BBS that is only a few miles away, try
using them to out side NZ that is where the problems start....

One of the Best low end modems is the ZyXel, but here in NZ they cost twice
as much as the otheres....

I even have problems in calling a site in Germany, never ever got a 14.4
connection, and at 4800 would drop me off after a few minutes..

Also you will find most firms making V34 28.8 modems are having problems with
them, so it will pay to wait till all the bugs are removed, FACTS...

So if you don't wish to listen to your elders that is your problem, but then
again that is a Teenager thing, is it not...

P.S. I have never ever stated that Teenager use GFA, I think it would be more
like STOS don't you think...:-)

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

165. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 22:46:56 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAEXDGVVUP@galaxy.owl.de>
Source record: 173619

In <FADSBBXOUP@cabal.shnet.org> Thorsten Guenther wrote:

>>Sorry, but I sort of have to ask ... what's wrong with GFA Basic?
>It produces crappy programs that crash under many Atari compatible OSes

Maaaanfred, let's hit him ;-))

Hendr!K

166. Re: Customizing TOS??

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 22:58:42 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAEXDGVYUP@galaxy.owl.de>
Source record: 173620

In <3eemv7$sc3@hasle.oslonett.no> Hallvard Tangeraas wrote:

>I've got TOS 2.06 on my STE, but I was wondering if it would be possible
>to make a customized version of it, not commercially (copyright), but

Sure. Done it myself.

>The reason I ask is because of the errors and bugs that there are so
>many patches for, and it would be nice to just have it all fixed up
>in ROM. Also, it would be nice to have the keyclick default to off,

That's exactly the reason why I did it. All patches applied, WinX added, and
some other fancy stuff.

I've done all my patches with TOSPATCH. The filename is s. th. like

TP206V38.*

where the 206 indicates the version for TOS 2.06 and version 3.8 of the
pachfiles itself. A TP306***.* is available as well and brand new TP404V10.*
for the Falcon.

The big problem with the Falcon-patches are the 16-bit-wide Eproms. I only
know few prommers capable of handling 16-bitters. Some adaptors are available
to use those Eproms with some more commonly used programmers, though.

>I don't have a n EPROM programmer and I don't know how, but has
>anyone done anything like this before?

Well, not having an Eprommer is a problem. But perhaps a friend has one, or
knows s. o. ...

I installed 2 27C020 (2Mbit) Eproms in my MegaSTE. With the flip of a switch I
can change my OS ;-)) Even Mag!C can be put into Eproms nowadays.

/Hendr!K/
--
''~``
(o o)
+---------------------.oooO--(_)--Oooo.------------------+-+
Hendrik Mylius MausNet: Hendrik Mylius @ PB2	P
Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de	G
D-32049 Herford .oooO Phone/Facsimile:	P
Germoney/Earth ( ) Oooo. +49-52 21-85 55 45	!
+----------------------\ (----( )-------------------+-+
_)) /
(_/

167. GOOD ATARI WORDPROCES

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 23:07:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <5fe_9501050129@tor250.org>
Source record: 173628

S > I Know that Papyrus is a great word pro. but what is a good PD
S > WOrd Pro???

There are two out there that are really good - one is dBWriter
by David Becker, the other is Marcel (actually, it's shareware but
really affordable at $10.00 US). Marcel offers a number of options
including the ability to save in RTF format as well as to import a
number of different text formats.

... Leave everything to me! _ Powdered Toast Man
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

168. Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 23:07:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <600_9501050129@tor250.org>
Source record: 173629

> Sorry, but I sort of have to ask ... what's wrong with GFA
> Basic?

Don't worry, Eric, I have NOTHING against GFA Basic - but for some reason Roger Sheppard (who the original post was sent to) has some sort of hostile bias against it, and has on occasion called people who've used it "idiots". He also has a habit of accusing people who disagree with him "obviously another useless teenager". I was just covering all my bases with that reply :)

... Microsoft is the QUESTION - and the ANSWER is NO!
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

169. MIDI Software for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 23:07:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <5ff_9501050129@tor250.org>
Source record: 173630

R > I am getting a Roland Sound Canvas MIDI module for my Falcon
R > very soon, and was wondering if anyone is aware of a PD MIDI
R > sequencer, or at least a demo that I could play around with
R > until I get the money together for a basic commercial package?

There are a few of them that I'm aware of - there's the Cosh Sequencer, there's also Alchemie Jr. Both have been highly recommended by a number of people I've heard/read from regarding ease of use - but in my case they never really worked out, probably due to the way I like to work (which is why I use E-Magic's Logic now). And I'm not sure if either will work on a Falcon.

You could see about getting the back issue of ST FORMAT that had the giveaway of the original version of Dr. T's KCS OMEGA on the front cover - it's supposed to work on a Falcon AND it's supposed to be quite powerful. It's on issue #54.

When you do go for the basic MIDI package, I'd recommend E-Magic's Notator 3.02 - it's easy to get to grips with, and is VERY powerful.

Oh, and have fun with your Sound Canvas when you get it - it's a pretty impressive piece of kit right out of the box - and when you find the parameters and start twiddling with them, you'll find it's even more powerful.

... I found a new friend underneath my pillow..... - TMBG
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

170. Re: SC1224 magnetized... help!

Newsgroup: comp.sys.atari.st
Date: 1995-01-04 23:37:58 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAFADGURUP@galaxy.owl.de>
Source record: 173621

In <Up-FADXEAUS@ttgk.textlitho.nl> Gert van der Knokke wrote:

>Try using a cassette or tape-deck head demagnetizer (the ones with a power
>cord attached, not the battery powered cassette types), move it in circles

I've tried this once, and the result wasn't all that great.

>If this fails too, take your monitor to a TV repairshop and ask if they can
>demagnetize it (they normally have a much more powerful demagnetizing
>coil), it should take no more than a few minutes.

This works in a matter of seconds! Those babies really produce a mighty field.
One better removes one's wristwatch!

Bye.

/Hendr!K/

171. 9-Lives

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 00:30:29 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3efej5$5do@golem.wcc.govt.nz>
Source record: 173601

Here's an old one, who remembers the old ST game "9-Lives". It was one of the programs thought to be PD and then claimed back by Atari who told everyone that it (among others) wasn't PD. (Including Neochrome, Disk Doctor and various others). I've got a copy of 9-lives, but I'm not sure if it's a demo (was there one?) or the full thing. It seems to be quite an amusing little game, but if it _is_ the full thing, then I can't work out how to get out of the current area. The file is packed with Ice v1.1 and depacks to 298880 bytes which seems like it could _possibly_ be the full thing, as I can see the other areas behind the walls etc. but can't get to them. Anyone know if this is the full thing or not, and if so, how do I get to the other sections?

AFAIK this game was only ever released in a compilation type format with the computers, and is virtually impossible to obtain any other way since Atari hid it from everyone.

Btw - Any coders out there, convert "Club Drive" to the ST, after seeing Star-Glider 2, I won't believe that the ST isn't capable of it! (minus things like the fractal fire-place & texturemapped bits). This game is _brilliant_! (Okay, obviously it can't be ported as it's commercial, but something similar should be possible :)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

172. WANTED: Color Monitor

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 00:45:37 UTC
From: mjohnson@paradigm.crhc.uiuc.edu
Message-ID: <3efffh$41h@paradigm.crhc.uiuc.edu>
Source record: 173625

Hi all. My ol' atari monitor fizzled and I'd like to replace it. If you've upgraded and put the ol' ST in the closet, I might be able to squeeze a bit more use out of the girl.

Thanks,

Mark Johnson

mjohnson@crhc.uiuc.edu

173. WTB Alternate Reality the dungeon disk

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 00:57:44 UTC
From: acidtech@netcom.com
Message-ID: <acidtechD1wqo8.AE7@netcom.com>
Source record: 173604

The title says it all. I'm looking for the dungeon add on for Alternate reality.
Acidtech

174. Re: Backward

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 02:20:33 UTC
From: sammcgee@crl.com
Message-ID: <3efl1h$1al@crl6.crl.com>
Source record: 173631

Cyrille Dupuydauby (dupuyda@ibm.net) wrote:
: Just a little message to all you happy Internet Atarian.
: As you can see, I now have an Internet Adress and it's
: dupuyda@ibm.net

Welcome!

What's the current revision of Backward?

Sam

175. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 02:57:44 UTC
From: daryl@elf.adept.ih.att.com
Message-ID: <DARYL.95Jan4205744@elf.adept.ih.att.com>
Source record: 173612
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <FAEADGVCUP@galaxy.owl.de> neptune@galaxy.owl.de (Hendrik Mylius) writes:

>Mac has the same problem, however F030 is quite new product so the
>applications for it are new too. Then what would be a problem to
>recompile it to PPC?!?

Because the PPC is an *entirely* _different_ cpu. If it were that easy as you
naively believe, why are so little applications available as PPC-native
binary? 68k's and PPC's are not binary compatible. A simple re-compilation
wouldn't be enough.

In theory, you are wrong. A recompile should be the only thing required.
In practice, you are correct. Mostly this is due to developers doing
clever things that violate good programming rules and to the OS provider
for making incompatiblities in the "toolbox" library support.

If you gave me a GEM/AES/BIOS etc. set of libraries and a PPC Atari, I
should be able to recompile with a PPC compiler and run Atari code.
In theory :-)

Several years past I routinely wrote code that compiled and executed
unchanged on VAX, SUN, IBM, and AT&T 3B machines. It is possible.

I assume that the reason it takes time to get PPC native software out
is logistical. Buy a machine, learn a new compiler, establish another
development environment, test, test, test, test, test...

Daryl Monge AT&T Bell Labs
EMAIL: daryl@adept.att.com VOICE: 708-713-4696
GEnie: D.MONGE
PAPER: IX Rm 1M-315 2000 N. Naperville Rd. Naperville, Il. 60566

176. Re: Line Speed and Phone lines...

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 03:08:44 UTC
From: der@astrakan.hgs.se
Message-ID: <DER.95Jan5040846@astrakan.hgs.se>
Source record: 173634

In an article by the the infamous sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) he writes:

> Well all this raving about fast 28.8 modems and all this name calling,
> it seems if you don't have any facts to back up your statements you end
> up name calling or pick on ones bad spelling,

I`m VERY VERY curious on what facts you base YOUR statements about
the global usefullness, or lack thereof, for 28k8-modems. Are they
perhaps based on your own experience with the outdated NZ phonesystem?
Yes? I thought so!

Have you ever wondered if maybe other countries have better systems
that works well with 28k8-modems? No? Well, time for you to start
wondering!

> what is wrong will all you
> Usenet readers, don't you have a life, ? or are you just STOS using
> teenagers, or is it you are just frustrated Atari users and just wish to
> take your frustration out on me.??

I admit to being a frustrated Atari-user, but to take it out on you?
What good would that do me? (apart from a good laugh ;-)

I`m neither a STOS-user, a teenager or a comms-expert. I resent your
feeble tries to categorize the ones criticizing you for the
bulls**t you post. One doesn`t need to be neither a STOS-user nor a
teenager to notice and respond to the crap you are spreading all over
the place.

> Them may be you do need a better computer...!!!

Yes I do, but that`s beside the point!

> Here in NZ the phone lines are rated up to 9600, if you can run faster
> then you are in luck, if you don't believe this go ring Telecom here...

I believe you. However, this flamewar started because YOU impersonated
some kind of global comms-expert, which you aren`t! Stating that 28k8-
modems are a waste of money might be true for NZ, but NOT for large
parts of Europe/USA. If you were a half-decent NZ comms-expert you should
have known that, which leads me to believe you aren`t even a NZ comms-
expert.

> So if you don't wish to listen to your elders that is your problem, but then
> again that is a Teenager thing, is it not...

Once again you are trying to impersonate a global comms-expert. And as
before you fail! You might be older than me and you most certainly know

more about the NZ phonesystem than me. However, I`m very sorry if this comes as a shock to you, NZ != WORLD.

You keep asking for facts to prove that 28k8-modems really work. Why do I need facts when 28k8 works great for me and most other people in this part of the world?

Daniel Eriksson, root@icon.pp.se, der@astrakan.hgs.se
Voice +46 26 72905, Fax/Data +46 26 72123
"It`s not a job for soldiers, but only soldiers can do it!"

177. GFA BASIC: digitized sound samples?

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 03:33:25 UTC
From: jeremy@inukshuk.gov.nt.ca
Message-ID: <1995Jan5.033325.7088@gov.nt.ca>
Source record: 173613
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi all, a friend of mine was wondering if there was a way to play digitized sound samples in GFA BASIC version 2.0. His Atari ST has no DMA chip. Any help would be appreciated.

Jeremy Petrisor

178. Re: GOOD ATARI WORDPROCES

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 04:01:05 UTC
From: szhays@dale.ucdavis.edu
Message-ID: <3efqu1$cj2@mark.ucdavis.edu>
Source record: 173617

MARCEL is probably the best. The only other WordProcessor (as opposed to text editor) I know of that is freely distributable is DBWRITER. This has a lot of features Marcel doesn't have, but is ST Mono only as it doesn't use GEM.

179. Need to print off an St1040 in Sydney Australia

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 04:01:29 UTC
From: Geoffrey Ebbs <ebbsg@ozemail.com.au>
Message-ID: <3efqup$keg@oznet03.ozemail.com.au>
Source record: 173618

Help! My printer is broken.
I live in Balmain and want to print a whole heap of files from my ST1040
but my printer is broken. Can anyone help? Either I can bring them round on disk
and print them on your printer, or I need help converting them so
a Mac or PC wordprocessor can read them. Cheers

180. Problems with Flash version 2.2

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 04:23:44 UTC
From: jws4p@fermi.clas.Virginia.EDU
Message-ID: <D1x07K.935@murdoch.acc.Virginia.EDU>
Source record: 173622

I've been trying to use the IBM character set option of Flash 2.2 while connected to various ANSI bulliten boards but the IBM graphics characters only come out as normal characters, letters, and symbols, etc. Anybody else out there experience this problem, and a solution hopefully? I assume that I do not have to have to load anything special besides Flash to get it to work. Thanks in advance.
-John Stanmeyer

--
John Stanmeyer/jws4p@virginia.edu/504 Rugby Rd Ch'ville VA 22903/804-979-5457

181. Re: Calamus and PS

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 04:59:20 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FAFDDAHCUp@warpcon.ersys.edmonton.ab.ca>
Source record: 173616

In <FADTAEVJUP@galaxy.owl.de> Hendrik Mylius wrote :

>In <D1trzI.xq@cix.compulink.co.uk> "David Stevenson" wrote:
>
>>>Calamus is a _very_ powerful tool.
>>But still no PostScript. Unless you buy a half-baked PS module which
>>costs as much as SL itself.
>
>One might see this a one big advantage of Calamus.
>
>You're able to connect the high-end printing hardware directly to the Atari
>without fiddling woth RIP's and stuff.
>
>IMO PS isn't all that great at all. All sorts of difficulties are likely to
>occure when you try to use a document on another system or even another
>machine. E. g. kerning problems due to missing fonts or different set-up's.
>
>
Well, that's not exactly true. Our user group has a wonderful
newsletter editor who works in a copy shop, and he has to either
ignore Calamus altogether and use PageStream or else convince the
owners of the shop to get rid of their EfiColor Fiery 150i Color
Server, Canon CLC 550, NEC model 95 and loads of other output devices
because DMC refuses to admit that their module doesn't work with any
of those PS devices. PostScript allows us to output our entire
magazine, any copy shop will have most fonts, and Calamus is the only
PostScript outputting program that refuses to work with the Fiery or
any of the PS devices. However, PageStream works like a charm, and
we have had no problem outputting to ANY PS device so far. Does DMC
not want copy shops to use Calamus? PostScript, no matter its
limitations, is a standard. DMC just said that the PS format in the
Fiery is faulty, but the server works with any other format except
Calamus.

Leslie

--
-- --
leslieh@warpcon.ersys.edmonton.ab.ca
Anyone know where I can get concise intructions on setting MinixFS?
Moo, eh?
-- --

182. Re: Line Speed and Phone lines...

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 05:31:26 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3eg07e$806@golem.wcc.govt.nz>
Source record: 173637

In article <DER.95Jan5040846@astrakan.hgs.se>, der@astrakan.hgs.se (Daniel Eriksson)
writes:
>In an article by the the infamous sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) he writes:
>
>> Well all this raving about fast 28.8 modems and all this name calling,
>> it seems if you don't have any facts to back up your statements you end
>> up name calling or pick on ones bad spelling,
>
>I`m VERY VERY curious on what facts you base YOUR statements about
>the global usefullness, or lack thereof, for 28k8-modems. Are they
>perhaps based on your own experience with the outdated NZ phonesystem?
>Yes? I thought so!

Please go read in what I posted, you are just ranting again, I replied
to a NZ post for one thing and copied a article from comp.dcom.modems
from a post from the USA about problems with connecting at 28.8...

So you lack facts in a BIG WAY....

And from many replies I have seen here you do need to get a Life,
or may be a Acorn Computer, then may be you will stop picking on me....

As they say if you can't stand the heat get out of the Kitchen...

>Daniel Eriksson, root@icon.pp.se, der@astrakan.hgs.se
>Voice +46 26 72905, Fax/Data +46 26 72123

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

183. Looking For Cubase 3.1!

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 06:00:11 UTC
From: stevedc@ac.dal.ca
Message-ID: <1995Jan5.020011.31962@ac.dal.ca>
Source record: 173626

Anyone got Cubase 3.1 for sale? Must be original with
all docs and the cosmic key as well! Thanx!

184. SY35 Patch Editor

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 07:47:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <7e5_9501060027@tor250.org>
Source record: 173648

B > From: bjb@bigbox.demon.co.uk (Ben Bell)
B > Subject: SY35 Patch Editor
B > Organization: VP Software

B > Does anyone know where I can get hold of a Yamaha SY35 patch
B > editor (preferably in the PD)? If not, is there a package
B > which just stores SysEx dumps? I have tried using Notator
B > Alpha and just sending the dump in but it tends to crash with
B > so much data.

I believe Yamaha UK themselves have the answer! If I remember
correctly they have some public domain software/shareware available
for their synth users who have Atari computers - and I believe an
SY35 editor/librarian is one of them! You'll need to ring them up to
ask for sure, of course.

(They also provide SQUIRREL - a librarian for the QY10, and
editor/librarians for their TG100 and TG500 General MIDI modules.
Wish Yamaha Canada would provide these (sigh) - I'd LOVE to get
ahold of anything official Yamaha made/had made for them for the
DX7II S I have here in my studio.....)

... I don't want the world; I just want your half.... TMBG
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

185. Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 07:47:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <7e6_9501060027@tor250.org>
Source record: 173649

Roger Sheppard refused to answer a direct question and instead
offered this "cutting" insult to me:

S > Looks like you have never ever use a ACORN ARCHEMIDES...

S > Get a life go play with a ACORN RISK PC, or even better buy
S > one...

Now Roger, that's NOT what I asked for. Please don't skirt the
issue (or even a three-piece suit) - just answer the question - what
have you ever done for Atari users other than to put out abuse and
badly researched "fact" towards them.

And your precious little insults aren't going to stop me from
pressing on until I get a proper reply from you.

And I DO have a life, thank you very much. I'm over 30 and I
HAVE kissed a girl, and I don't live in my parent's basement - I
live in someone else's basement! :)

(for those of you who don't understand the above - it comes from
a SATURDAY NIGHT LIVE sketch in which William Shatner tells a
roomful of Trekkies to "GET A LIFE, PEOPLE!")

As for trying/buying an Acorn - hate to tell you this, Rog, but
Acorn has EVEN LESS SUPPORT than Atari does in North America - in
fact, the last Acorn computer I saw was at the Canadian Computer
Show back in 1991.

And I stand a better chance of finding/buying software/hardware
for my ST here in Toronto than I would for an Acorn. Not to mention
having OTHER ST users to help/help me out when a problem comes
along......

(To any Acorn users who may be reading this - I'm sure it's an
EXCELLENT computer.)

... I get into enough trouble without a tagline!
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

186. Re: Marpet Xtra RAM or PAK3

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 08:06:16 UTC
From: michi@pluto.ping.de
Message-ID: <H.ekBL.VW9OgZRZDCg@pluto.ping.de>
Source record: 173627

Hi,

In <3ec5qd$7bh@freenet.vancouver.bc.ca>, alexb@freenet.vancouver.bc.ca (Alex Brosgart) writes:
> Can anyone please provide info on where to get a
> Marpet Xtra RAM+8 or PAK3 68030 upgrade kit?

I don't know if there is a distributer of the PAK outside of Germany, so
I give you the address of the main distributer:

mw electronic
Heisterbach Str. 96
53639 Koenigswinter
Germany

Phone: Germany 2223 - 1567
Fax: Germany 2223 - 26982

cu, michi
--
* Michael Plonus michi@pluto.ping.de *
* D-44143 Dortmund Michael_Plonus@do2.maus.ruhr.de *
* Germany *

187. Re: Backward

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 08:23:28 UTC
From: dupuyda@ibm.net
Message-ID: <3egaa0$2q4u@news-s01.ny.us.ibm.net>
Source record: 173632

In <3efl1h$1al@crl6.crl.com>, sammcgee@crl.com (Sam McGee) writes:
>
>Welcome!
>
>What's the current revision of Backward?
>
>Sam
>

Well Backward 2.83 will soon be released (it's a matter of days) and Backward III
is on its way.
Backward III works on a different basis, it's now a TSR you put in your AUTO Folder.
But nothing has been done yet for the front-end. So I think, the first Backward III
versions will use the Backward II front-end.

188. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 09:05:18 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3egcoe$s5p@percy.cs.bham.ac.uk>
Source record: 173633

guenther@cabal.shnet.org (Thorsten Guenther) writes:
>In <3e9i13$idq@ionews.io.org> Eric March wrote:
>>Dan Dreibelbis (Dan.Dreibelbis@balmybeach.gryn.org) wrote:
>>Sorry, but I sort of have to ask ... what's wrong with GFA Basic?
>It produces crappy programs that crash under many Atari compatible OSes
>(MagicMac, MultiTOS, etc.).

That's only because the built-in GEM commands are broken - if you use
proper VDI and AES calls I understand GFA is a reasonably compatible
language.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

189. FTP Sites

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 09:42:08 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <766_9501052246@genesplicer.org>
Source record: 173552

Does anyone know of some good FTP sites that allow e-mail access?

190. Re: Line Speed and Phone lines...

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 09:56:04 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAFKDIUXUP@galaxy.owl.de>
Source record: 173556

In <3ef7t6$3vl@golem.wcc.govt.nz> Roger Sheppard. wrote:

[some typical R. S. drivel deleted]

>Also you will find most firms making V34 28.8 modems are having problems with
>them, so it will pay to wait till all the bugs are removed, FACTS...

I'm reading comp.dcom.modems for a while now and most people are quite
satisfied with their V.34's or V.FC's. It's mostly a problem of setting up
things correctly.

Of course there are always bug in new pieces of software. But if you buy a
decent model, i. e. with a DSP and Flash-Eproms, upgrading the firmware is as
easy as 1, 2, 3.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.owl.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

191. ???TOAD???

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 10:10:34 UTC
From: alexb@freenet.vancouver.bc.ca
Message-ID: <3eggiq$si1@freenet.vancouver.bc.ca>
Source record: 173635

```
Anyone have a contact address for TOAD re.
RAM upgrade?
```

192. Re: Space-Panic '94

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 10:14:47 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.71.000A3F64@lobby.ti.com>
Source record: 173597

Hi,

Anyone manage to run Panic-94 on a Mega STE?

All I get is the siren and then a black screen, clicking the mouse will
produce 2 or 3 bombs. After that I get bombs whenever I rerun it unless
I coldboot the ST and get back to the siren with black screen.

Appreciate if someone tell me how to get this game running.

Regards
William

+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

193. Re: Space-Panic '94

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 10:35:43 UTC
From: Phil Bacheler <phil2034@delphi.com>
Message-ID: <5A67A3X.phil2034@delphi.com>
Source record: 173558

I have been able to get Panic-94 to run "occasionaly" on my Falcon with TOS 402 but it isn't very consistent. I've even had it in HI-2 color or even ST-Low but can't get it to run on my ST with Tos 2.06. IMHO, it is a very nice rendition, but with consistent 2-bomb scenario, can't see paying even the $5.00 right now.

194. CLA review in ST-Review

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 10:40:19 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3egiaj$6jp@whitbeck.ncl.ac.uk>
Source record: 173553

Well, I'm proud to have been included in a small way in the final issue of ST-Review....CLA got a review!! The first review in an english language magazine.

Now the gripes begin.....

1) The copy reviewed was sent to them by a PD library when CLA is not meant to be distributed by PD libraries without my consent (which I have not given to Goodman International, the library in question).

2) The version reviewed is two years out of date.

3) I sent ST-Review/ST-User full registered copies of the current version for review last August complete with manuals, yet they still reviewed an old version sent in by a PD library instead?????

Not niggling grievances - especially when I have corresponded with members of the editorial staff of ST-Review on a number of occasions on a friendly basis before.

Joe Connor, Ofir Gal.....what went wrong? I know it's to late to do anything about it, as there's very little chance of getting a review in ST-Format - maybe I should convert it into STOS and get it to fade between pretty 320*200 pictures so it'll get a write up in Format ;) (appologies to Frank & Andy)

Craig Graham
- main author of CLA, and thinking of chucking it all in & retiring to grow tomatoes in the empty case from his falcon :)

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o ---------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

195. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 11:38:49 UTC
From: contacts@mits.mdata.fi
Message-ID: <3eglo9$g0c@prime.mdata.fi>
Source record: 173638

In article <3ebii2$e5k@percy.cs.bham.ac.uk>,
Chris Ridd <C.J.Ridd@cs.bham.ac.uk> wrote:
>hoagy@cix.compulink.co.uk ("David Stevenson") writes:
>
>AFAICS, Calamus breaks the TOS programming rules all over the shop,
>which is why it doesn't work well with *any* multitasking TOS,
>MultiTOS included. How actively is DMC updating Calamus nowadays? Can
>they be persuaded to fix it for multitasking TOSes?

I recently had some Calamus info: they have completely re-written the
code, and removed about 2000 bugs from it along with some unneccessary
loops. Calamus is going to be very cheap (the program), but most of the
modules that come now with it will be have to purchased separately.
And there will be only on version, and you can upgrade it to any level
by getting more modules.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

196. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 11:48:57 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3egmb9$b88@golem.wcc.govt.nz>
Source record: 173639

In article <600_9501050129@tor250.org>, Dan.Dreibelbis@balmybeach.gryn.org (Dan Dreibelbis) writes:
>> Sorry, but I sort of have to ask ... what's wrong with GFA
>> Basic?
>
> Don't worry, Eric, I have NOTHING against GFA Basic - but for
>some reason Roger Sheppard (who the original post was sent to) has
>some sort of hostile bias against it, and has on occasion called
>people who've used it "idiots". He also has a habit of accusing
>people who disagree with him "obviously another useless teenager". I
>was just covering all my bases with that reply :)

More and more lies again, I have never refered to GFA any where on the Net, so no more lies PLEASE...

If you are not happy with your Atari I do suguest you get a Better computer, may be a Acorn, as being English I prefer to recommend English computers..

But I thought all snotty nosed Teenagers use STOS....

>| Fidonet: Dan Dreibelbis 1:250/422
>| Internet: Dan.Dreibelbis@balmybeach.gryn.org
>| Standard disclaimer: The views of this user are strictly his own.

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

197. Re: GFA or C a matter of taste...

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 11:54:49 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3egmm9$g91@nyheter.chalmers.se>
Source record: 173640

In article <Up-FAETFJVF@ttgk.textlitho.nl>,
Gert van der Knokke <gert@ttgk.textlitho.nl> wrote:
>In <3ed2eo$qbs@darkstar.UCSC.EDU> Christopher Taylor Oates wrote :
>
>>
>no 'direct' mode, no easy to handle graphics stuff. If you want to write
>some stuff fast, go for GFA, if you want to program stuff for the world, go
>for C (but then get Unix too, so everyone can use it :-))
>I just hate when a program crashes awfully just because I forgot a '&' sign
>in an input function, raaahhhh. (yeah I know it's 'legal' to put the
>response value into the pointer's address but alas...
>
...and I just hate that GFA-programs crash on my Falcon just because the GFA-guys forget a & :-). Can you have own libraries in GFA? When programming in C you just have to get a graphics library to make it easy. You don't have to write it yourself, though; just get a ready to go library on ftp :-). What I like about C is that when you realize what the &, -> and * are all about you have much more control of what you're doing to your machine (unlike GFA :-))

>It's just a matter of taste I guess, just as we are still using Atari's !
>But we shouldn't condemn something just because we don't know it or use it.
>Why else did they make a PC version of GFA Basic (and a good one too...)
>
Exactly! You should be allowed to program in whichever language you want to without someone whining about it! If you like C, assembler, Pascal, Prolog or even GFA-basic; go for it! If you want to do something; try to make the makers of GFA to write a compiler that creates legal code!

Christer.
--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

198. Re: Calamus and PS

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 12:33:24 UTC
From: djs@jet.uk
Message-ID: <1995Jan5.123324.8168@jet.uk>
Source record: 173641

In <FADTAEVJUP@galaxy.owl.de> neptune@galaxy.owl.de (Hendrik Mylius) writes:

>In <D1trzI.xq@cix.compulink.co.uk> "David Stevenson" wrote:

>>But still no PostScript. Unless you buy a half-baked PS module which
>>costs as much as SL itself.

>One might see this a one big advantage of Calamus.

>You're able to connect the high-end printing hardware directly to the Atari
>without fiddling woth RIP's and stuff.
But most people don't have "high-end printing hardware"; they want to do draft prints to their own printer, then do a final copy on someone else's high end machine. Almost nobody in the UK can take a Calamus file from me and print it. Almost noone has even heard of Calamus.

> E. g. kerning problems due to missing fonts or different set-up's.
Fonts can be embedded in the PostScript file; I do this with PageStream.
--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

199. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 12:47:58 UTC
From: vctec@westminster.ac.uk
Message-ID: <D1xnJy.7Ms@westminster.ac.uk>
Source record: 173642

Dan Dreibelbis (Dan.Dreibelbis@balmybeach.gryn.org) wrote:
: Tell me, what have you done other than carp, whine, and spread
: disinformation and abuse amongst us Atari users. I'd love to hear

To be fair to Roger, he has helped HENSA's Atari section by uploading quite a few pieces of software from Genie. Thanks Roger.

As for his 'carping, whining," etc, he is entitled to his own opinions...and from what I gathered, he is just complaining as we all usually do privately, about Atari not upgrading their machines...no support whatsoever. OK, I do admit though, that most of this stuff should be in advocacy...so Rog, please take most (if not all) of your whines to thast conf.

Oh, and I still look forward to your uploads. :-)

Regards
Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

200. MINIX

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 12:58:29 UTC
From: hoenig@chclu.chemie.uni-konstanz.de
Message-ID: <3egqdl$7fa@eurybia.rz.uni-konstanz.de>
Source record: 173643

Hey,
> I've a problem with installing Minix 0.60 PL10 on my Falcon with
> TOS 4.01. I removed all programs in my AUTO-folder instead
> "MINTNP.PRG" (V 1.12) and deactivated all accessories.
> Then I copied the file "MINIX.XFS" to the root-directory of my
> harddisk. When booting, he started "MINT" but didn't recognize
> MINIX. (I remember, with the old Version of MINT he was success-
> full). After that, I copied these two files on a floppydisk -
> and suddenly he recognized MINIX when booting with [ALTERNATE].
> (It really sucks to boot all the time from my floppydisk-huhuhu!)
> Who can help me
> Daniel

201. Re: Motorola 68000 User guide.

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 12:59:21 UTC
From: "J.D.Coleman" <J.D.Coleman@ncl.ac.uk>
Message-ID: <3egqf9$4la@whitbeck.ncl.ac.uk>
Source record: 173644
Cross-posted to: comp.sys.m68k,comp.sys.amiga.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

J S W Chan (ma2jswc@bath.ac.uk) wrote:
: Does anyone know the email address of Motorola, or the availablility of
: any 68000 instruction set documentation around on the net?
: I'm doing some reading up for my project, which is to write a 68000
: assembler, and need as much relevant information about the 68000 chip and
: instruction codes as possible. I've heard that the 68000 User Guide is a
: good bet.

I have a book published by Motorola, called the 'Programmer's Reference Manual' (M68000P/AD REV.1). It covers the 68000, 68008, 68010, 68020, 68030, 68040, 68881, 68882 & 68851 chips. I've appended a summary, taken from the preface [(c) Motorola 1992].

I bought this book from HiSoft several years ago. I think it was #20 or less. It doesn't have an ISBN, but you might be able to get it through a large book seller. There are addresses on the back (no phone/fax numbers though) -

Motorola Literature Distribution Centers:
USA: Motorola Literature Distribution; P.O. Box 20912, Pheonix, Arizona 85036.
EUROPE: Motorola Ltd; European Literature Center; 88 Tanners Drive, Blakelands, Milton Keynes, MK14 5BP, England.
JAPAN: Nippon Motorola Ltd; 4-32-1, Nishi-Gotanda, Shinagawa, Tokyo 141 Japan.
ASIA-PACIFIC: Motorola Semiconductors H.K. Ltd; Silicon Harbour Center, No. 2 Dai King street, Tai Po Industrial Estate, Tai Po, N.T., Hong Kong.

Sorry, I don't know of anything available on the Net.

J

PS. I've trimmed your followups line to just comp.sys.atari.st.tech

--
-- Julian Coleman, Computing Service, | j.d.coleman@ncl.ac.uk
-- Claremont Tower, University of Newcastle, | as967@cleveland.freenet.edu
-- Newcastle upon Tyne, NE1 7RU, England. | - - - - - - - - - - - - - - -
-- Tel +44-191-222-8068 Fax +44-191-222-8765 | Be wery, wery careful Wabbit

---8<---------- Cut here ----------->8---

Section 1 Introduction - This section contains information on the M68000 family programming model, register description, integer and floating-point data formats and data types as well as information on format organization

in registers and memory. Also included is a table of notational conventions used throughout this manual.

Section 2 Addressing Capabilities - This section presents detailed information on the format of instructions and their various bit field definitions and possible encodings. Also included are descriptions of addressing modes and other data structuress used by the M68000 family.

Section 3 Instruction Set Summary - This section includes extensive information on the instruction set (grouped by operational category), descriptions of the operands used by instructions, and guidelines on how to use the instructions.

Section 4 Integer Instructions - This section provides all integer instruction (non-privileged) operations described in detail and organized alphabetically.

Section 5 Floating-Point Instructions - This section provides all non-privileged floating-point instruction operations described in detailed and organized alphabetically.

Section 6 Supervisor (Privileged) Instructions - This section provides all privileged instruction operationss described in detail and organised alphabetically.

Section 7 CPU32 Instructions - This section provides alll CPU32 instruction operations described in detail and organized alphabetically.

Section 8 Instruction Format Summary - This section contains all the M68000 instruction formats (binary), arranged by opcode.

Appendix A Processor Instruction Summary - This section contains a table listing of all the M68000 family instructions arranged alphabetically and cross-referenced to show which instructions are applicable to which processors. Each processor is also listed with a table of the instructions and the addressing modes that apply to that processor.

Appendix B Exception Processing Reference - This section presents information on exception vector assignments for the M68000 family and illustrations of exception stack frames and floating-point stack frames.

Appendix C S-Record Format - This section provides detailed information on the S-Record format.

202. Re: Calamus and PS

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 13:17:58 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3egri7$1ic@aggedor.rmit.EDU.AU>
Source record: 173645

```
: IMO PS isn't all that great at all. All sorts of difficulties are likely to
: occure when you try to use a document on another system or even another
: machine. E. g. kerning problems due to missing fonts or different set-up's.
```

True enough, BUT!!!! PS is the industry standard, there are a million bureaux that you can take a PS file to, but there are not many that use Calamus. Perhaps with the Windows NT version, then there might be more companies etc. willing to switch over. Unfortunately ILLUSTRATOR is the DTP program which all others are compared against.


```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

s9205525@otto.bf.rmit.edu.au

203. Re: MicroVitec Cub 895 on an ST?

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 13:56:20 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAFOFFURUP@galaxy.owl.de>
Source record: 173557
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <D1wCI3.Dzr@info.bris.ac.uk> Tim Llewellyn wrote:

>card years ago). Unfortunately the manual has gone awol. I'd like to know
>if its possible to get this monitor to work, either in medium of hi-res,

That depends on the horizontal and vertical frequencies the monitor is capable
of. The sync is the problem here.

Some older monitors (e. g. NEC 3D) were able to do that. Newer models don't
even sync to ST-high.

I don't have the exact ST-frequencies handy at the moment, sorry.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

204. Re: Line Speed and Phone lines...

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 14:00:12 UTC
From: der@astrakan.hgs.se
Message-ID: <DER.95Jan5150014@astrakan.hgs.se>
Source record: 173561

In article <3eg07e$806@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

> >I`m VERY VERY curious on what facts you base YOUR statements about
> >the global usefullness, or lack thereof, for 28k8-modems. Are they
> >perhaps based on your own experience with the outdated NZ phonesystem?
> >Yes? I thought so!
>
> Please go read in what I posted, you are just ranting again, I replied
> to a NZ post for one thing and copied a article from comp.dcom.modems
> from a post from the USA about problems with connecting at 28.8...

Ranting? From my (very subjective ;-) point of view it looks more like it`s YOU who are ranting. I must remind you that this is an international forum. When you post an article like the one you posted some days back you really SHOULD include something about it being valid in NZ only. BTW, if you haven`t noticed it yet I have time after time told you exactly this. Maybe it`s time for YOU to "go read in what I posted".

If you in your original article had written something like "28k8 modems are a waste of money _here_in_NZ_" then this flamewar would never have happened. Your article was yet another flamebaith, but this time you stepped on one to many toes!

> So you lack facts in a BIG WAY....

What kind of facts do you need? The facts you provided were very informative about why some people are experiencing problems with high-speed modems. They described WHY there were problems, nothing more. What they don`t say is how wide-spread these problems are and where one could expect to run into them. Your whole argumentation is based on these incomplete facts so it`s really YOU who lack facts!

Since you wanted facts I will provide you with some cold hard facts: 28k8-modems works well for most people in Europe and USA!

Are you satisfied?

> And from many replies I have seen here you do need to get a Life,
> or may be a Acorn Computer, then may be you will stop picking on me....
> As they say if you can't stand the heat get out of the Kitchen...

Come on Roger, now you are getting VERY silly and annoying!

Daniel Eriksson, root@icon.pp.se, der@astrakan.hgs.se

Voice +46 26 72905, Fax/Data +46 26 72123
"It`s not a job for soldiers, but only soldiers can do it!"

205. Re: CLA review in ST-Review

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 14:46:26 UTC
From: vctec@westminster.ac.uk
Message-ID: <D1xt1E.C1J@westminster.ac.uk>
Source record: 173646

Craig Graham (Craig.Graham@ncl.ac.uk) wrote:
: 1) The copy reviewed was sent to them by a PD library when CLA is
: not meant to be distributed by PD libraries without my consent
: (which I have not given to Goodman International, the library in
: question).

I have a feeling that what Nial did with the PD section in STR was that he got a lot of the stuff from the networks (like from HENSA, cix, and maybe a.a), and read the newsletters I sent him, and then downloaded what he liked, and then reviewed it. He would then write down the names of the prominent ST PD libraries as ways of getting the software.

I could be wrong, but I started to feel that a lot of the software reviewed was taken from HENSA, due to the timing of the reviews.
Ofir, care to comment on this?

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

206. Re: ***MagiCMac information wanted***

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 15:59:35 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.73.000AFE8E@cfcsc.dnd.ca>
Source record: 173595

>I need any and all information on the Mac/Atari thing! An e-mail address,
>Company or author name,etc.
>If anyone is using this,I need to know how it works with midi suff.
>All help will be geatly appreciated,and all messages will be answered.
>Thank You
>Drew

I use Spectre GCR by Dave Small[Gadgets by Small]. I can format, read, write Mac floppies, use my Atari Laser printer(with or without Ultrascript) and run all my MAC software. Only address I have is 40 W. Littleton Blvd., #210-211, Littleton, Colorado, 80120, U.S.A.

207. Re: question re. 1040 RAM upgrade

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 16:07:43 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.74.000B2146@cfcsc.dnd.ca>
Source record: 173596

```
>Is it possible to get more than 4 meg RAM
>on a 1040 Mega STE-1? Thanks in advance
>to anyone who can help with this info.

Marpet dev. in EngLand(see issues of any British ST mag) sells a board upgrade
that will take 8 MBs
```

208. FS: C-Lab Creator version 3.149

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 16:21:27 UTC
From: joe@zirconium.mcc.com
Message-ID: <D1xxFs.7qK@mcc.com>
Source record: 173650
Cross-posted to: comp.sys.atari.st,rec.music.makers.marketplace

FOR SALE: C-Lab Creator sequencing software, version 3.149. Includes
the dongle and the manual.

$100, I'll pay shipping.

--

Joe Newman
MCC/Experimental Systems Lab
jnewman@mcc.com

209. Looking for a "sort"

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 16:31:04 UTC
From: huth@stack.zfe.siemens.de
Message-ID: <3eh6s8$qla@ztivax.zfe.siemens.de>
Source record: 173599

Hi,
i'm looking for a unix-like sort program, it should run with wint/minixfs.
I couldn't find it, maybe someone can give me a hint (ftp,www) ?

Thanks
HP

--
+---+
| Hans-Peter Huth |
| Siemens AG, Dept. ZFE T SN 23 Phone: +49 89 636 430 71 |
| Otto-Hahn-Ring 6 FAX: +49 89 636 480 00 |
|D-81730 Munich E-mail: Hans-Peter.Huth@zfe.siemens.de |
+---+
Sig!
--------------- cut here 8< ----------------------

210. Re: MINIX

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 17:04:35 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3eh8r3$984@percy.cs.bham.ac.uk>
Source record: 173600

hoenig@chclu.chemie.uni-konstanz.de writes:
>Hey,
>> I've a problem with installing Minix 0.60 PL10 on my Falcon with
>> TOS 4.01. I removed all programs in my AUTO-folder instead
>> "MINTNP.PRG" (V 1.12) and deactivated all accessories.
>> Then I copied the file "MINIX.XFS" to the root-directory of my
>> harddisk. When booting, he started "MINT" but didn't recognize
>> MINIX. (I remember, with the old Version of MINT he was success-
>> full). After that, I copied these two files on a floppydisk -
>> and suddenly he recognized MINIX when booting with [ALTERNATE].

Copy minix.xfs into c:\mint or c:\multitos, whichever is more
convenient.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

211. Ziegler GSZRZ

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 17:29:34 UTC
From: acurtis@theshack.demon.co.uk
Message-ID: <acurtis-0501951729340001@theshack.demon.co.uk>
Source record: 173551

Does anyone know the Internet address for Michael Ziegler, the guy who
wrote GSZRZ Protocols?

Replies to Email please.

Thanks in advance!

:-)

Andy.

--
@@@

212. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 18:14:31 UTC
From: mrz5149@ultb.isc.rit.edu
Message-ID: <1995Jan5.181431.4522@ultb.isc.rit.edu>
Source record: 173593
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <FAEADGVCUP@galaxy.owl.de> neptune@galaxy.owl.de writes:
>In <Pine.BUL.3.90.950103165852.17757E-100000@bull.mimuw.edu.pl> Szymon Stasik wrote:
>
>>Mac has the same problem, however F030 is quite new product so the
>>applications for it are new too. Then what would be a problem to
>>recompile it to PPC?!?
>
>Because the PPC is an *entirely* _different_ cpu. If it were that easy as you
>naively believe, why are so little applications available as PPC-native
>binary? 68k's and PPC's are not binary compatible. A simple re-compilation
>wouldn't be enough.

Unless the file makes extensive use of 680x0 assembly, there is no reason
why a re-compile won't work (assuming the same OS calls on both processors)
Esp. if it's code written in C. Sure, maybe there are some optimization
issues and sometimes system calls don't work exactly they way they used
to but problems like this can be fixed easily (or at least *mostly* easily :)

Ex:
FAT Binary mac programs. Most of these are just the same code recompiled
in two versions and plopped into the same application file.

>The 68k-series used in MAC's and Atari's are compatible on the cpu-part. The
>difference is in the hardware (bus, video, sound) around it. These differences
>can be worked around, using OS-calls properly.
[snip]
>
>From what I've heard, the folx doing the Linux-PPC port do have all sorts of
>problems. This version is far from running. And Linux 68k-binaries are not
>compatible to PPC-Linux as well.

When you're talking about UNIX ports like Linux, the kernal is usually
just recompiled for the machine you're on (mostly because of the cpu).
All the other junk in the machine (sound, video, etc.) is all handled
through drivers. Porting a kernal is not hard, it's writing the drivers
that takes most of the programming time (at least that's what the
guys in the MacBSD docs said :)

The idea is that if you're running Linux on a Mac, Falcon, PC Box, etc.
that when you distribute programs they run on all of them so long as
what you're doing doesn't involve special hardware. How do you accomplish
this? You distribute source and it gets compiled on those machines.
Alot of stuff is distributed this way. Although, I will say that I have
seen commecial stuff and that is often times distributed in binary format
but more often than not you'll find these are for the "big boys" SUNs or DECs

running "regular" versions of UNIX.

I don't know what the future of a PPC Falcon would be but it seems to me
that if it's going to be running only Linux then it would just be one
of many different UNIX boxes with alot of interesting hardware.

Just my $0.02

--

____
Michael Zucca - mrz5149@ultb.isc.rit.edu - Rochester Institute Of Technology
"It must have a natural cause." "It must have a supernatural cause."
^ Let these two asses be set to grind corn ^

213. Re: GFA or C a matter of taste...

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 18:55:26 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9501051756.AA01016@ilmen.lanl.gov>
Source record: 173554

In article g91@nyheter.chalmers.se, d2cg@dtek.chalmers.se (Christer Gustavsson) writes:
>
>Can you have own libraries in GFA?

Not in the true sense of "libraries" like you can implement in C. More like code-snippet toolkits that you can import into your own code. You can, of course, call any C or asm code through GFA, if you know what you're doing. :)

>What I
>like about C is that when you realize what the &, -> and * are all about you
>have much more control of what you're doing to your machine (unlike GFA :-))

All very true. C gives the programmer what I like to call "ultimate power" in that you can do whatever you want... even if it's downright stupid. :)

>Exactly! You should be allowed to program in whichever language you want to
>without someone whining about it! If you like C, assembler, Pascal, Prolog
>or even GFA-basic; go for it!

VERY well said, Christer! Each to their own and have fun doing it.
==========

>If you want to do something; try to make the makers of GFA to write a
>compiler that creates legal code!

Alas, GFA Systemtechnik is no longer interested in the Atari market whatsoever. DOS & Windows is where the $$$ is now, and they are having a difficult time in that market as it is, AFAIK. And do NOT tell me any more fairy tales about the Richter Company taking over development of GFA for the Atari.

What I would really like to see is a version of C with a high-level, easy to use interpreter like GFA's and an intuitive, GUI design interface like Visual Basic but coupled with a really fast compiler/linker. And I do NOT mean a lame product like that earlier C Interpreter (unnamed to protect the guilty). ;-)

Cheers,

-Hutch- @ Fair Dinkum Tech

214. Re: Michtron BBS s/w: Works w/9600?

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 18:55:59 UTC
From: jonaeson@algonet.se
Message-ID: <3ehfbv$faf@aristotle.algonet.se>
Source record: 173555

dpj@delphi.com wrote:
: Tommy Jonaeson <jonaeson@algonet.se> writes:
:
: >Michtron will quite happily accept any 9600 modem, although you have to
: >switch off any compression. (Connect 9600/V32/NONE)
: >
: >Any attempts at higher speed will fail.
: >
: >In sweden there was quite a few boards that ran a hacked version that
: >could accept 14.400, but it had a few bugs, and didn't work very reliably.
:
: I'm not that knowledgeable about modems. How would I turn off the
: compression on a Supra v42bis 14.4 FaxModem, for example? It was my
: understanding, from the author actually, that the HST Courier was the only
: modem able to work with MichTron BBS. If it's possible, even limited to
: 9600 baud and ~500cps, it would be better than a 2400 limitation.
: Details, man, details!! <g>

Consult the manual. It's possible. A friend of mine actually ran a
michtron board until 1 year ago, then he got RatSoft instead.
Don't know which modem he used, it could have been a supra.

Regards, Tommy

215. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 18:57:44 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9501051759.AA01025@ilmen.lanl.gov>
Source record: 173451

Ah, c'mon guys, can't we lay off Roger for awhile and let this thing die?

After all... he'll think we don't love him anymore. :)

-Hutch- @ Fair Dinkum Tech

216. BJC-600

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 19:24:12 UTC
From: bili6745@mach1.wlu.ca
Message-ID: <D1y5wC.3xs@info.uucp>
Source record: 173452

Reciently I aquired a Cannon BJC 600. I have yet to decide if I will keep it or not because I do not have any programs that allow me to use it in colour. What programs would allow me to make use of this printers excellent colour capabilities?

--
_____/| _____/| bili6745@mach1.wlu.ca |_____ |_____
(__|__\|______ (__|__\|______ KEITH Bilinsky ______|/__|__) ______|/__|__)

217. Dave Small anyone???

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 19:25:16 UTC
From: paul@vega.ame.arizona.edu
Message-ID: <3ehh2s$log@news.CCIT.Arizona.EDU>
Source record: 173467

Well, a few weeks ago somebody posted that Gadgets by Small had filed for bankruptcy. What does this mean, exactly? Will Spectre 3.1 ever be released? I believe it was last March Dave said it just had to be copied and documented. Has anything happened since then? Does anybody know?

-Paul Harris @ @
paul@vega.ame.arizona.edu ___/

218. Re: insel_intide_A.gif.uu (GIF file,Re:Pentium bug :-)

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 19:31:01 UTC
From: subbarao@concorde.fc.hp.com
Message-ID: <3ehhdl$gtb@tadpole.fc.hp.com>
Source record: 173580
Cross-posted to: comp.sys.acorn,comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.next.misc,comp.unix.misc

In article <peterk.0321@combo.adsp.sub.org>,
Dr. Peter Kittel <peterk@combo.ganesha.com> wrote:
>In article <19941224.112124.34@gladding.demon.co.uk> stimpy@gladding.demon.co.uk (Tim Gladding) writes:
>>
>>ARRRRGGGHHH!!!
>>
>>Look... stop asking for bloody reposts to something that shouldn't have
>>been posted in the first place!!
>>
>>Please note, this is going out across no less than SEVEN news groups, and
>>is starting to PISS ME OFF.
>
>That's the point: All this whining about some really harmless posts
>of *small* binaries already takes a multifold of the volume of these
>incriminated posts! This is insane. So better stop this whining and
>be a bit more tolerant. It doesn't pay to act furiously.

Yup. Which is precisely what I said in my first followup.

-Kartik

219. Re: ???TOAD???

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 19:41:01 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3ehi0d$f6@m.ehd.hwc.ca>
Source record: 173559

Alex Brosgart (alexb@freenet.vancouver.bc.ca) wrote:
: Anyone have a contact address for TOAD re.
: RAM upgrade?

From the product catalog V3.42

Snailmail: Toad Computers
570 Governor Ritchie Highway
Severna Park, MD 21146-2925

Internet: TOAD@genie.geis.com

Phone: (410) 544-6943 info
(410) 544-6999 BBS
(410) 544-1329 FAX

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

220. Mouse problem

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 19:48:32 UTC
From: artoj@mits.mdata.fi
Message-ID: <3ehieg$h6h@prime.mdata.fi>
Source record: 173587

> I have a problem with my mouse. The cursor sometimes moves on the screen
> even though the mouse is not moving. It will always move either straight from
> side to side, straight up - down or straight down - up. I'm fairly sure this

This might occur because your mouse isn't well connected to the mouse port.
At least I have had that kind of problems when the mouse wasn't well
connected.
Hope it helps. If it doesn't, your port may be broken.

---
* Kivi 1.18 *

221. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 20:16:08 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3ehk28$g0t@golem.wcc.govt.nz>
Source record: 173567

] More and more lies again, I have never refered to GFA any where on the Net,
] so no more lies PLEASE...

Ummm, yes you have actually, mostly in reference to the abuse you and
others sling at FreeZe Dried Terminal.

] But I thought all snotty nosed Teenagers use STOS....

Just changed your mind huh!?

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

222. FS: Atari HW and SW

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 20:16:30 UTC
From: wgg@col.hp.com
Message-ID: <3ehk2u$8s3@nonews.col.hp.com>
Source record: 173455

Atari hardware and software for sale. I think these prices are reasonable,
but if you don't, make me an offer. Willing to discount a package price.
Shipping not included.

W. Grant Grovenburg
(wgg@col.hp.com)

Atari hardware stuff:

$90 - Atari 520 STfm with 1 mg RAM, internal 720K floppy, 1040 motherboard
OS version 1.2

$70 - Atari SM124 Black & white monitor

$65 - Future Sys Inc. GTS100 DS-SD 3.5" 720k floppy drive

$?? - 354 single sided floppy drive

$?? - 354 single sided floppy drive, read only

$?? - Old 520 ST, w/ external power supply, the 520 doesn't work

Software:

$45 - Laser C + Laser DB

$25 - Electronic Courseware Systems Midi-Musicware Series: Keyboard Chords
(by G.D. Peters) (orginally $64)

$20 - Keyboard Intervals(by G.D. Peters)

$10 - Quick ST II + Quick Tools v.1
$5 - NEOchrome
$? - Compute! - Atari ST disk 6/87 Vol 2 n3
$? - Start
$? - Aerco easieST RAM Utilities Ver 1.0

$5 - Mean 18
$5 - Dungeon Master
$8 - Triad: Defender of the Crown, Barbarian, Starglider
$3 - Marble Madness
$5 - Hitchhiker's Guide to the Galaxy

$5 - Magical Math 1
$5 - Spelling Bee
$5 - 1st Math (Stone & Assoc.)
$5 - My Letters & Numbers (Stone & Assoc.)

Books:
$3 - Atari ST Basic
$3 - Atari St Basic to C
$3 - Atari ST Graphics & Sound
$3 - Intro to Midi

223. Re: Calamus and PS

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 20:41:04 UTC
From: contacts@mits.mdata.fi
Message-ID: <3ehlh0$h8i@prime.mdata.fi>
Source record: 173453

In article <3egri7$1ic@aggedor.rmit.EDU.AU>,
Glenda Moon <s9205525@otto.bf.rmit.edu.au> wrote:
>: IMO PS isn't all that great at all. All sorts of difficulties are likely to
>: occure when you try to use a document on another system or even another
>: machine. E. g. kerning problems due to missing fonts or different set-up's.
>
>True enough, BUT!!!! PS is the industry standard, there are a million
>bureaux that you can take a PS file to, but there are not many that
>use Calamus. Perhaps with the Windows NT version, then there might be
>more companies etc. willing to switch over. Unfortunately ILLUSTRATOR is
>the DTP program which all others are compared against.

Isn't Adobe illustrator a vector drawing package - not a DTP program?
Quark Xpress and Pagemaker are the DTP-programs.

What makes PS silly IMHO: you create a document, translate it to Basic-
style -file (PostScript), send it to printer which translates it back
to a raster image. And the quality , compability and speed comes from
how good are the translating programs and devices.

Why not send the raster image directly from the program to a printer,
as you do in Calamus SL? Results are the same, and you don't have to
pay extra for a PS-printer. Just a thought....

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

224. Re: Michtron BBS s/w: Works w/9600?

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 20:42:48 UTC
From: frank@tachyon.demon.co.uk
Message-ID: <789338568snz@tachyon.demon.co.uk>
Source record: 173457

In article <xMw7gdB.dpj@delphi.com> dpj@delphi.com writes:

> Hey Frank!!! You guys still hangin' out on Ad.Lib?? How's Andy and the
> gang?? We miss them on the MNET - we're still runnin' it.

Yeah, we're still there, running RATSoft/ST now and loving it. Andy and
I both dearly loved MBBS, but lack of networked mail support, low speed
and no externals forced us to drop it. Wish we were still in MNET :->

> Yes, this damn upgrade/new software has been ongoing for quite some time
> now. Supposedly, the software is _finished_. Tim was getting married
> sometime in September, and once he got settled in after the honeymoon,
> he was going to get the program out. Well, I guess the honeymoon isn't
> over yet!! <<grin>>

Lucky Tim :> I'll be interested to hear any further news you do get,
though.

> Say hi to the chaps at Ad.Lib for me!!
>
> Will you switch back to MBBS if the upgrade comes along? ;^)}

Too much work has gone into the Ratsoft setup, what with being the UK
Support site for it now. If Tim had been quicker with the upgrade, it
may have been a different story. I don't think there's a single MBBS
system in the UK left now, although a lot exploded into being after ST
Format gave it away on a coverdisk. Everyone has switched to Ratsoft,
QBBS or Octopus now.

--

_____ _
|_ _|_ _ ___| |__ _ _ ___ _ __ = Demon Internet Atari Tech Support.
| |/ _` |/ __| '_ \| | | |/ _ \| '_ \ = Email support@tachyon.demon.co.uk
| | (_| | (__| | | | |_| | (_) | | | | for full details.
|_|__,_|___|_| |_|__, |___/|_| |_| = PGP 2.6 Public Key available.
|___/

225. Re: Calamus and PS

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 20:45:08 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAFUFJUZUP@galaxy.owl.de>
Source record: 173563

In <1995Jan5.123324.8168@jet.uk> David Stevenson wrote:

>>You're able to connect the high-end printing hardware directly to the Atari

>high end machine. Almost nobody in the UK can take a Calamus file from
>me and print it. Almost noone has even heard of Calamus.

Ok, that IS a problem.

>> E. g. kerning problems due to missing fonts or different set-up's.
>Fonts can be embedded in the PostScript file; I do this with PageStream.

Producing quite large files, then?

Bye.

/Hendr!K/

226. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 20:48:34 UTC
From: frank@tachyon.demon.co.uk
Message-ID: <789338914snz@tachyon.demon.co.uk>
Source record: 173458

In article <3egmb9$b88@golem.wcc.govt.nz>
sheppard_r@ix.wcc.govt.nz "Roger Sheppard." writes:

> More and more lies again, I have never refered to GFA any where on the Net,
> so no more lies PLEASE...

Er, yes you have! Someone must still have the posting where you referred
to GFA as "crap" and "used by spotty teenagers".

> If you are not happy with your Atari I do suguest you get a Better computer,
> may be a Acorn, as being English I prefer to recommend English computers..

We **are** happy, Roger - it's YOU who constantly harps on about the
Acorn machines!

> But I thought all snotty nosed Teenagers use STOS....

Is there anyone you haven't offended in this newsgroup?

--

```
_____ _
|_ _|_ _ ___| |__ _ _ ___ _ __ = Demon Internet Atari Tech Support.
| |/ _` |/ __| '_ \| | | |/ _ \| '_ \ = Email support@tachyon.demon.co.uk
| | (_| | (__| | | | |_| | (_) | | | | for full details.
|_|\__,_|\___|_| |_|\__, |\___/|_| |_| = PGP 2.6 Public Key available.
|___/
```

227. Re: ???TOAD???

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 20:52:16 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAFUFJVCUP@galaxy.owl.de>
Source record: 173564

In <3eggiq$si1@freenet.vancouver.bc.ca> Alex Brosgart wrote:

>Anyone have a contact address for TOAD re.
>RAM upgrade?

This is what I got:

toad@genie.geis.com

and

David Troy [toad@charm.net]
Toad Computers, Inc. (800) 448-8623 Orders
America's Atari Source (410) 544-6943 Info
"On the Internet, no one knows (410) 544-1329 FAX
you've got TCP/IP on an Atari." (410) 544-6999 BBS
GEM Mosaic in '95! (410) 544-0098 FAX-Back

HTH!

Hendr!K

228. Re: CLA review in ST-Review

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 20:55:40 UTC
From: frank@tachyon.demon.co.uk
Message-ID: <789339340snz@tachyon.demon.co.uk>
Source record: 173459

In article <3egiaj$6jp@whitbeck.ncl.ac.uk>
Craig.Graham@ncl.ac.uk "Craig Graham" writes:

> Joe Connor, Ofir Gal.....what went wrong? I know it's to late to do
> anything about it, as there's very little chance of getting a review in
> ST-Format - maybe I should convert it into STOS and get it to fade between
> pretty 320*200 pictures so it'll get a write up in Format ;) (appologies to
> Frank & Andy)

Ooh, you are in for a kicking when I come round :-> Actually, things are
changing - sort me a review copy of the latest version and I'll do my
level best to get the review printed in STF.

--

```
_____ _
|_ _|_ _ ___| |__ _ _ ___ _ __ = Demon Internet Atari Tech Support.
| |/ _` |/ __| '_ \| | | |/ _ \| '_ \ = Email support@tachyon.demon.co.uk
| | (_| | (__| | | | |_| | (_) | | | | for full details.
|_|\__,_|\___|_| |_|\__, |\___/|_| |_| = PGP 2.6 Public Key available.
|___/
```

229. Re: Line Speed and Phone lines...

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 21:01:41 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3ehmnl$gdi@golem.wcc.govt.nz>
Source record: 173570

In article <FAFKDIUXUP@galaxy.owl.de>, neptune@galaxy.owl.de (Hendrik Mylius) writes:
>In <3ef7t6$3vl@golem.wcc.govt.nz> Roger Sheppard. wrote:
>
>
>I'm reading comp.dcom.modems for a while now and most people are quite
>satisfied with their V.34's or V.FC's. It's mostly a problem of setting up
>things correctly.

You can't have been reading that group that long as you would not make such
statements...

>Of course there are always bug in new pieces of software. But if you buy a
>decent model, i. e. with a DSP and Flash-Eproms, upgrading the firmware is as
>easy as 1, 2, 3.

There is not support in upgrading these modems with a Atari, you need a
PC clone, so upgrading firmware is not that easy, here you would have to
import the upgrade or in some cases try and find some one with Prom burner....

>/Hendr!K/
> ''~``
> (o o)
>+------------------.oooO--(_)--Oooo.------------------+
>| Hendrik Mylius InterNet: neptune@galaxy.owl.de |
>| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
>| +49-5221-855545 ( ) Oooo. PGP-key available |
>+--------------------\ (----( )--------------------+
> _)) /
> (_/

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

230. MagiC/Calamus/Notator.

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 21:23:00 UTC
From: bertil.jagard@f0.n200.z2.ct.se
Message-ID: <ftn_2.203.221$fidonet.org_2f0c63c8_Bertil.Jagard@ct.se>
Source record: 173560

Hi folks.

Is there anyone that has any fix for Calamus 1.09 or Notator to make them run
with MagiC installed?

Please answer in Email.

Best Regards Bertil Jagard...


```
================================================================
= E-Mail: bertil.jagard@straight.ct.se STraight BBS, Sweden =
= Phone : +46-(0)31-363973. FidoNet 2:203/221, NeST 90:1101/104 =
================================================================
```

231. Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 21:56:20 UTC
From: blade01@pplnet.com
Message-ID: <27396UOUVIXXAUBMEDX@pplnet.com>
Source record: 173462

Dan said to Roger "Rebel without a clue" Shepperd:

ID> Roger, stop this. It's been apparent in the year that I've been
ID>wasting reading your highly negative and disinformative postings
ID>that you haven't got a CLUE about anything regarding Atari. And
ID>interestingly, when anybody goes and corrects you you mysteriously
ID>shut up and say nothing more about the subject you're pontificating
ID>on. Are you a secret agent for Microsoft, perhaps?

...

ID> Tell me, what have you done other than carp, whine, and spread
ID>disinformation and abuse amongst us Atari users. I'd love to hear
ID>your answer (unless you decide to slink back into your hole and
ID>decline to answer me, you coward.)

ID>... You're obviously suffering from delusions of ADEQUACY!

ID>| Internet: Dan.Dreibelbis@balmybeach.gryn.org

Couldn't have said it better myself.

GRUNT Software ** Rich.Tietjens@f6969.n106.z1.fidonet.org
GRUNT Software ** Rich.Tietjens@f6969.n106.z1.fidonet.org
STarship BBS * Quark's Holosuites * Hubworld +1-713-682-7474
1:106/6969.0@fidonet.org * 69:1700/15.0@alinks.ftn
51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn

--

Paradise Play Line BBS!!! PPL Networks - Ambassador Gcomm Dealer
Houston's Link to the World!! TELNET - 198.64.53.173
A True Gamer and Social BBS BBS - (713)597-4000 Sysop

232. FS or Trade: VIDI-ST

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 21:56:20 UTC
From: blade01@pplnet.com
Message-ID: <27403UOUVIXXAUBMEDX@pplnet.com>
Source record: 173463

```
IL>TRADE: VIDI-ST video digitizer cartridge (w/v1.28 software
IL> and VidiChrome software
IL>
IL>FOR: any ONE of the following:
IL>
IL>(1) sound digitizer for ST (I'll need details)
IL>(2) Small SCSI hard drive (Quantum LPS series or 1" high Seagate
IL> preferred)
IL>(3) Atari 800XL in good condition
IL>(4) Two 3-chip or 2-chip 70ns 1 megabyte SIMMs (no 8 or 9 chip SIMMs)
IL>
IL>I will also sell it outright. $60 (includes shipping) or make offer.
IL>
IL>Reply via e-mail.

I have a Hippo ST digistizer for sound, original software. Can't reply
via email, there's no such place as "nohost.com" according to my server.

--

Paradise Play Line BBS!!! PPL Networks - Ambassador Gcomm Dealer
Houston's Link to the World!! TELNET - 198.64.53.173
A True Gamer and Social BBS BBS - (713)597-4000 Sysop
```

233. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 22:00:52 UTC
From: blade01@pplnet.com
Message-ID: <27668TENAVABQTPAMQF@pplnet.com>
Source record: 173464

IS>: Roger, stop this. It's been apparent in the year that I've been
IS>: wasting reading your highly negative and disinformative postings
IS>: that you haven't got a CLUE about anything regarding Atari. And

IS>Dan, Dan, Dan, it's ok, Roger is a kiwi. We aussies are used to them,
IS>and understand their strange ways 8-)

AS>In time, you too, will come to understand them as well ;-)

Yes, one can get used to haning, if one hangs long enough. Doesn't make
it much more fun, though.

GRUNT Software ** Rich.Tietjens@f6969.n106.z1.fidonet.org
STarship BBS * Quark's Holosuites * Hubworld +1-713-682-7474
1:106/6969.0@fidonet.org * 69:1700/15.0@alinks.ftn
51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn

--

Paradise Play Line BBS!!! PPL Networks - Ambassador Gcomm Dealer
Houston's Link to the World!! TELNET - 198.64.53.173
A True Gamer and Social BBS BBS - (713)597-4000 Sysop

234. Atari FZ1 Editor

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 22:04:08 UTC
From: jmax@panix.com
Message-ID: <3ehqco$not@panix.com>
Source record: 173584
Cross-posted to: comp.music,comp.sys.atari.st,alt.music.midi

Does anyone know of, or have for sale, a good sample editor for the Casio FZ1 that runs on the Atari ST?

Thanks in advance,

jmax@panix.com

235. Old Atari Disks, Fixing

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 22:15:19 UTC
From: blade01@pplnet.com
Message-ID: <28535HXQRVAQJKIBMVJ@pplnet.com>
Source record: 173465

IA>I recently acquired a large collection of old disks for My Atari. I want
IA>to know what the best wa otysensure their longevity is. This is what I
IA>was considering, for the non copy-protected disks:

IA>Running them through Diamond Edge's Read-Write Read Bad sector mapping.
IA>My logic for this is that it would help to take the data already on the
IA>disk and rewrite it, so that the disks would be less likely to loose their
IA>magnetic info. Is this a good/bad/indifferent idea? I am also running
IA>them all through UVK, and have already caught one instance of the Signum
IA>virus.

Good idea - and making copies of them is also a good plan, as the media
surface does decay over time somewhat - especially in the presence of
smoke (as from cigarettes) or smog in the air.

GRUNT Software ** Rich.Tietjens@f6969.n106.z1.fidonet.org
STarship BBS * Quark's Holosuites * Hubworld +1-713-682-7474
1:106/6969.0@fidonet.org * 69:1700/15.0@alinks.ftn
51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn

--

Paradise Play Line BBS!!! PPL Networks - Ambassador Gcomm Dealer
Houston's Link to the World!! TELNET - 198.64.53.173
A True Gamer and Social BBS BBS - (713)597-4000 Sysop

236. Memory Problems

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 22:20:49 UTC
From: blade01@pplnet.com
Message-ID: <28865DNKTMYIQTRBELY@pplnet.com>
Source record: 173562

```
IN> My friend have an STE with 1MB,
IN> and one day his STE recognised only 1/2 MB.
IN> The diagnose was that the other 1/2 MB
IN> (two 256K SIMMs) are burned..
IN> What is the cause of that ?
IN> Is this because of overheating, is
IN> the transformer board bad ?
IN> Any other possibilities ?

Sounds like a very odd problem. "Burned" in what way? Excessive
voltage? If the "transformer board" (which I assume means the power
supply) were bad, all of the SIMMs would probably be damaaged, so I
doubt that it is the problem.

IN>And one more question: Is it possible
IN> to put PC SIMMs into 1040STE, and how ?

(1) Open the case.
(2) Open the SIMM cover.
(3) Take out the SIMMs you see there, and put in the new ones.
(4) close everything up again.

GRUNT Software ** Rich.Tietjens@f6969.n106.z1.fidonet.org
STarship BBS * Quark's Holosuites * Hubworld +1-713-682-7474
1:106/6969.0@fidonet.org * 69:1700/15.0@alinks.ftn
51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn

--

Paradise Play Line BBS!!! PPL Networks - Ambassador Gcomm Dealer
Houston's Link to the World!! TELNET - 198.64.53.173
A True Gamer and Social BBS BBS - (713)597-4000 Sysop
```

237. Spectrum Apple mac Emulator ??

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 22:37:20 UTC
From: francis@picalon.gun.de
Message-ID: <QE2VBHEI@news.GUN.de>
Source record: 173571

Does anyone Know where I can get hold of a copy of Spectrum the Apple Emulator.

238. Spectrum Apple mac Emulator ??

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 22:37:54 UTC
From: francis@picalon.gun.de
Message-ID: <RE2VBOHI@news.GUN.de>
Source record: 173456

Does anyone Know where I can get hold of a copy of Spectrum the Apple Emulator.

239. 1040st, monitors, good software

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 22:50:47 UTC
From: aw@caesun6.epg.harris.com
Message-ID: <D1yFGo.n32@news.ess.harris.com>
Source record: 173461

I have 2 color monitors (old and new style), 1040st, 5 1/4 disk, lots of software including 20 + original games, LEW, wp4.2, utilities, drawing packages, etc.

It must go - is $175 cheap enough?

Please e-mail

Alex Walton, GaTech '79\\ INTERNET : aw@epg.harris.com
Engr. Productivity Group \\ CCMAIL : AWalto01
1025 W. Nasa Blvd., MS 300\\ VOICE : (407) 724-3102
Melbourne, FL 32919 \\ FAX : (407) 724-3399

240. BIG Problem!!!! ST Freezes!

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 22:53:22 UTC
From: hallvart@oslonett.no
Message-ID: <3eht92$deb@hasle.oslonett.no>
Source record: 173460

I have a big problem regarding my STe. It keeps locking up or "freezing" again and again, and I have no idea what the cause can be.

At first I thought the problem was within "STorm", but then I changed to "Connect", but the problem is still there.
I use the text editor "7up 2.09" a lot, and that's where it usually happens, but it can also happen withing "Connect" or other programs, but for the time being, "Connect" and "7up" are the programs I use mostly.

I can't understand why it happens, because it hasn't until recently, and I can't remember changing my setup regarding adding new auto programs or accessories etc.
What used to happen a lot was that while typing, the text would appear slower and slower on the machine and finally everything would freeze up, but that hasn't happened in a while, what has happened though is that while typing, suddenly there's no more response from the keyboard, and the mouse won't work any more either. I might still have the mouse pointer and cursor, but I can't type any more or access the drop down menus etc.
I also have the rotating "Fuji" logo on the desktop, and it usually still spins.

This problem has cost me so much lost work, so I have to make incremental saves now, and I use a reset-proof RAMdisk. The only thing that helps now is to reset the computer and continue from where the machine froze.

I thought this might have been a virus, but no virus program has detected anything. I've also been suggested that a program called "ovfix" should fix it, but it hasn't, and someone also suggested it was a keyboard overflow bug in TOS (or something like that).

Help!!!! What can I do??

Hallvard, Oslo, Norway

241. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 23:11:29 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <3ehub1$l55@nyheter.chalmers.se>
Source record: 173466

In article <9412272334.AA00914@ilmen.lanl.gov>,
Hutch <hutch@ilmen.lanl.gov> wrote:
>In a previous article, neptune@galaxy.owl.de (Hendrik Mylius) wrote:
>
>>>But a 68060 would again be MUCH faster as a PPC or 040 ...
> >
>>At the same clockrate? That I doubt _very_ much! And also the price will be
>>higher than for an 040, and *way* higher than for a PPC.
>
>Ah, at last! Someone speaks with a bit of sanity. Thanks, Hendrik. :)

I'm sure the original poster (hmm, his name seems to be missing above)
meant that the '060 would be much faster than a PPC emulating a 680x0.
The prices comparison is certainly true, however, and I sure would like
to have a FalconPPC.
The comment about the clockrate is not really valid, though.

One of the central ideas in RISC design is to reduce complexity to
make higher clock rates possible. This will usually be a good compromise
since the simple instructions are the most used ones anyway.

(In the following I've not considered that the PPC instruction set is
probably much better designed for FP etc. Only normal integer
instructions are considered and only very loosely.)

I'd guess that that the average apparent execution time of the PPC601
instructions is somewhere around 0.4-0.6 clock cycles.

For the '040 I've seen the figure 1.4 mentioned.

Given what I've heard about the '060, 0.6 does not sound impossible for
that processor.

Now, what does this mean?

Well, since a typical CISC instruction usually does more than a RISC
instruction, the '060 could very well be faster than the PPC at the
same clock rate.
But, the best '060s will not run at the same clock rate as the best PPCs!
^^
(Not with the average 0.6 cycles/instruction, anyway. They could of course
double the clock and have 1.2 cycles/instruction instead.)

The '040 has been available for a couple of years now and the fastest
ones available runs at 40MHz as I recall (No, they're _not_ clock doubled!),
which is probably not due to laziness on Motorolas part.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

242. Re: Nova card

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 23:12:32 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D1yGGy.Dy3@cix.compulink.co.uk>
Source record: 173454

In message <789169738snz@chowgar.demon.co.uk>, smoore@chowgar.demon.co.uk said:

>I've just bought a Maga ST with a Nova card fitted inside but the lad I
>bought the computer off has lost his original disks for it and I
>re-partitioned the drive before I realised this so I now can't use the
>card at all.
>
>Any ideas on how I can get hold of the software I need????

Try asking Nick Harlow of 16/32 Systems who sells Nova in UK, email to
nharlow@cix.compulink.co.uk

Barry wilsontjb@cix.compulink.co.uk

243. Re: MicroVitec Cub 895 on an ST?

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 23:16:28 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1yGnG.EIE@cix.compulink.co.uk>
Source record: 173594
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <D1wCI3.Dzr@info.bris.ac.uk>, tjl@siva.bris.ac.uk said:
>
> We're clearing out our lab at present. We've had a MicroVitec Cub 895
> colour monitor knocking around for years (it was bought for use with
> a VME graphics card years ago). Unfortunately the manual has gone
> awol. I'd like to know if its possible to get this monitor to work,
> either in medium of hi-res, on my STFM. It has what looks like a
> standard PC graphics connector (9-pin D-type).

Its probably either an analogue or digital RGB monitor. The former will
be fine for low/medium - whereas the latter has a limitied number of
colours.

> Is anyone using one of these on an ST? Any harm in trying to connect
> it to my Ladbroke ST-VGA convertor box?

Probably not - though surely your box will have 15pin mini D connectors?

BTW MicroVitec are on 0274 390011

:-)

Roland.

@CiX

244. Re: Ziegler GSZRZ

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 23:50:48 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAFXBIVRUP@galaxy.owl.de>
Source record: 173569

In <acurtis-0501951729340001@theshack.demon.co.uk> Andy Curtis wrote:

>Does anyone know the Internet address for Michael Ziegler, the guy who
>wrote GSZRZ Protocols?

He's on the German MausNet and can be reached @

michael_ziegler@m.maus.de

Bye.

/Hendr!K/

245. Re: ***MagiCMac information wanted***

Newsgroup: comp.sys.atari.st
Date: 1995-01-05 23:55:06 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAFXBIVUUP@galaxy.owl.de>
Source record: 173568

In <macdonald.73.000AFE8E@cfcsc.dnd.ca> Ken Macdonald wrote:

>>I need any and all information on the Mac/Atari thing! An e-mail address,
>Mac floppies, use my Atari Laser printer(with or without Ultrascript) and run
>all my MAC software. Only address I have is 40 W. Littleton Blvd., #210-211,

Well that's not what Drew was looking for :)

He was looking for MagiCMac. That would enable him to run Atari-stuff on a MAC
Not MAC-stuff on an Atari like in Spectre. Forthermore Gadgets by Small went
belly up, didn't it?

Bye.

/Hendr!K/

246. Re: MINIX

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 00:28:31 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1yJzJ.5v@cix.compulink.co.uk>
Source record: 173468

In message <3egqdl$7fa@eurybia.rz.uni-konstanz.de>,
hoenig@chclu.chemie.uni-konstanz.de said:
> Hey,
> > I've a problem with installing Minix 0.60 PL10 on my Falcon with
> > TOS 4.01. I removed all programs in my AUTO-folder instead
> > "MINTNP.PRG" (V 1.12) and deactivated all accessories. Then I copied
> > the file "MINIX.XFS" to the root-directory of my harddisk. When
> > booting, he started "MINT" but didn't recognize MINIX. (I remember,
> > with the old Version of MINT he was success- full). After that,
> > I copied these two files on a floppydisk - and suddenly he
> > recognized MINIX when booting with [ALTERNATE]. (It really sucks
> > to boot all the time from my floppydisk-huhuhu!) Who can help me
> >
> > Daniel

I assume you are really taliking about the MINIX FS for MiNT as opposed
to the MINIX OS itself?

Anyway try putting the MINIXFS.XFS in a directory C:\MINT or C:\MULTITOS.

I put mine in MULTITOS as I'm running MTOS. OTOH I'm using the standard
MiNT 1.12 distribution binary so it should work for you too.

:-)

Roland.

@CiX

247. Re: Space-Panic '94

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 01:04:16 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <3ei4ug$q0f@charm.magnus.acs.ohio-state.edu>
Source record: 173565

If two of these messages get through please bear with me.

Sorry about the bug. I made a slight change in the program before sending it up to the net that shouldn't have made a da** bit of difference, but unfortunately it did. Anyway I have changed the memory manager so this problem appears to be gone. I have put it through a fairly rigorous test phase. Please excuse my rush on the 31st, but I wanted to get it on the net before I had to change the name. ;)

Anyway the new version is revision a. It's now up on atari.archive.umich.edu under Games/Space/panic94a.zip. There is also a copy of the binary only available under the file Games/Space/p94_2_a.lzh. If you already have downloaded the previous version get this and you'll be fine. If you see a copy of the other version floating about please let the archivists at that site know about the new rev.

So sorry again about the bug. Also if you have any suggestions or comments mail me or post it here. I'm open to new ideas and adding more sound tags (events which will start a sound) is really easy.

Dan Ackerman
aka baldrick@terminator.rs.itd.umich.edu

Sorry again.

248. Re: Problems with Flash version 2.2

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 02:12:29 UTC
From: jtrautschold@BIX.com
Message-ID: <jtrautschold.789358349@BIX.com>
Source record: 173566

jws4p@fermi.clas.Virginia.EDU (John William Stanmeyer) writes:

> I've been trying to use the IBM character set option of Flash 2.2 while
> connected to various ANSI bulliten boards but the IBM graphics characters
> only come out as normal characters, letters, and symbols, etc. Anybody
> else out there experience this problem, and a solution hopefully? I
> assume that I do not have to have to load anything special besides Flash
> to get it to work. Thanks in advance.

John - make sure you select a number of other options in Terminal Options.
In addition to selecting the IBM character set, you also need to select
ANSI emulation. You must also have Control Codes set to 7 Bit and
Character Codes set to 8 Bit. No other Terminal options should affect the
display of ANSI characters.

I use ANSI on a number of local boards with excellent results. Let me
know if you still have problems and we'll get them worked out.

~~~~~~
John R. Trautschold	j.trautschold@bix.com
""""""""""""""""""""	j.trautschold on BIX * 71333,1003 on CIS
Missionware Software	J.TRAUTSCHOL on GEnie * MISSIONWARE on Delphi
~~~~~~

249. Re: Space-Panic '94

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 03:10:30 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <3eicb7$cmb@news.cc.utah.edu>
Source record: 173469

Phil Bacheler (phil2034@delphi.com) wrote:
: I have been able to get Panic-94 to run "occasionaly" on my Falcon with TOS 402
: but it isn't very consistent. I've even had it in HI-2 color or even ST-Low
: but can't get it to run on my ST with Tos 2.06. IMHO, it is a very nice
: rendition, but with consistent 2-bomb scenario, can't see paying even the $5.00
: right now.

I am totally unable to run as it well on my Mega ST4 with TOS 1.4.

--
\ Eric Jolley \
\ Film Studies Major, U. of U. \
\ For PGP Public Key, \
\ finger ewj8218@u.cc.utah.edu \

250. Llamazap- What kind of controllers?

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 03:56:43 UTC
From: stuart@cs.ualberta.ca
Message-ID: <3eif1r$lk0@scapa.cs.ualberta.ca>
Source record: 173573

I really really really really really need to know....

does this game REQUIRE use of the Jag controllers (or similar digital devices),
or can I use my regular analog joystick (perhaps in conjunction with the
numeric keypad?) to play?

The reason I am asking, is because I do not have a Jag controller, and this
kind of raises the price of the game if one is required.

Anyone?

Dave

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email:stuart@amisk.cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
< \< \< \< \/ \ / \/ >/ >/ >/ >	/	\ http://ugweb.cs.ualberta.ca/~stuart

251. Preliminary SAC Expo Announcement

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 03:56:52 UTC
From: szhays@dale.ucdavis.edu
Message-ID: <3eif24$bk2@mark.ucdavis.edu>
Source record: 173470

Preliminary SAC Expo Announcement:

Planning has just begun on the 1995 edition of the Sacramento Atari Computer Exposition. This year the show will be held on April 22nd, 1995. As has been the case for the past three years, the show will be held at the Towe Ford Museum from 10 am to 6 pm. This year the show is being sponsored by the Towe and is being organized by STAR (Sacramento's Total Atari Resource) and YAC (the Yolo Atari Club).

We haven't even sent our vendor packets out yet and already several companies have told us they are planning to attend. These include: Oregon Research (of Diamond Back and Diamond Edge fame, as well as the US distributors of HiSoft's products), A&D Software (whose products include MegaCheck, Tax Wizard, Universal Item Selector, Universal Network and the WinterTree line of software--Spelling Sentry, Gram Slam and WinterTree Thesaurus--among other products), Gribnif Software (creators of NeoDesk and Geneva, and ditributors of STalker, STeno, Arabesque and Convector), Compo (distributors of Speedo-GDOS 5.0 and tons of other great German software), STeve's Atari Sales (one of the US's biggest Atari dealers), and ST Informer Magazine (one of the oldest ST specific magazines still in operation).

Please expect this list to grow. Updated information will be posted here in the future. I just wanted to get people to mark this date on their calendar as early as possible. Vendors interested in attending may contact YAC through e-mail at elhays@ucdavis.edu.

252. Re: Power Supply Board

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 04:38:18 UTC
From: bkp3@Ra.MsState.Edu
Message-ID: <3eihfq$f76@NNTP.MsState.Edu>
Source record: 173598

Frank Corcoran (a018247t@bcfreenet.seflin.lib.fl.us) wrote:
: That resistor. Even though I noticed some radio interference when I
: measured voltage across this resistor it was only after I had desoldered
: everything on the board and tested each component(except the transformers)
: that I discovered the burnt out resistor. It looked a little darker in
: colour as well. It appeared to have resistance when soldered onto the board.
: By the way the power supply gives out a slight sizzling whistling sound
: when in operation. What causes this?

: Frank Corcoran (I am from Ireland and spending winter in Florida)

My mom just got a 1040ST... It worked fine to start with
then after I turned it on/off a few times and turned it back on I
could hear/FEEL a sparking or something coming from the internal
power supply (that's what it seemed like anyway). The screen went
crazy - like watching a scrambled pay-channel. I promptly turned
it off. Back on in a few secs and same thing. I left it off for a while
and tried again it came back on after a couple of tiny crackles and
flickers of the ON-Light. She is trying to find someone to look at
it. ANY SUGGESTIONS? Would replacing the power supply board be very
expensive? Anyone know of a place to purchase such a creature?

--
Barry Patterson E-mail: bkp3@ra.msstate.edu
URL: http://www2.msstate.edu/~bkp3/warped.html
That's it.... Have a nice day!

253. TT030 prepress syetem for sale

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 05:20:43 UTC
From: japolis@nyx10.cs.du.edu
Message-ID: <3eijvb$ebs@nyx10.cs.du.edu>
Source record: 173572

Hello... I have the following system that I will be entertaining offers
for... it is an awesome system for the right buyer!
Atari TT030 in a steel tower case... 4 internal 5.25 inch drive bays
500+ meg hard drive installed
1.44 meg internal floppy
TEN megs ST ram; repeat here... that is TEN,
SIXTEEN megs TT ram... that's SIXTEEN megs TT ram
(26 megs ram combined total)
TTM194 19 inch monochrome (perhaps available seperately)
PTC1426 TT color monitor (also perhaps available seperately)
8 bit color video card (coco)
Standard TT video port works too, so you can hook up both monitors together
IMAGE SPEEDER interface to an image setter... VERY FAST lino output!
Keyboard, mouse, docs, box, disks, misc. included.

This is designed as a professional publishing and image retouching
system... the system was designed for the DIDOT/RETOUCHE suite of
programs which are not included, but easily acquired from various sources.
OF COURSE the system is completely exactly totally compatible with
all Atari software since it is a genuine Atari TT motherboard mounted
in the tower case.
Please direct offers, inquiries and replies to:
Jeff Apolis 303-440-8767
japolis@nyx.cs.du.edu
or jeffapolis@aol.com

254. Re: Does anyone out there use a Cannon BJ200e printer??

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 05:42:18 UTC
From: starlord@infi.net
Message-ID: <3eil7q$b3h@lucy.infi.net>
Source record: 173574

David Stuart (stuart@cs.ualberta.ca) wrote:
: Hi.. I'm looking for a good printer to buy for my falcon, especially since
: I have atari works, and I like to do a modicum of desktop publishing. I was
: recently recdommended a BJ-200 from cannon. I phoned Cannon of canada, and
: they informed me that the BJ-200 was discontinued, and that the BJ200e
: was still available- so now I am planning on getting a BJ200e. (I talked to
: someone else that said they were both discontinued, but I don't think he
: knows what he was talking about).

: However.....

: When I purchased atari works (and also, my falcon), there came with these
: products speedo Gdos.. after looking through the list of printer drivers,
: I see nothing for either the BJ200 or the BJ200e, which supposedly can
: run off the drivers of the BJ200. I do however have a printout from a
: BJ200e which states that it is compatable with the epson lq drivers (or it
: has an epson mode). This is good news since that covers most of the bases.

: I do want to hear from someone though as to whether or not it is possible
: to either attain a BJ200/BJ200e driver for speedo, or if not, will the
: epson LQ driver do everything I want it to (which basically includes
: printing speedo bitstream fonts and perhaps the occasional black and white
: picture).

: email would be appreciated, or else you can leave a message on this
: newsgroup, as I read it frequently.

: Dave
Dave...
I have the Canon BJ-300 it is a Desk model BJ that uses tractor feed
paper ...
From what all I have heard is that the Canon BJ series will emulate
either a IBM ProPrinter or a Epson printer ... the BJ mode is the same as
the IBM ProPrinter!!! so all you need to do is find the Driver that fits one
of those printers!! BTW PageStream and Calamus use the IBM driver but Image
Cat (a clip art cataloging program) use the epson driver... O'yea the BJ-300
was discon't.... that did not stop me from getting it!!! I love the tractor
feed feature!!!

: --
: |\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email:stuart@amisk.cs.ualberta.ca |
: | L A T E R D U D E S | ||| DAVE the atari fanatic..... |
: |< \< \< \< \/ \ / \/ >/ >/ >/ >|/ | \ http://ugweb.cs.ualberta.ca/~stuart |

- Duane also a Atari fanatic aka...-
... Star Lord ...

255. Re: Calamus and PS

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 05:51:57 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0501952155250001@tsa-44.ucsc.edu>
Source record: 173471

In article <3ehlh0$h8i@prime.mdata.fi>, contacts@mits.mdata.fi (Pekka Saarinen) wrote:

> Why not send the raster image directly from the program to a printer,
> as you do in Calamus SL? Results are the same, and you don't have to
> pay extra for a PS-printer. Just a thought....

Because PostScript does a number of things for you, and you need only one driver for all PS printers. Plus, programs like Calamus SL don't represent pages internally as raster data; they use vector objects for everything (except of course for the images in raster frames).

As an example, the PS printer I own (an Apple Personal LaserWriter 320, a 300 DPI PostScript Level 2 printer) offers resolution enhancement. This enhancement makes text and vector objects look nearly as sharp as 600 DPI output, as well as smoothing out very pixellated bitmaps. If it weren't for the PostScript layer, this would require extra drivers for all programs which wished to use resolution enhancement. With PS, the computer just generates the same old PostScript file, and the printer takes care of any image enhancement methods that it allows.

PostScript also offers standardized color printing, color matching features (on Level 2 printers), and a whole lot more. I can print to disk with PostScript (the Apple LaserWriter PS printer driver lets you redirect the PS output to a file). I can then take that PS file to any PS printer and print it. The output will be at the full resolution of that printer, whether it's 300 or 2400 dpi.

Calamus SL is nice if you can buy one of the high end output devices that it directly supports. Otherwise, it's not too useful.

```
+-------------------------------------------------------------+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+-------------------------------------------------------------+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+-------------------------------------------------------------+
```

256. WWW browser for TOS?

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 05:52:30 UTC
From: simon@bassland.demon.co.uk
Message-ID: <789371550snz@bassland.demon.co.uk>
Source record: 173575

Erm, does anybody have any idea if a graphical World Wide Web browser is actually being written for the ST/FALCON. (Falcon preferably)?

In .NET (Internet Mag by Future Publishing), they reckon a copy of Mosaic is being written! Any truth?

Cheerz
--

/\/\/\/\/\/\/\/\/\/\/\/\/\
|Simon a.k.a Wilf -- DJ |
|simon@bassland.demon.co.uk| "Watch yer Bass-bins I'm tellin' yer"-ALTERN 8
\/\/\/\/\/\/\/\/\/\/\/\/\/

257. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 05:59:48 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0501952203180001@tsa-44.ucsc.edu>
Source record: 173576
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <FAEADGVCUP@galaxy.owl.de>, neptune@galaxy.owl.de wrote:

> Because the PPC is an *entirely* _different_ cpu. If it were that easy as you
> naively believe, why are so little applications available as PPC-native
> binary? 68k's and PPC's are not binary compatible. A simple re-compilation
> wouldn't be enough.

Uh - actually, yes, it would. Re-compilation = different binary. If you have a C program that runs on 68K machines, you can re-compile it with a PowerPC compiler and then it runs on a PowerPC machine.

Now, the PowerMac is not quite that simple. In order to allow PowerPC code to run concurrently with 68K code in emulation, including having much of the OS still written in 68K code, Apple had to make a number of changes in the way that PowerPC programs do function calls. Thus, if you want to recompile your old Mac program to be PowerMac native, it's often more of a job than a simple recompilation - some modification of code is usually necessary. (Especially if you have to switch which compiler you're using.)

> From what I've heard, the folx doing the Linux-PPC port do have all sorts of
> problems. This version is far from running. And Linux 68k-binaries are not
> compatible to PPC-Linux as well.

The people doing the Linux-PPC port are having problems getting information on the low-level hardware of the current PowerMac line, as I understand it. They will probably have an easier job writing it for CHRP and/or PREP (the two standardized PowerPC platform specs, with CHRP being the descendant of PREP and more likely to be the long-term standard).

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

258. Re: Llamazap- What kind of controllers?

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 07:01:03 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3eiprf$lm7@golem.wcc.govt.nz>
Source record: 173577

] does this game REQUIRE use of the Jag controllers (or similar digital devic
] or can I use my regular analog joystick (perhaps in conjunction with the
] numeric keypad?) to play?
]
] The reason I am asking, is because I do not have a Jag controller, and this
] kind of raises the price of the game if one is required.
]
] Anyone?

It _needs_ the analog Jaguar controller. (_regular_ analog joystick? Do
you mean _digital_?). Stupid, but true, (unless he put in a not-too-well
documented-option to use, as you say, the idea of joystick & keypad.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

259. Gemulator

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 08:46:04 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950106004030.7137B-100000@CSOS.ORST.EDU>
Source record: 173578

I went to a garage sale a while back, and they guy used to distribute ST software. He had scads of disks....don't think I've seen that many floppies before.

Made me wish that I'd gone there when I had my ST. Then, I started thinking about the "Gemulator" deal from Branch Always Software. Now all I have is an MS-DOS clone - 66MHZ. The Gemulator costs $99 - and consists of software, and a bus card which requires ST ROMS. Anybody have any experience with this outfit? I'm sure it will bring up the GEM Desktop and look pretty, but will it **really** run ST software? Be pretty cool if it will. However, what is the cost and availability of ST ROMS? The last ST I had used TOS on floppy disk at first, then finally got the ROMS, but only the first version. How many revisions have there been? Somewhere in a huge box of 8-bit hardware, I thought I remember seeing some TOS ROMS called "Rainbow TOS" - or so somebody wrote on the baggie that they are in...no telling what they really are. Why is this called Rainbow Tos?

Replies appreciated.

James Wood

260. problem with gdb

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 09:11:56 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950105120450.6784A-100000-100000-100000-100000@bull.mimuw.edu.pl>
Source record: 173585
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

My gdb cannot correctly debug c++ programs compiled with gcc. It writes
that it can't understand multiple inheritance. So the problem is while
inspecting classes with multiple inheritances - only the first
inheritance is visible then for gdb. Is there anybody, who know abot any
newer version of gdb (without this problem)?

thanx for any help,

Simon.

261. Re: AtariWorks and MiNT 1.12

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 09:47:18 UTC
From: abro@amath.unizh.ch
Message-ID: <1995Jan6.094718.14701@rzu-news.unizh.ch>
Source record: 173586

Michael A. White (whitema@rtsg.mot.com) wrote:

: I just tried printing with AtariWorks under MultiTOS with MiNT 1.12
: and it dies (AtariWorks, not MiNT)! Anyone else having this problem?
: I'm using the HP Laserjet driver, and SpeedoGDOS 4.somethingorother.
: P.S. It worked find with MiNT 1.04.

I have similar Problems with MultiTeX and MiNT1.12: MultiTeX under MiNT1.12
has problems with the MinixFS (corrupted paths...). And - similar to you -
there are no problems under MiNT 1.04!

Ciao, Arnt

---------------------------------- |
Arnt Broska, Uni Zuerich, Schweiz | --
---------------------------------- | Does anybody know an Email-address of God?
EMail-Adress: abro@amath.unizh.ch | --
| Newest answer: jesus.christ@your.heart.now

262. Re: ***MagiCMac information wanted***

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 10:13:31 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3ej54b$l96@percy.cs.bham.ac.uk>
Source record: 173579

macdonald@cfcsc.dnd.ca (Ken Macdonald) writes:
>
>>I need any and all information on the Mac/Atari thing! An e-mail address,
>>Company or author name,etc.
>>If anyone is using this,I need to know how it works with midi suff.
>>All help will be geatly appreciated,and all messages will be answered.
>>Thank You
>>Drew
>
>I use Spectre GCR by Dave Small[Gadgets by Small]. I can format, read, write
>Mac floppies, use my Atari Laser printer(with or without Ultrascript) and run
>all my MAC software. Only address I have is 40 W. Littleton Blvd., #210-211,
>Littleton, Colorado, 80120, U.S.A.

No, the Spectre GCR lets you run Mac software on Ataris. MagiCMac lets
you run Atari software on Macs (ie the reverse).

Gadgets by Small have gone bankrupt, by the way, which is not too
surprising as they didn't support their customers for several years,
and never got around to upgrading their software (maybe they did, but
they never released any of it).

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

263. Re: BIG Problem!!!! ST Freezes!

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 10:41:58 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAGLCGUVUP@galaxy.owl.de>
Source record: 173482

In <3eht92$deb@hasle.oslonett.no> Hallvard Tangeraas wrote:

>I have a big problem regarding my STe. It keeps locking up or "freezing" again
>and again, and I have no idea what the cause can be.

[...]

>Help!!!! What can I do??

Hmmh, this really sounds strange. Might come from minor thermal-movement.

Perhaps you could open your machine and press all the chips firmly back into
their sockets. Or even remove them, clean the contacts (i. e. with a
glassfibre-pen), and put them back again.

That's all I can say.

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

264. Re: MicroVitec Cub 895 on an ST?

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 10:44:04 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAGLCGUYUP@galaxy.owl.de>
Source record: 173483

In <D1yGnG.EIE@cix.compulink.co.uk> "Roland Givan" wrote:

>Its probably either an analogue or digital RGB monitor. The former will
>be fine for low/medium - whereas the latter has a limitied number of
>colours.

Roland, could you possibly explain why a RGB monitor is limited in colours?

IMO, that's not correct.

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

265. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 11:12:18 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAGLCGVBUP@galaxy.owl.de>
Source record: 173484

In <3ehub1$l55@nyheter.chalmers.se> Johan Klockars wrote:

>>>>But a 68060 would again be MUCH faster as a PPC or 040 ...
>>>At the same clockrate? That I doubt _very_ much! And also the price will be
>>>higher than for an 040, and *way* higher than for a PPC.

>I'm sure the original poster (hmm, his name seems to be missing above)

That was Markk Oliver Wolter from Bremen, Germany.

>meant that the '060 would be much faster than a PPC emulating a 680x0.

Nope! He believes a 060 would be faster than a PPC in NATIVE mode. IMHO, utter nonsense. The 060 will be faster as a 040, of course. But it still be somewhat slower than a PPC. At the same clockrate, that is.

>The comment about the clockrate is not really valid, though.
>One of the central ideas in RISC design is to reduce complexity to
>make higher clock rates possible. This will usually be a good compromise

Ok. But I think a 060@60MHz could be faster as a 601@40MHz. The point I wanted to make, one should always mention the clockrate when comparing figures, to make things comparable.

>_But_, the best '060s will not run at the same clock rate as the best PPCs!

Agreed.

>The '040 has been available for a couple of years now and the fastest
>ones available runs at 40MHz as I recall (No, they're _not_ clock doubled!),

Correct. 25, 33, and 40Mhz. Although some 3,3 volt models have an internal double-clock for some logic-parts. But _not_ for the IU and FPU.

The 060 is available for 50 and 66MHz. No double-clocking either. The 060 can acess the bus with a reduced clock and can therefore be used in an 040 environment.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.owl.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+--------------------\ (----( )--------------------+
_)) /

(_/

266. Re: Space-Panic '94

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 11:17:00 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <3ej8rc$8np@news.cc.utah.edu>
Source record: 173581

Panic94a still gives me 2 bombs on my Mega ST with TOS 1.4. Anyone else?

--
\ Eric Jolley \
\ Film Studies Major, U. of U. \
\ For PGP Public Key, \
\ finger ewj8218@u.cc.utah.edu \

267. Re: Line Speed and Phone lines...

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 11:22:46 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAGLCGVEUP@galaxy.owl.de>
Source record: 173485

In <3ehmnl$gdi@golem.wcc.govt.nz> Roger Sheppard. wrote:

>>I'm reading comp.dcom.modems for a while now and most people are quite
>>satisfied with their V.34's or V.FC's. It's mostly a problem of setting up
>You can't have been reading that group that long as you would not make such
>statements...

Yeah right. I'm as well busy reading the German MausNet groups related to comms and stuff. The guys there seem to be quite happy as well.

What _exactly_ is your problem with V.34 (not counting your bl**dy phonesystem)? V.34 modems or the USR V.everything are neat machines. And with the latest December-firmware they seem to work quite stable. One does not get a 28k8 connection _all_ the time, but 26k4 or 24k0 isn't all that bad either.

One big advantage of V.34 is the faster speed-negotiation during the connect phase. That's definetely faster than with V.32 transfers. They introduced a special V.8 mode to accomplish that.

Personally I'll go for E(uropean)ISDN. That's for sure ;-)

>There is not support in upgrading these modems with a Atari, you need a

Not yet, that is. IIRC, someone managed to do it even without the software from USR. Only by sending the proper AT's.

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

268. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 11:26:56 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAGLCGVHUP@galaxy.owl.de>
Source record: 173486

In <789338914snz@tachyon.demon.co.uk> Frank Charlton wrote:

>Er, yes you have! Someone must still have the posting where you referred
>to GFA as "crap" and "used by spotty teenagers".
>> But I thought all snotty nosed Teenagers use STOS....
>Is there anyone you haven't offended in this newsgroup?

One might consider sending mail to

postmaster@kosmos.wcc.govt.nz

to make things clear.

Just a thought ...

Hendr!K

269. Re: Calamus and PS

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 11:29:36 UTC
From: contacts@mits.mdata.fi
Message-ID: <3ej9j0$ke6@prime.mdata.fi>
Source record: 173582

In article <bwanga-0501952155250001@tsa-44.ucsc.edu>,
Tim Seufert <bwanga@cats.ucsc.edu> wrote:
>In article <3ehlh0$h8i@prime.mdata.fi>, contacts@mits.mdata.fi (Pekka
>Saarinen) wrote:
>
>> Why not send the raster image directly from the program to a printer,
>> as you do in Calamus SL? Results are the same, and you don't have to
>> pay extra for a PS-printer. Just a thought....
>
>Because PostScript does a number of things for you, and you need only one
>driver for all PS printers. Plus, programs like Calamus SL don't
>represent pages internally as raster data; they use vector objects for
>everything (except of course for the images in raster frames).

And raster images (TIFF's etc) have to be saved as bitmaps in PS too.

>As an example, the PS printer I own (an Apple Personal LaserWriter 320, a
>300 DPI PostScript Level 2 printer) offers resolution enhancement. This
>enhancement makes text and vector objects look nearly as sharp as 600 DPI
>output, as well as smoothing out very pixellated bitmaps. If it weren't
>for the PostScript layer, this would require extra drivers for all
>programs which wished to use resolution enhancement. With PS, the
>computer just generates the same old PostScript file, and the printer
>takes care of any image enhancement methods that it allows.

Postcript has nothing to do with the printer's capability to do a
resolution smoothing. I use H-P Laserjet IIIP, which has 300 dpi
+ RET, and the RET works for *every* program - it is set up in the
printer menu, not from the program. And I suppose the Apple printers are
HP's with a new logo and PS/Appletalk.

>PostScript also offers standardized color printing, color matching
>features (on Level 2 printers), and a whole lot more. I can print to disk
>with PostScript (the Apple LaserWriter PS printer driver lets you redirect
>the PS output to a file). I can then take that PS file to any PS printer
>and print it. The output will be at the full resolution of that printer,
>whether it's 300 or 2400 dpi.

Calamus SL offers color separation, Pantone colours, colour printing in any
resolution - If you need it, there's a module for it.
File sizes of eg. pages that are saved as 24-bit TIFF's are big, but there
are always removable media - you need it for PS as well, as there are
nearly always raster graphics with documents.

>Calamus SL is nice if you can buy one of the high end output devices that
>it directly supports. Otherwise, it's not too useful.

I thought we were talking about PS-printing vs. Raster printing, and not about how "useful" Calamus SL is. You can get a PS-module for it, if you need it. :-) I'm not saying that PS is not good, but if you need true WYSIWYG, it's "not so good" in some cases, due to font substitution and translating devices.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

270. Re: problem with gdb

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 11:59:50 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <SCHWAB.95Jan6125951@issan.informatik.uni-dortmund.de>
Source record: 173583
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article
<Pine.BUL.3.90.950105120450.6784A-100000-100000-100000-100000@bull.mimuw.edu.pl>, Szymon
Stasik <stasik@bull.mimuw.edu.pl> writes:

|> My gdb cannot correctly debug c++ programs compiled with gcc. It writes
|> that it can't understand multiple inheritance. So the problem is while
|> inspecting classes with multiple inheritances - only the first
|> inheritance is visible then for gdb. Is there anybody, who know abot any
|> newer version of gdb (without this problem)?

Newer version of gdb (since 4.0) use the BFD (Binary File Description)
library as an interface to the executable format. But nobody has yet
written the support for the native GEMDOS (st-out) format, which would
be required for gdb to read the executable (even if there is a
separate symbol file in a.out format). The changes to gdb 3.6 (which
is the base for the current gdb for atari) to support the st-out
format are a gross hack that does not work for BFD. That's why we
currently must live with the limitations of gdb for atari.

Andreas.

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

271. Re: Looking for a "sort"

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 13:10:54 UTC
From: alpldbia@w352zrz.zrz.tu-berlin.de
Message-ID: <3ejfgu$qoc@brachio.zrz.TU-Berlin.DE>
Source record: 173588

In article <3eh6s8$qla@ztivax.zfe.siemens.de>,
Hans-Peter Huth <huth@stack.zfe.siemens.de> wrote:

>i'm looking for a unix-like sort program, it should run with wint/minixfs.
>I couldn't find it, maybe someone can give me a hint (ftp,www) ?

I'm not quite sure but 'sort' may be part of the Mupfel tools by Julian F.
Reschke. Look for mupftl*.tos on ftp.

Andre

272. Re: BIG Problem!!!! ST Freezes!

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 13:12:35 UTC
From: cordes@ac.dal.ca
Message-ID: <1995Jan6.091236.32010@ac.dal.ca>
Source record: 173592

In article <3eht92$deb@hasle.oslonett.no>, hallvart@oslonett.no (Hallvard Tangeraas) writes:
> I have a big problem regarding my STe. It keeps locking up or "freezing" again
> and again, and I have no idea what the cause can be.
>
> At first I thought the problem was within "STorm", but then I changed to
> "Connect", but the problem is still there.
> I use the text editor "7up 2.09" a lot, and that's where it usually happens,
> but it can also happen withing "Connect" or other programs, but for the time
> being, "Connect" and "7up" are the programs I use mostly.
>
> I can't understand why it happens, because it hasn't until recently, and I
> can't remember changing my setup regarding adding new auto programs or
> accessories etc.
> What used to happen a lot was that while typing, the text would appear slower
> and slower on the machine and finally everything would freeze up, but that
> hasn't happened in a while, what has happened though is that while typing,
> suddenly there's no more response from the keyboard, and the mouse won't work
> any more either. I might still have the mouse pointer and cursor, but I can't
> type any more or access the drop down menus etc.
> I also have the rotating "Fuji" logo on the desktop, and it usually still
> spins.
>
> This problem has cost me so much lost work, so I have to make incremental
> saves now, and I use a reset-proof RAMdisk. The only thing that helps now is to
> reset the computer and continue from where the machine froze.
>
> I thought this might have been a virus, but no virus program has detected
> anything. I've also been suggested that a program called "ovfix" should fix it,
> but it hasn't, and someone also suggested it was a keyboard overflow bug in TOS
> (or something like that).
>
> Help!!!! What can I do??
>
> Hallvard, Oslo, Norway
>

I used to have a somewhat similar problem with my MSTE, though it
wasn't really a slowing down problem, rather there would be
intermittent lockups. Ever since removing the Spectre GCR cartridge
last summer the problem has been absent. Dirty contacts?

John

273. Re: 9-Lives

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 13:13:41 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3ejfm5$iek@bs33n.staffs.ac.uk>
Source record: 173589

Steve Wells (wells_s@kosmos.wcc.govt.nz) wrote:
: Here's an old one, who remembers the old ST game "9-Lives". It was one
: of the programs thought to be PD and then claimed back by Atari who
: told everyone that it (among others) wasn't PD. (Including Neochrome,

It was a quite good game released under Atari's own software label, the
animation was amusing and a good twist on the platform genera. It wasn't
PD thats for sure and I can't remember any PDL's ever stocking it.

: AFAIK this game was only ever released in a compilation type format with
: the computers, and is virtually impossible to obtain any other way
: since Atari hid it from everyone.

Actually ST REVIEW sold it along with about 14 other ex-Atari games like
Defender II, Prince etc for a few quid, I know STR isn't published
anymore but he company who did their mail order (Go Direct) are still
running so you might like to give them a ring.

Richard Davey
--
Email here is hit and miss!
Or: requiem@armory.com

274. Re: Llamazap- What kind of controllers?

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 13:15:18 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3ejfp6$iek@bs33n.staffs.ac.uk>
Source record: 173590

David Stuart (stuart@cs.ualberta.ca) wrote:
: I really really really really really need to know....

: does this game REQUIRE use of the Jag controllers (or similar digital devices),
: or can I use my regular analog joystick (perhaps in conjunction with the
: numeric keypad?) to play?

You NEED a Jag controller, believe me. They only cost about 20 quid over
here now and seeing as you need one for Steel Talons, Dino dudes and lots
of other new games coming out its worth buying one I guess.

Richard Davey
--
Email here is hit and miss!
Or: requiem@armory.com

275. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 13:18:51 UTC
From: tmoffitt@bfsec.bt.co.uk
Message-ID: <D1zJnG.Luu@bfsec.bt.co.uk>
Source record: 173591

Dan Dreibelbis (Dan.Dreibelbis@balmybeach.gryn.org) wrote:
: As for trying/buying an Acorn - hate to tell you this, Rog, but
: Acorn has EVEN LESS SUPPORT than Atari does in North America - in
: fact, the last Acorn computer I saw was at the Canadian Computer
: Show back in 1991.

Very true, unfortunately.

: And I stand a better chance of finding/buying software/hardware
: for my ST here in Toronto than I would for an Acorn. Not to mention
: having OTHER ST users to help/help me out when a problem comes
: along......

Also true. In fact I reckon it would apply to most countries...

: (To any Acorn users who may be reading this - I'm sure it's an
: EXCELLENT computer.)

It is. MUCH better than the Atari ST (I have had a 520STFM for about
7 years, and an Acorn A5000 for 1.5 years). Nicer GUI on the Acorn
and much faster and easier to program on (no bombs)...

Saying that, I still use my ST for a few things (not games - well, not
that many...).

Terry

Terry Moffitt - BT Belfast Engineering Centre
tmoffitt@bfsec.bt.co.uk +44 1232 894436

All opinions expressed are my own.
---

276. Re: HEX File Editor...

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 13:41:14 UTC
From: hjv@phil.ruu.nl
Message-ID: <3ejh9q$oq3@chico.staf.phil.ruu.nl>
Source record: 173472

sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>Can any one recomend a good PD shareware HEX file editor,
>I have my own editors but these are not PD...

For the ST or the Acorn Archimedes? :-) Knife-ST is a decent program, as is MemFile 2.0 (an ACC by Dan Wilga).

Hope this helps...

--
Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
(hjv@phil.ruu.nl)
* I'm not under the alkafluence of inkahol that some thinkle peep I am. *
* It's just the drunker I sit here the longer I get. *

277. Re: MagiC/Calamus/Notator.

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 13:54:56 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3eji3h$o3m@aggedor.rmit.EDU.AU>
Source record: 173473

```
: Is there anyone that has any fix for Calamus 1.09 or Notator to make them run
: with MagiC installed?

Notator will not run under Magic (nor will Cubase), there is supposed to be
a TOS fix for 1.09 somewhere, but i have not been able to find it.

ATARI WORKSHOP in their ads, say CALAMUS SL runs excellently with Magic,
that's bullshit, maybe they have their own special optimised version,
cos i dont know anyone who has a version that runs ok.

__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/

s9205525@otto.bf.rmit.edu.au
```

278. Re: GOOD ATARI WORDPROCESSERS...!!!

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 13:59:37 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <3ejic9$85g@infa.central.susx.ac.uk>
Source record: 173474

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: >I was implying that many organisations, such as Universities, probably would not
: >find this kind of word processing platform as stable or powerful as,
: >say, Word on Mac/PC.
: >
: >With a more common platform such as Word or WPerfect, data is just som
: >much more compatible between institutions.

Agreed, RTF can fulfill this requirement.

: >For example, my Uni uses Word/PC - As a scientist, I publish data in
: >Journals. A requisite of many Journals is a written copy AND and copy on
: >floppy, of the article. I just don't think they'd accept Papyrus docs.
: >(in fact I know they don't!).

: All the magazines me or my wife write for accept pure ASCII text. That
: includes non-Atari publications like Professional Photographer.

My reports/articles/publications contain text (with symbol
font)/chemical equations and diagrams etc - I was under the impression
that this would RTF import/export an impossible option.

Regards,

Steven.

P.S. TeX users - this arguement is not for you. (No offence meant).

279. Re: 9-Lives

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 14:55:16 UTC
From: frank@tachyon.demon.co.uk
Message-ID: <789404116snz@tachyon.demon.co.uk>
Source record: 173504

In article <3efej5$5do@golem.wcc.govt.nz>
wells_s@kosmos.wcc.govt.nz "Steve Wells" writes:

> Here's an old one, who remembers the old ST game "9-Lives". It was one
> of the programs thought to be PD and then claimed back by Atari who
> told everyone that it (among others) wasn't PD. (Including Neochrome,
> Disk Doctor and various others). I've got a copy of 9-lives, but
> I'm not sure if it's a demo (was there one?) or the full thing. It seems
> to be quite an amusing little game, but if it _is_ the full thing, then
> I can't work out how to get out of the current area. The file is
> packed with Ice v1.1 and depacks to 298880 bytes which seems like

It could be the demo, there was one on a coverdisk from a UK magazine
called "ST Action" years ago...

> AFAIK this game was only ever released in a compilation type format with
> the computers, and is virtually impossible to obtain any other way
> since Atari hid it from everyone.

Nope, it was released on it's own, at least in the UK. Compo were
selling boxed copies of it at an Atari show in England last summer for
3ukp :-)

--
###
Frank Charlton : Demon Internet Atari Tech Support
Email : support@tachyon.demon.co.uk
NeST : 90:100/308.2 AtariNet : 51:6/208.2
FishNet : 777:400/2.2 FidoNet : 2:256/502.28
###

280. UBI Soft email address?

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 15:51:45 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <3ejouh$9pc@infa.central.susx.ac.uk>
Source record: 173475

Does any know if UBI Soft has an email address, and if they do, what is it, please?

Thanks,

Andy.

Andrew Collington | andrewc@cogs.susx.ac.uk | andrewc@central.susx.ac.uk

---

I _DO_ have reason why I do what I do - I just can't remember them

---

281. Re: MagiC/Calamus/Notator.

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 16:19:33 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3ejqil$3u5@whitbeck.ncl.ac.uk>
Source record: 173476

In article <3eji3h$o3m@aggedor.rmit.EDU.AU>, s9205525@otto.bf.rmit.edu.au (Glenda Moon) writes:
>ATARI WORKSHOP in their ads, say CALAMUS SL runs excellently with Magic,
>that's bullshit, maybe they have their own special optimised version,
>cos i dont know anyone who has a version that runs ok.
>

I've used CalamusSL at a Show last year, on a TT, running MagiC & it worked fine....

Craig.

282. Re: insel_intide_A.gif.uu (GIF file,Re:Pentium bug :-)

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 16:21:50 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3ejqmu$r8m@percy.cs.bham.ac.uk>
Source record: 173477
Cross-posted to: comp.sys.acorn,comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.next.misc,comp.unix.misc

I missed the original posting, could someone repost it please? ;-)

(For the humour impaired, please DON'T)

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

283. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 16:25:37 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3ejqu1$42k@whitbeck.ncl.ac.uk>
Source record: 173478
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1995Jan5.181431.4522@ultb.isc.rit.edu>, mrz5149@ultb.isc.rit.edu (M.R. Zucca) writes:
>>From what I've heard, the folx doing the Linux-PPC port do have all sorts of
>>problems. This version is far from running. And Linux 68k-binaries are not
>>compatible to PPC-Linux as well.
>
>The idea is that if you're running Linux on a Mac, Falcon, PC Box, etc.
>that when you distribute programs they run on all of them so long as
>what you're doing doesn't involve special hardware. How do you accomplish

Actually, slight mistake above.....

All flavours of Linux68K are supposed to be binary compatible - a binary
compiled on a Falcon should run on the Mac, or the Amiga without any
need to re-compile, so no requirement for a source distribution if you
don't mind restricting your program to Linux68K users.

Small point, but important.

Craig.

-- _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

284. Re: Atari FZ1 Editor

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 17:13:36 UTC
From: sierk@xs4all, nl
Message-ID: <sierk-0601951213360001@slip133-7.xs4all.nl>
Source record: 173495
Cross-posted to: comp.music,comp.sys.atari.st,alt.music.midi

In article <3ehqco$not@panix.com>, jmax@panix.com (John Maxwell Hobbs) wrote:

> Does anyone know of, or have for sale, a good sample editor for the Casio
> FZ1 that runs on the Atari ST?
>
> Thanks in advance,
>
> jmax@panix.com

Steinberg (creators of Cubase) use to make one, I don't know if its still
for sale.

ciao :-)

--
Sierk A. Janszen -NOISE dept.-
++31 206869025
sierk@xs4all.nl AMSTERDAM NL.EEC.

285. Re: Calamus and PS

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 17:41:04 UTC
From: hing@csulb.edu
Message-ID: <3ejvbh$qb3@garuda.csulb.edu>
Source record: 173479

Pekka Saarinen (contacts@mits.mdata.fi) wrote:

: What makes PS silly IMHO: you create a document, translate it to Basic-
: style -file (PostScript), send it to printer which translates it back
: to a raster image. And the quality , compability and speed comes from
: how good are the translating programs and devices.

: Why not send the raster image directly from the program to a printer,
: as you do in Calamus SL? Results are the same, and you don't have to
: pay extra for a PS-printer. Just a thought....

By having the Postscript capability in a program means that your print shop does not need to have the program that you are using to create the document on his computer. Let say you use Page Stream on your TT and want to print your document on a Lino, you don't have to run around to find out which print shop have the TT in there shop as if you were using Calamus SL. As far as the result is concerned, it is not quite the same. I noticed the "Postscript" print out of text are sharper than let say HP. Try this on your Postscript printer and if it emulates other printer, just send a plain text both in Postscript and whatever it emulates, you'll see the different.

: Best Regards,

: ----Pekka Saarinen

: Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)
: ---
: Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
: CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
: PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
: ---

--

[0;5m
---O\ Avec Brio! ... C'est trop tard!.
----- -\ <, Houn-Nam Ing -----
----- (*)/(*) hing@csulb.edu ----- [0;0m

286. Monitors for Sale

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 18:04:45 UTC
From: howe@mik.uky.edu
Message-ID: <howe.789415485@mik.uky.edu>
Source record: 173480

For Sale:

One JVC Color Monitor in fine shape, Price: $75.00

One Standard 12" Monochrome with good picture, Price: $50.00

Please leave mail at Howe@ukpr.uky.edu

p.s. prices do not include shipping.

S

287. Re: Looking for Daron Brewood

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 18:44:28 UTC
From: craig@thebrink.demon.co.uk
Message-ID: <789417868snz@thebrink.demon.co.uk>
Source record: 173481

```
In article <d93rkr.789118718@txfs1.hfb.se>
d93rkr@t.hfb.se "Robert Krenn - HFB T d93" writes:

> Hello! This is for Daron only, as I can't send him ANY email ;^(

Daron can be contacted at dbrewood@nest.demon.co.uk
--
Craig Oldfield
craig@thebrink.demon.co.uk
```

288. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 19:10:06 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9501061811.AA00707@ilmen.lanl.gov>
Source record: 173487

In article 100000@CSOS.ORST.EDU, James Wood <jamesw@CSOS.ORST.EDU> () writes:
>
>Made me wish that I'd gone there when I had my ST. Then, I started
>thinking about the "Gemulator" deal from Branch Always Software. Now all
>I have is an MS-DOS clone - 66MHZ. The Gemulator costs $99 - and
>consists of software, and a bus card which requires ST ROMS. Anybody
>have any experience with this outfit? I'm sure it will bring up the GEM
>Desktop and look pretty, but will it **really** run ST software? Be
>pretty cool if it will. However, what is the cost and availability of ST
>ROMS? The last ST I had used TOS on floppy disk at first, then finally
>got the ROMS, but only the first version. How many revisions have there
>been? Somewhere in a huge box of 8-bit hardware, I thought I remember
>seeing some TOS ROMS called "Rainbow TOS" - or so somebody wrote on the
>baggie that they are in...no telling what they really are. Why is this
>called Rainbow Tos?

Many questions...

Yes, the Gemulator does work and surprisingly well. I've used one
extensively on a 486-DX33 and a 486-DX266 (back when I didn't know better). :)
For smoothest operation, you DO need a fast PC so if you have a 66DX2 you
are in good shape. It installs easily (hardware & software) and using it is
a snap. Some features (such as changing resolutions) are nicer than Atari's.
It works pretty well for everything but games and MIDI, but I haven't read
his latest flyer yet so don't know what enhancements are now available. At
least the product is actively supported, which is important, nowadays. IMHO,
the Gemulator is -not- perfect, but it does what it claims and does so well.

Branch Always Software has been around for a long time. Darek Michoka has
a lot of experience with emulators and knows his stuff. You can contact
him directly for Gemulator info at darekm@microsoft.com.

Last I checked, Atari TOS 2.06 ROMs went for about $60 from Atari dealers.
Finding an Atari dealer is the hardest part, but you can always call Toad.

TOS 2.06 is the latest official TOS release for MegaSTe class machines.
The TT uses 3.x and the Falcon uses 4.x series TOS. TOS 1.4 (actually,
1.04 but who cares?) was a vast improvement over 1.0 and 1.2 and was known
as 'Rainbow TOS' because of the rainbow-fuji effect you see when call up
the 'About' TOS info box.

-Hutch- @ Fair Dinkum Tech

289. Re: Dave Small anyone???

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 19:19:19 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9501061820.AA00717@ilmen.lanl.gov>
Source record: 173488

In article log@news.CCIT.Arizona.EDU, paul@vega.ame.arizona.edu (Paul Harris) writes:
>Well, a few weeks ago somebody posted that Gadgets by Small had filed for
>bankruptcy. What does this mean, exactly? Will Spectre 3.1 ever be
>released? I believe it was last March Dave said it just had to be copied
>and documented. Has anything happened since then? Does anybody know?

They have gone out of business, Paul... what do YOU think that means?

Unless Dave Small licenses his Spectre code and proprietary knowledge to someone
else (if he chooses to and it's permitted by the Chapter 11 proceedings), then
it is doubtful it will ever see the light of day. I like Dave a lot, but I have
serious doubts that 3.1 was -ever- really that close to being released, IMHO.
And no, I wouldn't count on it being released into the public domain, either.

Spectre GCR was great in it's day, but that time is now past. I'm personally
sorry that Gadgets by Small came upon hard times and I sympathize with their
many customers who were upset about the lack of support the last few years.
Still, I can only wish Dave and Sandy Small good fortune in the future.

-Hutch- @ Fair Dinkum Tech

290. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 19:21:56 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9501061822.AA00722@ilmen.lanl.gov>
Source record: 173489

In article l55@nyheter.chalmers.se, d8klojo@dtek.chalmers.se (Johan Klockars) writes:
>
>One of the central ideas in RISC design is to reduce complexity to
>make higher clock rates possible. This will usually be a good compromise
>since the simple instructions are the most used ones anyway.

[... lots of other good info deleted ...]

A well written an informative post, Johan. Thanks for the added info!

-Hutch- @ Fair Dinkum Tech

291. Re: MicroVitec Cub 895 on an ST?

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 19:47:51 UTC
From: Mike@tauzero.demon.co.uk
Message-ID: <789421671snz@tauzero.demon.co.uk>
Source record: 173490
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <FAFOFFURUP@galaxy.owl.de>
neptune@galaxy.owl.de "Hendrik Mylius" writes:

> In <D1wCI3.Dzr@info.bris.ac.uk> Tim Llewellyn wrote:
>
> >card years ago). Unfortunately the manual has gone awol. I'd like to know
> >if its possible to get this monitor to work, either in medium of hi-res,
>
> That depends on the horizontal and vertical frequencies the monitor is capable
> of. The sync is the problem here.
>
> Some older monitors (e. g. NEC 3D) were able to do that. Newer models don't
> even sync to ST-high.
>
> I don't have the exact ST-frequencies handy at the moment, sorry.

You need a horizontal freq that will go down to 15kHz to do low-res. Mid-res
and hi-res are both 30kHz horizontal. Vertical needs to be from 50Hz (lo + mid)
to 72Hz (hi-res).

I had one SVGA monitor working fine on my ST, but haven't been so successful
with my current one - partly because it won't sync down to 15kHz.

--
Mike Fleming (aka Mike the Bike, DF, BeeGee, hey you)

My opinions of my ex-employer are my own.

292. Re: HEX File Editor...

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 19:50:54 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAGUEFUXUP@galaxy.owl.de>
Source record: 173497

In <3ejh9q$oq3@chico.staf.phil.ruu.nl> Hendrik Jan Veenstra wrote:

>For the ST or the Acorn Archimedes? :-)

Ouch, right between the eye .-)

Hendr!K

293. Synth editors & librarians

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 19:58:11 UTC
From: pgl@draco.bison.mb.ca
Message-ID: <3ek7cj$5q0@draco.bison.mb.ca>
Source record: 173491

I'm looking for a good libarian and editor for my Wavestation, Boss DR-660 and Ensoniq SQ-80. Which one is the best? X-or? Please reply by mail only. Thanks!

294. GFA-BASIC

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 20:00:25 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9501061901.AA00741@ilmen.lanl.gov>
Source record: 173527
Cross-posted to: alt.lang.basic,comp.lang.basic.misc,comp.sys.atari.st

Someone was recently asking about GFA's new USA address which I did not have available at the time. Well, here it is:

GFA Software Technologies, Inc.
c/o PTR-Precision Technologies, Inc.
120 Post Road
Enfield, CT 06092

Fax: 203-745-7932 (voice number unknown)

The flyer I got in the mail from them announced the new version 4.51 GFA BASIC for DOS -compiler- which creates true, standalone executables (no overlay library or runtime file needed). The price was listed as US$99.00 + $6.00 s&h (+$4.50 COD, if desired). Note that this is for the compiler ONLY. You still need the GFA BASIC for DOS interpreter version 4.51 or higher (no price listed).

Some specs/claims from the flyer are:

"...create programs that run as fast as programs written in C"

"...DOS compiler is supplied with Optlink, possibly the fastest and most efficient linker on the market." (same one that comes with GFA BASIC for Windows, I believe)

"Compiler options include: use 386 instructions only ... emulate 80x87 code or use real 80x87 option..."

"...75 page manual which includes sections on the Compiler, Linker, speed optimization, linking C and assembler code."
(let's hope that GFA's documentation has improved this time)

From past experience with the GFA BASIC for DOS Interpreter, I can say that this compiler must be welcome news. While the pseudo-compiler they previously used (much like Visual Basic's) compiled source into .exe's, it still was only as fast as the interpreted code (which wasn't bad). If this is as good as GFA for Windows, the .exe's should now scream.

Past GFA BASIC for Atari programmers should note that the syntax (and editor, good or bad) of both DOS & Atari versions are very similar.

Anyhow, it might be worth a look.

-Hutch- @ Fair Dinkum Tech

295. Re: Calamus and PS

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 20:06:52 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAGUEFVAUP@galaxy.owl.de>
Source record: 173498

In <bwanga-0501952155250001@tsa-44.ucsc.edu> Tim Seufert wrote:

>driver for all PS printers. Plus, programs like Calamus SL don't
>represent pages internally as raster data; they use vector objects for
>everything (except of course for the images in raster frames).

One BIG advantage of Calamus IMO. You can zoom deeply in to every object and it is still very fast. You can position objects _very_ exact. You cannot do this with QuarkXPress, can you?

>300 DPI PostScript Level 2 printer) offers resolution enhancement. This
>enhancement makes text and vector objects look nearly as sharp as 600 DPI

So? If you print e. g. on a HP with RET, you have the same edge-finetuning as you've mentioned it. But this is entirely done by the printer (smaller or bigger pixels by manipulating the focus of the laserbeam).

>PostScript also offers standardized color printing, color matching
>features (on Level 2 printers), and a whole lot more. I can print to disk
>with PostScript (the Apple LaserWriter PS printer driver lets you redirect

You can do that with Calamus as well. One big problem of PS are the different implementations in the printers. Not all models use the original Adobe-chip but a cheaper clone. That often causes all sorts of problems.

>the PS output to a file). I can then take that PS file to any PS printer
>and print it. The output will be at the full resolution of that printer,
>whether it's 300 or 2400 dpi.

That's true.

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

296. Linux68k

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 20:16:44 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAGUEFVDUP@galaxy.owl.de>
Source record: 173496

In <3ejqu1$42k@whitbeck.ncl.ac.uk> Craig Graham wrote:

>>>From what I've heard, the folx doing the Linux-PPC port do have all sorts of
>>>problems. This version is far from running. And Linux 68k-binaries are not
>>>compatible to PPC-Linux as well.

>>The idea is that if you're running Linux on a Mac, Falcon, PC Box, etc.
>>that when you distribute programs they run on all of them so long as
>>what you're doing doesn't involve special hardware. How do you accomplish

>Actually, slight mistake above.....
>All flavours of Linux68K are supposed to be binary compatible - a binary
>compiled on a Falcon should run on the Mac, or the Amiga without any

They _should_. But in my post (quoted at the top) we were talking about
PPC-Linux. And you are very likely to encounter some problems there. (See
Tim's mail about it, as well).

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

297. Re: MagiC/Calamus/Notator.

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 20:18:56 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAGUEFVGUP@galaxy.owl.de>
Source record: 173500

In <3ejqil$3u5@whitbeck.ncl.ac.uk> Craig Graham wrote:

>>ATARI WORKSHOP in their ads, say CALAMUS SL runs excellently with Magic,
>>that's bullshit, maybe they have their own special optimised version,
>>cos i dont know anyone who has a version that runs ok.
>I've used CalamusSL at a Show last year, on a TT, running MagiC & it worked
>fine....

IIRC the older versions were actually more stable than the latest 94 update.
(Which was merely a re-port from of the NT-version.)

And perhaps they had this patch applied as well. (Or is this patch for 1.09N,
only? Cannot remember.)

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

298. Spectre GCR 3.1 ad in Toad catalog???

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 20:30:48 UTC
From: selick@acs2.bu.edu
Message-ID: <3ek99o$b8t@news.bu.edu>
Source record: 173492

Ok, I'll bite...

I just got a catalog from Toad Computers today in the mail, and it has on page 32 an ad for Spectre GCR v3.1, supporting system 7! And, it talks about a v3.2 right around the corner, maybe supporting the Falcon!

Didn't I just read that Gadgets went under? How can one obtain this new version?

-Steve
selick@acs.bu.edu

299. Linux68k

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 20:32:54 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAGUEFVJUP@galaxy.owl.de>
Source record: 173499

In <bwanga-0501952203180001@tsa-44.ucsc.edu> Tim Seufert wrote:

>of the OS still written in 68K code, Apple had to make a number of changes
>in the way that PowerPC programs do function calls. Thus, if you want to
>recompile your old Mac program to be PowerMac native, it's often more of a

Makes sense.

>> From what I've heard, the folx doing the Linux-PPC port do have all sorts of
>> problems. This version is far from running. And Linux 68k-binaries are not

>The people doing the Linux-PPC port are having problems getting
>information on the low-level hardware of the current PowerMac line, as I

Apple is _very_ restrictive with their information about the hw-layers, aren't
they?

>understand it. They will probably have an easier job writing it for CHRP
>and/or PREP (the two standardized PowerPC platform specs, with CHRP being
>the descendant of PREP and more likely to be the long-term standard).

Well, PREP isn't even established yet and now Apple, IBM, and Motorola pull a
new standard out of their hats. The Common Hardware Reference Platform -CHRP-
could be a good idea. MacOS, OS/2, or NT will be available for these babies.
Or even NetWare, Solaris, AIX, or Linux.

MacOS still requires ROM's. THAT could be disturbing factor, as it has been in
the past. The best thing about CHRP is the PCI-bus and the OpenBoot-Firmware
standard, which Apple and IBM have already licensed from SUN.

This will hopefully be a main contender against unINTELligence ;-)

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

300. Re: Power Supply Board

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 20:39:18 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAGUEFVMUP@galaxy.owl.de>
Source record: 173501

In <3eihfq$f76@NNTP.MsState.Edu> Barry K. Patterson wrote:

>then after I turned it on/off a few times and turned it back on I
>could hear/FEEL a sparking or something coming from the internal
>power supply (that's what it seemed like anyway). The screen went

That probably came from the switch itself. A little sparking is more than
common. But over the years some dust and dirt gets in there and witj every
little spark the contacts' surface gets worse and worse.

>it off. Back on in a few secs and same thing. I left it off for a while
>and tried again it came back on after a couple of tiny crackles and
>flickers of the ON-Light. She is trying to find someone to look at
>it. ANY SUGGESTIONS? Would replacing the power supply board be very

Remove the mains-supply and move the switch a couple of times. This might
remove the resedue from the surface. If you have someone to take a closer look
in to the PSU you could use some contact spray as well. And move the switch
again. Let the spray dry and then reconnect it back to the mains and give it
another go.

HTH!

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

301. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 20:44:02 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAGUEFVPUP@galaxy.owl.de>
Source record: 173502

In <Pine.SUN.3.91.950106004030.7137B-100000@CSOS.ORST.EDU> James Wood wrote:

>consists of software, and a bus card which requires ST ROMS. Anybody
>have any experience with this outfit? I'm sure it will bring up the GEM
>Desktop and look pretty, but will it **really** run ST software? Be

Darek is probably the best person to answer that. Darek, are you listening?

>pretty cool if it will. However, what is the cost and availability of ST
>ROMS? The last ST I had used TOS on floppy disk at first, then finally

Dunno.

>seeing some TOS ROMS called "Rainbow TOS" - or so somebody wrote on the
>baggie that they are in...no telling what they really are. Why is this
>called Rainbow Tos?

This referres to TOS 1.04. When you display the desktop-info in colour modes,
the Atari-Fuji (/|\) is displayed in colours of a rainbow. That's why.

I'd recommend the use of TOS 2.06, though. It has a much nicer desktop an
other improvements over former versions.

I wonder if one could put Mag!C into Eproms and use them with GEMulator. Or
doesn't work Mag!C at all with it?

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

302. Re: GFA or C a matter of taste...

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 20:48:16 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <789425296snz@bigbox.demon.co.uk>
Source record: 173493

In article <9501051756.AA01016@ilmen.lanl.gov>
hutch@ilmen.lanl.gov "Hutch" writes:

> What I would really like to see is a version of C with a high-level, easy to
> use interpreter like GFA's and an intuitive, GUI design interface like Visual
> Basic but coupled with a really fast compiler/linker. And I do NOT mean a lame

Wouldn't we all :-) But surely a Visual Architecture program could be written
which then generates C source code - a bit like an extended RCS?

> product like that earlier C Interpreter (unnamed to protect the guilty). ;-)

:-) I learned to program in C with that program. And very soon moved over to
over to Lattice (the other end of the spectrum and handled by the same company
over here!). I remember when ST User gave ST User away on a coverdisk they got
someone in to do a C tutorial and by the end of the series he was virtually
writing the program twice - once for all C implementations on the ST, and once
for HiSoft C Interpreter - by using #defines :-)

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+---+

303. WTB: STE system

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 21:15:20 UTC
From: ez027344@barney.ucdavis.edu
Message-ID: <3ekbt8$2d7@mark.ucdavis.edu>
Source record: 173494

well, the title sez it all...:)
I'm a keyboard player and I'm looking for an ST system to do sequencing with.
I'm really looking for a 1040 STE system with a 20MB or larger HD, mono
or color monitor, second disk drive, and some kind of sequencing
software, preferably DR T's KCS or C-Lab's Creator. IF any of you
Atarian's out there have hardware for sale...I'm willing to buy.
Anywhere in the U.S is fine...I'm willing to pay shipping.

thanx,

--

___ ___
/\/\ /\ | |
|/ /\ | /\ 5 S | 6 \/. 3.1 mckalas@ucdavis.edu
|\ |_ kalas@cs.ucdavis.edu

"Silliness is the last refuge of the doomed."
- Opus

304. Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 22:36:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <b7c_9501070117@tor250.org>
Source record: 173530

> Thank you for saying something that needed to be stated for
> the record (though most of us -- and most Atari users on
> GEnie! -- have known for quite a while)!

S > More lies I see, I don't post on GEnie, so why not state
S > facts...

Maybe you don't (I'd have to take a look) but GEnie is also an
Internet server, which means that Atari users that use GEnie can
access all sorts of Usenet conferences (including this one) and can
read all your wibblings right there.

I can now here you as you read this - D'OH!

... Nobody knows the trouble I've been!
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

305. Sheppard Needs to GET A L

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 22:36:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <b7d_9501070117@tor250.org>
Source record: 173531

S > And from many replies I have seen here you do need to get a
S > Life, or may be a Acorn Computer, then may be you will stop
S > picking on me.... As they say if you can't stand the heat
S > get out of the Kitchen...

You know, a thought just occurred to me.

Roger says that anyone who doesn't have an Acorn computer
doesn't have a life?

Roger, do YOU own an Acorn?

If you don't, then judging by your own narrow standards you
don't have a life either - and therefore have no right to pass
judgement on other Atari users - many of whom enjoy using an Atari
computer to the fullest, no matter which model - from the
not-so-humble 8-bits, to the STs and STes, and to the TTs and
Falcons. And who are doing, your regal 'ship, what you deem to be
impossible - including using CD-ROMs, and 28.8 modems, as well as
getting positive, constructive work done. Who conceivably also
include a number of teenagers who use GFA Basic and STOS to their
advantage. :)

Maybe YOU should be the one to buy an Acorn and get a life -
then maybe you'll leave us alone with your whining authoritarian
attitudes. Sometimes you act like you're sore because you don't have
an Airedale to kick :). I only feel sorry though for the poor Acorn
users who'll have to put up with your insults and disinformation.

(Standard disclaimer - I'm sure the Acorn Archimedes is a great
computer, with lots of uses. I'd LOVE to try one - if they were
available in North America. If I'm ever in Europe in the near future
I'll be more than happy to try one and give it a chance).

As you said, Roger, if you can't stand the heat........

... That was setting #1. Anyone want to see setting #2? - Guinan
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

306. Re: Spectre GCR 3.1 ad in Toad catalog???

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 22:39:12 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9501062140.AA00766@ilmen.lanl.gov>
Source record: 173509

In article b8t@news.bu.edu, selick@acs2.bu.edu () writes:
>
>I just got a catalog from Toad Computers today in the mail, and it has on page
>32 an ad for Spectre GCR v3.1, supporting system 7! And, it talks about a v3.2
>right around the corner, maybe supporting the Falcon!
>
>Didn't I just read that Gadgets went under? How can one obtain this new
>version?

I imagine that announcement in the catalog was just a bit too premature based on what they -expected- Dave to deliver prior to press time. Toad's new catalog has been out a couple of months, BTW. I sent them email to doublecheck, though.

-Hutch- @ Fair Dinkum Tech

307. Re: Space-Panic '94

Newsgroup: comp.sys.atari.st
Date: 1995-01-06 23:52:22 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <3ekl3m$4fp@charm.magnus.acs.ohio-state.edu>
Source record: 173503

Ok, I think I've found the source of the bug, that is killing the game for some of you. It has to do with how the sound system is detected. From what feedback I've gotten so far, it seems that rev. a fixed the bug for people with DMA sound engines. So if you have a Mega hold on if you can a couple of days, and I'll get the problem hammered out. If you only have a stock 520 or 1040, i personally have to admit you may want to pass on this game. As it makes heavy use of the Blitter chip and the software emulation on the original machines has a hard time dealing with all the data.

Anyone else having any problem, once the game boots?

Dan Ackerman
aka. baldrick@terminator.rs.itd.umich.edu

308. Re: Calamus and PS

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 00:48:38 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAHBEHURUP@galaxy.owl.de>
Source record: 173513

In <3ejvbh$qb3@garuda.csulb.edu> Houn-Nam Ing wrote:

>: Why not send the raster image directly from the program to a printer,
>: as you do in Calamus SL? Results are the same, and you don't have to
>: pay extra for a PS-printer. Just a thought....
>By having the Postscript capability in a program means that your print
>shop does not need to have the program that you are using to create the
>document on his computer. Let say you use Page Stream on your TT and want

What about the fonts? Are they stored in that PS-file, or does it require EPS?
(Could anyone explain the diff's between those two?) If the files are not
encorporated in that particular file, one does need a programme to print the
stuff out. At this point you get into trouble when not all fonts are
installed and you've got to substitute, or the fonts aren't 100% lookalike and
all your kerning and layout goes down the drain. I've seen this so often at a
friends company.

I don't want to drag around this too much. Both systems have their pro's and
con's. The possible errors in the fonthandling is a _big_ minus at PS, the
easy portability and res.-independence a _big_ plus.

Calamus, on the other hand does all the stuff the RIP would normally do, and
therefore you won't have the font-problems (++). But you're _very_ dependant
on a shop with Calamus compatible high-end printing hardware (I'm looking for
another vocabulary here, but cannot find it ...) to use a Hell or Lino.

>I noticed the "Postscript" print out of text are sharper than let say HP.
>Try this on your Postscript printer and if it emulates other printer, just
>send a plain text both in Postscript and whatever it emulates, you'll see

Hmmh, this sounds kinda strange to me.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.owl.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

309. Re: MicroVitec Cub 895 on an ST?

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 01:19:21 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D20H09.Lrw@cix.compulink.co.uk>
Source record: 173505

In message <FAGLCGUYUP@galaxy.owl.de>, neptune@galaxy.owl.de said:
>
> Roland, could you possibly explain why a RGB monitor is limited in
> colours?

The way I understood it was that there are 2 sorts of RGB monitors,
analogue and digital.

Analogue ones take analogue voltage RGB signals and hence provide almost
infinite colours.

Digital ones have some sort of 'stepped' voltage, something like 7(? 3)
gradients between 0v and 5v. The number of colours represented by this
system is much more limited.

Now Atari RGB monitors are definatly analogue. However I've been told that
IBM CGA monitors are digital RGB montiors and so can't be used with Ataris.
I've also heard that some CUB monitors are used with BBC micros were also
digital in this respect.

Now I might be very much mistaken - but this is what I've been told at
various times.

:-)

Roland.

@CiX

310. Re: MicroVitec Cub 895 on an ST?

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 01:50:59 UTC
From: Mike@tauzero.demon.co.uk
Message-ID: <789443459snz@tauzero.demon.co.uk>
Source record: 173506

In article <FAGLCGUYUP@galaxy.owl.de>
neptune@galaxy.owl.de "Hendrik Mylius" writes:

> In <D1yGnG.EIE@cix.compulink.co.uk> "Roland Givan" wrote:
>
> >Its probably either an analogue or digital RGB monitor. The former will
> >be fine for low/medium - whereas the latter has a limitied number of
> >colours.
>
> Roland, could you possibly explain why a RGB monitor is limited in colours?
>
> IMO, that's not correct.

Not being Roland, may I reply? A digital RGB monitor allows only 2 levels
of colour from each gun - on and off. Hence, the maximum number of colours
obtainable is limited to black, white, the three primaries, and the three
secondaries. Analogue RGB, howver, allows an infinitely variable level of
each colour gun, thus allowing any shade to be produced.

--
Mike Fleming (aka Mike the Bike, DF, BeeGee, hey you)

My opinions of my ex-employer are my own.

311. Re: WWW browser for TOS?

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 02:23:22 UTC
From: szhays@dale.ucdavis.edu
Message-ID: <3ektuq$9un@mark.ucdavis.edu>
Source record: 173507

Simon Williams (simon@bassland.demon.co.uk) wrote:
: Erm, does anybody have any idea if a graphical World Wide Web browser is
: actually being written for the ST/FALCON. (Falcon preferably)?

: In .NET (Internet Mag by Future Publishing), they reckon a copy of Mosaic
: is being written! Any truth?

.net is no doubt referring to the Mosaic type program ZFC have discussed
doing in this very newsgroup. There have also been rumors of a second
Mosaic type web browser, but I don't have much faith in them. I've set
aside $60 to buy the ZFC one (assuming I can line up an IP connection).
Meanwhile there is the text only browser LYNX.

312. Problems With Floppy Drive

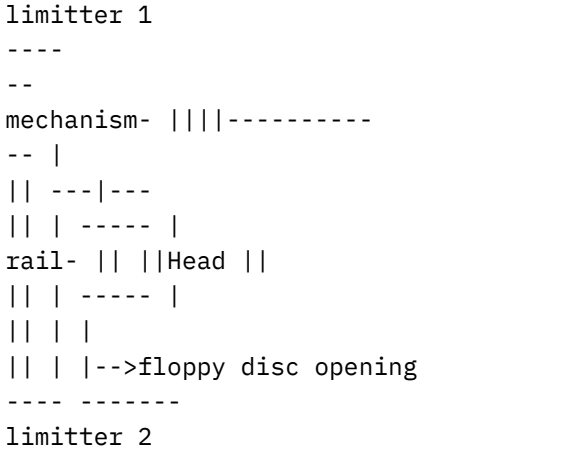
Newsgroup: comp.sys.atari.st
Date: 1995-01-07 02:33:22 UTC
From: npetrlik@public.srce.hr
Message-ID: <3ekuhi$kif@nippur.irb.hr>
Source record: 173508

Hi To All !

I'll try to explain my problem:

My floppy drive acts a little bit strange. When I want to format floppy disc with for expl. Fcopy (80 tracks, 9 sectors) it happens this:
-Fcopy, like the other popular formatters format a disc from the last track to the first track - backwards (in my example from track 79 to track 0)
-Fcopy starts formatting: 79,78,77...10,9,8,7,6...and then Alert Box appears: "Floppy Head Has Reached Track 0"
-My drive can physically format a disc to max. 84 tracks (00-83)
-Now, I've set format parameters to 84 tracks (00-83), 9 sectors. Before that, I've opened the floppy drive completely, and start to watch the head moving. The head's normal position is on track 0. The head mechanism is moving along small rail (I don't know the exact word for this) which have two limitters. First limitter (limitter 1) is for track 0, and the second (limitter 2) is for the last track (track 83).

The Ilustration:



-when Fcopy starts formatting (with parameters 84 tracks (00-83), 9 sectors) the mechanism darts forward to limitter 2. As I say, the limitter 2 should be limitting the mechanism position for the last track (83). Logically, the mechanism must drive to the track 83 (to the position where, actually, is the limitter 2). But, the mechanism drives to the position few tracks before limitter 2, and HERE IS THE PROBLEM.

Floppy head started on a wrong track!

Is this is a mistake of a floppy disc, or a controller's mistake?
...or could be something worse ?

313. Re: Space-Panic '94

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 04:01:52 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3el3ng$32l@golem.wcc.govt.nz>
Source record: 173517

] Ok, I think I've found the source of the bug, that is killing the game
] some of you. It has to do with how the sound system is detected. From wha
] feedback I've gotten so far, it seems that rev. a fixed the bug for people
] DMA sound engines. So if you have a Mega hold on if you can a couple of da
] and I'll get the problem hammered out. If you only have a stock 520 or 104
] personally have to admit you may want to pass on this game. As it makes he
] use of the Blitter chip and the software emulation on the original machines
] a hard time dealing with all the data.
]
] Anyone else having any problem, once the game boots?

I've got a 1040STe (2.5meg), and neither the original, nor revision a works,
both result in two bombs after clicking the mouse button with the
title-screen being displayed with a white block where the menu-bar would
usually be.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

314. Doc file for Apex Demo?

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 04:05:21 UTC
From: sammcgee@crl.com
Message-ID: <3el3u1$boa@crl4.crl.com>
Source record: 173510

I can figure out some things but I took Spanish in High School instead of German. :(

I managed to load a .FLI and the real time block rotations are neat but I really want to try morphing. This looks like a keeper. Is the English version complete?

Sam

315. Re: Problems With Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 04:05:39 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3el3uj$32l@golem.wcc.govt.nz>
Source record: 173518

I had a similar problem with Fast-Copy not formatting my disks correctly, just use a different formatter (DC-Format is one of the better ones IMHO), and the problem goes away. F-Copy works fine with my STe, but it didn't like formatting disks on my STfm, although it would copy disks with format+write turned on. (e.g. I could copy a 82 track disk with FCopy formatting the track before it wrote to it, but I couldn't just do a straight format of an 82 track disk). I'm not sure why this problem occurs, but FCopy doesn't seem to like some TOS versions (<1.2) by the looks of things.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

316. California Raisins

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 04:05:57 UTC
From: amsler@nevada.edu
Message-ID: <3el3v5$8vn@news.nevada.edu>
Source record: 173511

Does anyone know of an Internet site or BBS that has the file RAISINS.SEQ,
which is an animation of the "California Raisins" of the 1980s?

I downloaded it several years ago; when I tried to run it tonight there
was some problem with the file as I got a string of bombs on the screen.
(Other *.SEQ and *.DLT files from circa 1986 still run OK, so apparently
something "happened" to that one file on the one floppy.)

Thanks!

- John J. Amsler

1981 - Atari 800
1986 - Atari 1040ST
1991 - Atari MegaSTe
1995 - GEMulator 4.0 or Medusa 040?

```
** *** **
** *** **
** *** **
** *** **
** *** **
*** *** ***
**** *** ****
***** *** *****
****** *** ******
****** *** ******
****** *** ******
```

```
LLLLLLLLLLLLL LLLLLLLLLLLLL
LLLLLLLLLLLLL Atari: LLLLLLLLLLLLL
LLLLLLLLLLLLL LLLLLLLLLLLLL
LLLLLLLLLLLLL Motorola Inside!! LLLLLLLLLLLLL
LLLLLLLLLLLLL ======== LLLLLLLLLLLLL
```

317. Gemulator

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 04:12:57 UTC
From: xxtc@aol.com
Message-ID: <3el4c9$1jd@newsbf02.news.aol.com>
Source record: 173512

Is the Gemulator still available? Where from? Which ST will it emulate? Is that enough questions? I used to have an old Mega 2 and miss it, GEM was pretty cool. Its good to see the computer still has a following.

318. Re: Problems With Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 04:23:40 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3el50c$3a7@golem.wcc.govt.nz>
Source record: 173519

In article <3ekuhi$kif@nippur.irb.hr>, npetrlik@public.srce.hr (Neven Petrlik) writes:
>
>
> Hi To All !
>
>
> I'll try to explain my problem:
> ------------------------------
>
> Is this is a mistake of a floppy disc, or a controller's mistake?
> ...or could be something worse ?

Your Track Zero senser could be out, or your disk drive is no able
to handle 83 tracks, so try running DC max track I think its called,
the controler IC does not know if it on 80 or 83 when the disk is blank, it
sends the head to the end stop, then formats in, but if it can't handle 83
tracks, it will come up with the Track zero error....

Sony drives only get 82 tracks....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

319. Re: Falcon 040

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 04:38:07 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <3el5rf$hoa@gumby.cc.wmich.edu>
Source record: 173514

In article <9412302024.AA01389@ilmen.lanl.gov>,
Hutch <hutch@ilmen.lanl.gov> wrote:
>
> I forget who I was discussing this with, so kindly forgive this somewhat
> off-topic public post in lieu of email.

That was with me.. the trouble-maker. :-) Thanks for the followup.
[I don't think this discussion is inappropriate for a public forum, but
if folks disagree, say so and I'll just e-mail Hutch on this topic.]

> I recently stated that a PowerPC-based Falcon would make more sense, IMHO,
> than a 68060-based unit because the PPC could emulate 680x0 software with
> very little, if any, performance decrease until PPC native software arrived.

I disagreed with this because of what I had been hearing in a number of
venues, including MacUser and MacWeek. In fact, I had read that Apple
had already come up with an improved ROM version of the 680x0 emulator,
which was "twice as fast" bringing it up to mid-range 68040 performance,
but that they were reluctant to release it because they felt it would
reduce the motivation for developers to do native ports and get a big
speed boost.

> I also stated that my Apple PowerMac 7100/66 seemed to be every bit as fast
> in emulation mode as my 32MHz Apple Quadra 660av, although that was by my
> rather unscientific 'seat-of-the-pants' method.

I found that a bit surprising, based on what MacWorld had to say. Of
course, they could be wrong, which is why I was hoping to get more info.

[As a further (unscientific) side note, my wife just replaced her 32 MHz
Quadra 660 AV at work with a PowerMac 7100/66, and felt that the PowerMac
was "somewhat slower", which tends to support Hutch's general theme.]

> OK, I've finally run a
> benchmark using the latest version of Speedometer (a Mac benchmark utility)
> on both machines

I appreciate you taking the time to get some real numbers on this, to
back up your seat-of-the-pants evaluation. One question I have though
is, does your 7100 have a cache installed? (This boosts effective speed
about 30% in the MacWorld tests).

> and the PR (Performance Rating) is as follows:
>
> PowerMac 7100/66 Quadra 660av Quadra 650 PowerMac 7100/66
> (68K emulation) (040 at 32MHz)* (040 at 33MHz) (native PPC mode)
> ==

> PR 1.20 1.53 1.56 3.97
>
> *The 660av tested has a 25MHz 040 clock-doubled to 32MHz.

You mention later that a PR of 1.0 is equal to a 25 MHz 68040, so I'm wondering how a 28% clock speed increase gave you a 53% performance boost?

Another question I might have is what instruction mix is the Speedometer testing? Is it a valid indicator of real-world performance? Does it take into account the slow-down that results from switching back and forth between emulated and native modes?

> So the bottom line is that while the PPC -is- somewhat slower, it's
> nowhere near the 2 - 2.5x slower than a Quadra 650 (as the MacWorld
> article supposedly stated). Of course, your mileage may differ. :)

The article was in the August 1994 issue of MacWorld. Overall, they were extremely enthusiastic about the PowerMac, and effusive in their praise. They also gave it 5 stars, and indicated it would become the new desktop standard. Their comparison tests showed that when running native code, the PowerMac was 1.5-4.5 times faster than a Quadra 650 (averaging from 2-3x for most tasks), but that its video speed was somewhat less than the Q650.

But when running emulated code on their standard suite of real-world benchmark applications, they came up with Core Performance indices that were quite disappointing (my words, not theirs). Their tests showed the 7100 as running 2.5x slower than a _Centris 650_ for the Common tasks, and 4.4x slower for the Scientific mix.

On the CPU group they showed it running 2.4x slower, 1.6x slower on video performance, and 14.5x slower on floating point. (The floating point performance is no surprise to me, considering the implementation. But the rest of the results were. I remember wondering how they could be so upbeat about such a step backward.)

> And just to keep things in perspective, realize that a 'lowly' 25MHz 040
> (which is equivalent to a Speedometer PR rating of 1.0) is about 5 times
> faster than a 16MHz 030 installed in our Falcons.

Dependent, of course, on what video mode the Falcon is running in. I'd say the 'lowly' Mac is 3x-7x faster than a stock Falcon, depending on video mode.

- Mark (another starving Atari developer :-)

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

320. BIG Problem!!!! ST Fr

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 04:49:15 UTC
From: bseburn@vaxxine.com
Message-ID: <D20qq4.63t@vaxxine.com>
Source record: 173528

n > In <3eht92$deb@hasle.oslonett.no> Hallvard Tangeraas wrote:
n >
n > >I have a big problem regarding my STe. It keeps locking up or
n > >and again, and I have no idea what the cause can be.
n >
n > [...]
n >
n > >Help!!!! What can I do??

What about heat? I've had some wierd things happen here before (not like yours mond you), but strange.. this happened after the computer was on for sometime, actually mine are rarely off. I installed a small brushless fan inside, and all has been fine since. Only thing I can think of.
OH! what about a bad simm?? I had one go flakey on my BBS system.. want to see wild things happen. It turned out to be a bad simm (1 out of the 4). I found out which simm by using a memory tester.. its been fine since I replaced it. The bbs could run for days then all of a sudden it would go, next time only hours maybe.. eventually I couldn't keep the bbs running.

Those are my thoughs.. take 'em or leave 'em! :-)

Brian...

___ Mountain Reader II - #00000039

--
this is where my .sig file will be... when I'm done!

321. Re: Line Speed and Phone lines...

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 04:53:22 UTC
From: kim@dksoft.ping.dk
Message-ID: <FAHEEIURUP@dksoft.ping.dk>
Source record: 173521

In <3ef7t6$3vl@golem.wcc.govt.nz> Roger Sheppard. wrote:

>Well all this raving about fast 28.8 modems and all this name calling,
>it seems if you don't have any facts to back up your statements you end up name
>calling or pick on ones bad spelling, what is wrong will all you Usenet readers,
>don't you have a life, ? or are you just STOS using teenagers, or is it you are
>just frustrated Atari users and just wish to take your frustration out on me.??

I knew you were stupid Roger, but i honestly didn't believe it was that bad.

>Here in NZ the phone lines are rated up to 9600, if you can run faster then you
>are in luck, if you don't believe this go ring Telecom here...
>
>Most of the low end Modems don't like poor lines, ie, the ones with Rockwell
>chips in them, but could be OK for a BBS that is only a few miles away, try
>using them to out side NZ that is where the problems start....

Aha, you're starting to get the picture here.

>
>One of the Best low end modems is the ZyXel, but here in NZ they cost twice
>as much as the otheres....

Pay the price or suffer. Thats a life.

>
>I even have problems in calling a site in Germany, never ever got a 14.4
>connection, and at 4800 would drop me off after a few minutes..

Perhaps you should consider buying this Zyxel anyway. It's the best, trust
me.

>
>
>Also you will find most firms making V34 28.8 modems are having problems with
>them, so it will pay to wait till all the bugs are removed, FACTS...

Ofcouse, it's the same with many 14k4 modems as well, and they havn't fix'd
that yet.

>
>So if you don't wish to listen to your elders that is your problem, but then
>again that is a Teenager thing, is it not...

Not really. But since your so old, i don't have to tell you i guess.

>
>P.S. I have never ever stated that Teenager use GFA, I think it would be more

>like STOS don't you think...:-)
>
I wouldn't know.

greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

322. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 05:06:24 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3el7gg$6bp@lastactionhero.rs.itd.umich.edu>
Source record: 173520
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- baldrick 27480 Dec 31 22:51 ./Games/0index
-rw-r--r-- baldrick 665344 Dec 31 21:56 ./Games/Space/panic_94.zip
-rw-r--r-- baldrick 124773 Dec 31 23:02 ./0ls-lR.Z
-rw-rw-r-- entropy 1789 Dec 31 22:56 ./Tt/0index
lrwxr-xr-x baldrick 27 Dec 31 22:52 ./Tt/panic_94.zip -> ../Games/Space/panic_94.zip
-rw-r--r-- baldrick 124253 Dec 31 23:03 ./0ls-lRc.Z
-rw-r--r-- baldrick 10572 Dec 31 22:55 ./Falcon/0index
lrwxr-xr-x baldrick 30 Dec 31 22:52 ./Falcon/Games/panic_94.zip ->
../../Games/Space/panic_94.zip
-rw-r--r-- baldrick 157023 Dec 31 23:00 ./0compind.Z
-rw-r--r-- baldrick 387875 Dec 31 23:00 ./0index
-rw-rw-r-- weiner 9509 Jan 4 08:48 ./Applications/0index
-rw-r--r-- baldrick 92520 Dec 30 12:02 ./Applications/Databases/recipe45.lzh
-rw-r--r-- baldrick 960 Dec 30 11:53 ./Applications/Databases/recipe45.txt
-rw-r--r-- baldrick 27616 Jan 4 08:28 ./Games/0index
-rw-r--r-- baldrick 86838 Dec 30 12:02 ./Games/Puzzle/nanjin11.lzh
-rw-r--r-- baldrick 50763 Dec 30 12:01 ./Games/Cards/solit15.lzh
-rw-r--r-- hyc 14760 Jan 4 12:57 ./Graphics/0index
-rw-r--r-- weiner 5559 Jan 4 09:13 ./Languages/0index
-rw-rw-r-- entropy 30722 Jan 4 10:17 ./Utilities/0index
-rw-r--r-- baldrick 67699 Dec 30 12:00 ./Utilities/Fileselectors/freedomd.lzh
-rw-r--r-- baldrick 92778 Dec 30 12:02 ./Utilities/Bootmanagers/tubs_332.zip
-rw-r--r-- baldrick 124719 Jan 4 10:25 ./0ls-lR.Z
-rw-r--r-- baldrick 62093 Dec 30 12:01 ./Telecomm/kivi_qwk.lzh
-rw-r--r-- baldrick 95189 Dec 30 12:04 ./Telecomm/m_read25.lzh
-rw-r--r-- weiner 8117 Jan 4 08:41 ./Telecomm/0index
-rw-r--r-- baldrick 66802 Dec 16 09:27 ./Programming/clacb_11.lzh
-rw-r--r-- entropy 6883 Jan 4 09:10 ./Programming/0index
-rw-r--r-- baldrick 124151 Jan 4 10:27 ./0ls-lRc.Z
-rw-r--r-- baldrick 157358 Jan 4 10:22 ./0compind.Z
-rw-r--r-- baldrick 388527 Jan 4 10:22 ./0index
-rw-r--r-- baldrick 27733 Jan 5 19:28 ./Games/0index
-rw-r--r-- baldrick 63938 Jan 5 17:57 ./Games/Arcade/wcoltris.lzh
-rw-r--r-- baldrick 665337 Jan 5 18:47 ./Games/Space/panic94a.zip
-rw-r--r-- baldrick 74190 Jan 5 19:26 ./Games/Space/p94_2_a.lzh
-rw-rw-r-- entropy 30913 Jan 5 18:20 ./Utilities/0index
-rw-r--r-- baldrick 140307 Jan 5 17:55 ./Utilities/Bootmanagers/dnvt.zip
-rw-r--r-- baldrick 711074 Jan 5 18:02 ./Utilities/Desktop/NoDsk301.lzh
-rw-r--r-- baldrick 240028 Jan 5 18:04 ./Utilities/Desktop/NoSys100.lzh
-rw-r--r-- baldrick 124587 Jan 5 19:32 ./0ls-lR.Z
-rw-rw-r-- entropy 1796 Jan 5 18:52 ./Tt/0index
lrwxr-xr-x baldrick 27 Jan 5 18:51 ./Tt/panic94a.zip -> ../Games/Space/panic94a.zip
-rw-r--r-- entropy 7002 Jan 5 18:36 ./Programming/0index
```

```
lrwxr-xr-x baldrick 28 Jan 5 18:30 ./Programming/wcoltris.zip ->
../Games/Arcade/wcoltris.zip
-rw-r--r-- baldrick 19001 Jan 5 17:56 ./Programming/shelp.lzh
-rw-r--r-- baldrick 124399 Jan 5 19:33 ./0ls-lRc.Z
-rw-r--r-- baldrick 10578 Jan 5 18:52 ./Falcon/0index
lrwxr-xr-x baldrick 30 Jan 5 18:51 ./Falcon/Games/panic94a.zip ->
../../Games/Space/panic94a.zip
-rw-r--r-- baldrick 158088 Jan 5 19:30 ./0compind.Z
-rw-r--r-- baldrick 390454 Jan 5 19:30 ./0index
-rw-rw-r-- entropy 30842 Jan 6 10:25 ./Utilities/0index
-rw-r--r-- baldrick 124393 Jan 6 10:30 ./0ls-lR.Z
-rw-r--r-- baldrick 124287 Jan 6 10:32 ./0ls-lRc.Z
-rw-r--r-- baldrick 158045 Jan 6 10:28 ./0compind.Z
-rw-r--r-- baldrick 390383 Jan 6 10:28 ./0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

323. Stardust

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 05:16:01 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3el82h$3hs@golem.wcc.govt.nz>
Source record: 173417

The copy of Stardust I ordered from Aggression turned up the other day, and it certainly makes good use of the graphics, but for those of you who haven't seen Stardust on the Amiga (of which I was one), it is essentially Asteroids with much improved sound and graphics, as well as more nasties and some extra weaponry. You also have shields, and energy which can sustain a couple of hits, and you can pick up smart-bombs which will obliterate everything on the screen with a very nice graphics-effect.

Basically, the plot involves the usual bad-guy trying to take over the universe, but this one uses ships "disguised" as meteors which when shot break up into smaller pieces, which can be shot again, which break up into yet smaller pieces, which when shot disappear, (explode), sometimes leaving behind a useful(?) bonus such as extra energy etc. The explosions are VERY well done, I wouldn't like to think how many frames are in the explosion, or how many there are in the rotation of the meteors, which give a good 3D impression. There are numerous extra-nasty bad-guys, such as huge rotating 3D balls (ever seen the "boink" demo?), and huge things resembling thorns which take up almost half the screen.

There are also end-of-level bosses which get progressively harder (it took me 3 of my 5 lives to kill the 2nd one, although I'm getting better gradually :), this is _not_ an easy game!

As well as the asteroids-like stages, there are the mid-level tunnel stages (as seen in the SDTUNNEL.LHA demo), and special-missions which are similar to the game "grav" or "thrust" in which you have to fly around a cavern, trying not to run out of fuel, and picking up some extra lives along the way.

The whole game shows a lot of work put into the sound and graphics, and the gameplay is flawless, with collision detection being superb, not _once_ have I said "Yeah, right that was anywhere near me" (ever seen the game "Shadow Warriors"? The bad-guys hit you if their punch/kick is about an inch on the screen away from you! Good ole' Ocean!). The spot effects could be clearer (The robotic voice saying "Powerups re-routed to three-way" took me a while to work out.) but they fit the atmosphere, and the explosions etc. are better than any other such thing I've seen before on the ST.

All in all, a pretty good game, but under all the fancy extras, it's basically Asteroids, (A damned GOOD asteroids, but...) lets hope Aggression puts out an original game of a similar calibre! (Utopos was pretty good, but none too stable, but I haven't got the latest version that comes with Stardust yet (coming in a seperate package), so I'll save judgement a bit longer on that :)

Not bad for $20, and a lot better than some of the rip-off prices that Shareware authors charge for their nowhere-near as good attempts. (This game game with a commercial-quality _corrugated_ cardboard box (none of this wussy 1mm thick cardboard), looking just like what you'd buy in a shop, as well as a rougly A2 sized poster, and instruction manual (which is a bit sparse, but enough).

Oh yeah, and I've yet to find any bugs in it other than a couple of minor spelling mistakes! I'm well known for my ability to find problems with programs, something my coder friends get quite sick of, and Stardust has so far passed the test! ;-)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government Steve Wells. or City Council.

324. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 05:35:43 UTC
From: ross@earth.usa.net
Message-ID: <3el97f$6jl@earth.usa.net>
Source record: 173515

> In <3e9i13$idq@ionews.io.org> Eric March wrote:
>
> >Dan Dreibelbis (Dan.Dreibelbis@balmybeach.gryn.org) wrote:
> >
> >: useless layabout teenager on the dole that uses GFA Basic, let me
> >
> >Sorry, but I sort of have to ask ... what's wrong with GFA Basic?
>
> It produces crappy programs that crash under many Atari compatible OSes
> (MagicMac, MultiTOS, etc.).
>
> Thorsten
>
> --
> - guenther@cabal.sh.sub.de (Thorsten G�nther) - _O

```
Programmers produce "Crappy" programs, not programming languages.
There are ways to right ANY program to make it crash on any system
other than the one it was intended for. Besides, look at how many
games will not work on the TT or the Falcon or even an STe. Does this
mean they were writing in a BASIC language ? And I can name several
(if not lots) of very good programs that may not run with Multi-Tos
or Speedo or Geneva or Magic.
If you can argue any of these points, please go ahead, show your
ignorance again.

---
* Kivi (unregistered) 1.16 *
--
```

325. Re: Space-Panic '94

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 06:23:47 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <3elc1j$67p@charm.magnus.acs.ohio-state.edu>
Source record: 173523

Ok sorry about that one. Lets run down the history for my own humiliation
;)

panic 94 no rev - runs on my falcon and sometimes other peoples (Bad)

panic 94 rev a. - Seems to be sucessful on all falcons. (better)

panic 94 rev b. - Runs on my Ste and Falcon so hopefully all DMA machines.

Unfortunately it still won't run on older machines. I think I know what
the problem is, I just have to keep my old 1040 running long enough to test the
program. So it now stands that, tomorrow I will attempt to fix the bug for non
DMA machines. If this doesn't work, I will release rev. b so that at least DMA
users will be able to play it. Hopefully though rev b. will be able to handle
all machines. Either way expect a new revision some time saturday night U.S.
eastern time.

Thanks to all of you who have put up with me through this.

Dan Ackerman
aka baldrick@terminator.rs.itd.umich.edu

326. World Wide Web/Mosaic program

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 07:31:37 UTC
From: laramary@er6.rutgers.edu
Message-ID: <3elg0p$iqb@er6.rutgers.edu>
Source record: 173539

Now, I've heard a lot about the WWW, and even understand it a
little bit. What *I* want to know is when a mosaic program will be
available for the ST? No, I am not even slightly interested in the
WWW text reader that's available. I want what the Man and IBM people
think is only possible with a Mac or IBM! I know it can be done. Are
there really no coaders for the ST anymore?

Could someone mail me and explain this to me?

--
--Shove it up inside, surprize, lies, stains like--	----All praise BOB!----
blood on your teeth, bite, chew, suck	The Church
---------------away the tender parts---------------	---of the Sub-genius---

327. Re: Looking for Daron Brewood

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 07:37:26 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <950107Z073726.995dbrewood@nest.demon.co.uk>
Source record: 173516

In article <789417868snz@thebrink.demon.co.uk>
craig@thebrink.demon.co.uk "Craig Oldfield" writes:

> In article <d93rkr.789118718@txfs1.hfb.se>
> d93rkr@t.hfb.se "Robert Krenn - HFB T d93" writes:
>
> > Hello! This is for Daron only, as I can't send him ANY email ;^(

Hi Rob, missed your original message. What's up mate? Wondered where your
replies had got to? Happy new year!

--

```
================================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
= 7 Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
================================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, Audio/Photo CD. Beta tester. =
================================================================================
```

328. Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 08:27:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <c8d_9501081432@tor250.org>
Source record: 173401

me > : Tell me, what have you done other than carp, whine, and
me > spread disinformation and abuse amongst us Atari users. I'd
me > love to hear

V > To be fair to Roger, he has helped HENSA's Atari section by
V > uploading quite a few pieces of software from Genie. Thanks
V > Roger.

Now if only Roger told me that, rather than to ignore my questions and heap abuse upon me (like calling me a liar in this conference) and my choice of a computer. Seems he's done SOME good for the Atari community at large - and I commend him for that.

V > As for his 'carping, whining," etc, he is entitled to his own
V > opinions...and from what I gathered, he is just complaining as
V > we all usually do privately, about Atari not upgrading their
V > machines...no support whatsoever. OK, I do admit though, that
V > most of this stuff should be in advocacy...so Rog, please take
V > most (if not all) of your whines to thast conf.

Maybe so - but when those opinions are half-baked, mistaken, and just plain WRONG, one has the right to correct another without having to endure torrents of abuse and insults. I'd like to hear Roger say "I was WRONG" for once when he's corrected, rather than to be instead getting from him "you're a liar who hates your Atari and wants to shoot the messenger - and you're probably a snotty teenager who uses STOS".

You're right about Roger taking his anti-Atari stuff to advocacy. It has no place in this conference, which is supposed to HELP other Atarians - not tear them down. I have nothing against constructive criticism here (and indeed we all have a beef with Atari Corporation's lackadaisical attitude towards their computers) - but I have something against rude behavior, wrong facts, and computer-baiting. Roger makes Ralph Mariano look like Miss Manners :)

On a lighter note, it looks like the Atari Computer Exposition (ACE) '95 show in Toronto, Ontario, Canada (April 1st and 2nd - no, this is NOT an April Fool's joke!) is going to be a real corker - word is System Solutions may be coming here with hardware (it's not been confirmed yet). Atari HAS CONFIRMED they're coming, and they may have a very positive surprise for us as well.

ACE is being put on by the Toronto Atari Federation (TAF), the group I belong to, which bears the distinction of being one of the largest (if not THE largest) user groups in North America, with at

last count 300+ members. The last ACE show back in '92 was a great success (it was the debut of MultiTOS and - in a backroom for the dealers and developers - the first viewing of the Falcon), and we're hoping that the '95 edition will be just as good, if not better. Even with the number of Atari-specific businesses and software houses going down in the last number of years, we're getting a significant number of businesses, programmers, and user groups confirming that they're coming - and quite a buzz going on in the NA Atari community (which is nothing compared to the European community).

I'd love to see you all there - you too, Roger :)

... Whatever it is, I'm against it! - Groucho Marx
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

329. Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 08:27:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <c8c_9501080432@tor250.org>
Source record: 173402

S > More and more lies again, I have never refered to GFA any
S > where on the Net, so no more lies PLEASE...

guess what, Roger - I'm not lying at all. But you seem to have a very short (or selective) memory - I remember distinctly you saying a few months ago (on this very net) that "GFA Basic is Crap - and used mostly by teenagers".

Idealistic I may be. And I'm definitely not perfect - in fact, I could well be mistaken. But I am NOT a liar. Watch it with your false accusations.

S > If you are not happy with your Atari I do suguest you get a
S > Better computer, may be a Acorn, as being English I prefer to
S > recommend English computers..

How many times must I have to tell you, Roger - I'm PERFECTLY HAPPY WITH MY STe! I'm PERFECTLY HAPPY WITH MY STE!. It does what I need it to do, and that's enough! And ONE CANNOT BUY ACORN HARDWARE AND SOFTWARE IN NORTH AMERICA!

It's YOU who are NOT HAPPY with your ST - and you DON'T HAVE THE RIGHT TO MAKE US ALL MISERABLE ABOUT IT! Go and buy your bloody Acorn, sell your ST, and leave us alone!

S > But I thought all snotty nosed Teenagers use STOS....

Again, you're being totally unfair to something you don't personally like - like teenagers and STOS. Nothing like a computer language bigot......

... You sick little monkey! - Ren
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

330. Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 08:27:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <c8d_9501081146@tor250.org>
Source record: 173403

me > : Tell me, what have you done other than carp, whine, and
me > spread disinformation and abuse amongst us Atari users. I'd
me > love to hear

V > To be fair to Roger, he has helped HENSA's Atari section by
V > uploading quite a few pieces of software from Genie. Thanks
V > Roger.

Now if only Roger told me that, rather than to ignore my questions and heap abuse upon me (like calling me a liar in this conference) and my choice of a computer. Seems he's done SOME good for the Atari community at large - and I commend him for that.

V > As for his 'carping, whining," etc, he is entitled to his own
V > opinions...and from what I gathered, he is just complaining as
V > we all usually do privately, about Atari not upgrading their
V > machines...no support whatsoever. OK, I do admit though, that
V > most of this stuff should be in advocacy...so Rog, please take
V > most (if not all) of your whines to thast conf.

Maybe so - but when those opinions are half-baked, mistaken, and just plain WRONG, one has the right to correct another without having to endure torrents of abuse and insults. I'd like to hear Roger say "I was WRONG" for once when he's corrected, rather than to be instead getting from him "you're a liar who hates your Atari and wants to shoot the messenger - and you're probably a snotty teenager who uses STOS".

You're right about Roger taking his anti-Atari stuff to advocacy. It has no place in this conference, which is supposed to HELP other Atarians - not tear them down. I have nothing against constructive criticism here (and indeed we all have a beef with Atari Corporation's lackadaisical attitude towards their computers) - but I have something against rude behavior, wrong facts, and computer-baiting. Roger makes Ralph Mariano look like Miss Manners :)

On a lighter note, it looks like the Atari Computer Exposition (ACE) '95 show in Toronto, Ontario, Canada (April 1st and 2nd - no, this is NOT an April Fool's joke!) is going to be a real corker - word is System Solutions may be coming here with hardware (it's not been confirmed yet). Atari HAS CONFIRMED they're coming, and they may have a very positive surprise for us as well.

ACE is being put on by the Toronto Atari Federation (TAF), the group I belong to, which bears the distinction of being one of the largest (if not THE largest) user groups in North America, with at

last count 300+ members. The last ACE show back in '92 was a great success (it was the debut of MultiTOS and - in a backroom for the dealers and developers - the first viewing of the Falcon), and we're hoping that the '95 edition will be just as good, if not better. Even with the number of Atari-specific businesses and software houses going down in the last number of years, we're getting a significant number of businesses, programmers, and user groups confirming that they're coming - and quite a buzz going on in the NA Atari community (which is nothing compared to the European community).

I'd love to see you all there - you too, Roger :)

... Whatever it is, I'm against it! - Groucho Marx
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

331. Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 08:27:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <c8d_9501081340@tor250.org>
Source record: 173404

me > : Tell me, what have you done other than carp, whine, and
me > spread disinformation and abuse amongst us Atari users. I'd
me > love to hear

V > To be fair to Roger, he has helped HENSA's Atari section by
V > uploading quite a few pieces of software from Genie. Thanks
V > Roger.

Now if only Roger told me that, rather than to ignore my questions and heap abuse upon me (like calling me a liar in this conference) and my choice of a computer. Seems he's done SOME good for the Atari community at large - and I commend him for that.

V > As for his 'carping, whining," etc, he is entitled to his own
V > opinions...and from what I gathered, he is just complaining as
V > we all usually do privately, about Atari not upgrading their
V > machines...no support whatsoever. OK, I do admit though, that
V > most of this stuff should be in advocacy...so Rog, please take
V > most (if not all) of your whines to thast conf.

Maybe so - but when those opinions are half-baked, mistaken, and just plain WRONG, one has the right to correct another without having to endure torrents of abuse and insults. I'd like to hear Roger say "I was WRONG" for once when he's corrected, rather than to be instead getting from him "you're a liar who hates your Atari and wants to shoot the messenger - and you're probably a snotty teenager who uses STOS".

You're right about Roger taking his anti-Atari stuff to advocacy. It has no place in this conference, which is supposed to HELP other Atarians - not tear them down. I have nothing against constructive criticism here (and indeed we all have a beef with Atari Corporation's lackadaisical attitude towards their computers) - but I have something against rude behavior, wrong facts, and computer-baiting. Roger makes Ralph Mariano look like Miss Manners :)

On a lighter note, it looks like the Atari Computer Exposition (ACE) '95 show in Toronto, Ontario, Canada (April 1st and 2nd - no, this is NOT an April Fool's joke!) is going to be a real corker - word is System Solutions may be coming here with hardware (it's not been confirmed yet). Atari HAS CONFIRMED they're coming, and they may have a very positive surprise for us as well.

ACE is being put on by the Toronto Atari Federation (TAF), the group I belong to, which bears the distinction of being one of the largest (if not THE largest) user groups in North America, with at

last count 300+ members. The last ACE show back in '92 was a great success (it was the debut of MultiTOS and - in a backroom for the dealers and developers - the first viewing of the Falcon), and we're hoping that the '95 edition will be just as good, if not better. Even with the number of Atari-specific businesses and software houses going down in the last number of years, we're getting a significant number of businesses, programmers, and user groups confirming that they're coming - and quite a buzz going on in the NA Atari community (which is nothing compared to the European community).

I'd love to see you all there - you too, Roger :)

... Whatever it is, I'm against it! - Groucho Marx
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

332. Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 08:27:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <c8d_9501080732@tor250.org>
Source record: 173405

me > : Tell me, what have you done other than carp, whine, and
me > spread disinformation and abuse amongst us Atari users. I'd
me > love to hear

V > To be fair to Roger, he has helped HENSA's Atari section by
V > uploading quite a few pieces of software from Genie. Thanks
V > Roger.

Now if only Roger told me that, rather than to ignore my questions and heap abuse upon me (like calling me a liar in this conference) and my choice of a computer. Seems he's done SOME good for the Atari community at large - and I commend him for that.

V > As for his 'carping, whining," etc, he is entitled to his own
V > opinions...and from what I gathered, he is just complaining as
V > we all usually do privately, about Atari not upgrading their
V > machines...no support whatsoever. OK, I do admit though, that
V > most of this stuff should be in advocacy...so Rog, please take
V > most (if not all) of your whines to thast conf.

Maybe so - but when those opinions are half-baked, mistaken, and just plain WRONG, one has the right to correct another without having to endure torrents of abuse and insults. I'd like to hear Roger say "I was WRONG" for once when he's corrected, rather than to be instead getting from him "you're a liar who hates your Atari and wants to shoot the messenger - and you're probably a snotty teenager who uses STOS".

You're right about Roger taking his anti-Atari stuff to advocacy. It has no place in this conference, which is supposed to HELP other Atarians - not tear them down. I have nothing against constructive criticism here (and indeed we all have a beef with Atari Corporation's lackadaisical attitude towards their computers) - but I have something against rude behavior, wrong facts, and computer-baiting. Roger makes Ralph Mariano look like Miss Manners :)

On a lighter note, it looks like the Atari Computer Exposition (ACE) '95 show in Toronto, Ontario, Canada (April 1st and 2nd - no, this is NOT an April Fool's joke!) is going to be a real corker - word is System Solutions may be coming here with hardware (it's not been confirmed yet). Atari HAS CONFIRMED they're coming, and they may have a very positive surprise for us as well.

ACE is being put on by the Toronto Atari Federation (TAF), the group I belong to, which bears the distinction of being one of the largest (if not THE largest) user groups in North America, with at

last count 300+ members. The last ACE show back in '92 was a great success (it was the debut of MultiTOS and - in a backroom for the dealers and developers - the first viewing of the Falcon), and we're hoping that the '95 edition will be just as good, if not better. Even with the number of Atari-specific businesses and software houses going down in the last number of years, we're getting a significant number of businesses, programmers, and user groups confirming that they're coming - and quite a buzz going on in the NA Atari community (which is nothing compared to the European community).

I'd love to see you all there - you too, Roger :)

... Whatever it is, I'm against it! - Groucho Marx
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

333. Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 08:27:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <c8c_9501081635@tor250.org>
Source record: 173406

S > More and more lies again, I have never refered to GFA any
S > where on the Net, so no more lies PLEASE...

guess what, Roger - I'm not lying at all. But you seem to have a very short (or selective) memory - I remember distinctly you saying a few months ago (on this very net) that "GFA Basic is Crap - and used mostly by teenagers".

Idealistic I may be. And I'm definitely not perfect - in fact, I could well be mistaken. But I am NOT a liar. Watch it with your false accusations.

S > If you are not happy with your Atari I do suguest you get a
S > Better computer, may be a Acorn, as being English I prefer to
S > recommend English computers..

How many times must I have to tell you, Roger - I'm PERFECTLY HAPPY WITH MY STe! I'm PERFECTLY HAPPY WITH MY STE!. It does what I need it to do, and that's enough! And ONE CANNOT BUY ACORN HARDWARE AND SOFTWARE IN NORTH AMERICA!

It's YOU who are NOT HAPPY with your ST - and you DON'T HAVE THE RIGHT TO MAKE US ALL MISERABLE ABOUT IT! Go and buy your bloody Acorn, sell your ST, and leave us alone!

S > But I thought all snotty nosed Teenagers use STOS....

Again, you're being totally unfair to something you don't personally like - like teenagers and STOS. Nothing like a computer language bigot......

... You sick little monkey! - Ren
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

334. Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 08:27:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <c8d_9501080931@tor250.org>
Source record: 173407

me > : Tell me, what have you done other than carp, whine, and
me > spread disinformation and abuse amongst us Atari users. I'd
me > love to hear

V > To be fair to Roger, he has helped HENSA's Atari section by
V > uploading quite a few pieces of software from Genie. Thanks
V > Roger.

Now if only Roger told me that, rather than to ignore my questions and heap abuse upon me (like calling me a liar in this conference) and my choice of a computer. Seems he's done SOME good for the Atari community at large - and I commend him for that.

V > As for his 'carping, whining," etc, he is entitled to his own
V > opinions...and from what I gathered, he is just complaining as
V > we all usually do privately, about Atari not upgrading their
V > machines...no support whatsoever. OK, I do admit though, that
V > most of this stuff should be in advocacy...so Rog, please take
V > most (if not all) of your whines to thast conf.

Maybe so - but when those opinions are half-baked, mistaken, and just plain WRONG, one has the right to correct another without having to endure torrents of abuse and insults. I'd like to hear Roger say "I was WRONG" for once when he's corrected, rather than to be instead getting from him "you're a liar who hates your Atari and wants to shoot the messenger - and you're probably a snotty teenager who uses STOS".

You're right about Roger taking his anti-Atari stuff to advocacy. It has no place in this conference, which is supposed to HELP other Atarians - not tear them down. I have nothing against constructive criticism here (and indeed we all have a beef with Atari Corporation's lackadaisical attitude towards their computers) - but I have something against rude behavior, wrong facts, and computer-baiting. Roger makes Ralph Mariano look like Miss Manners :)

On a lighter note, it looks like the Atari Computer Exposition (ACE) '95 show in Toronto, Ontario, Canada (April 1st and 2nd - no, this is NOT an April Fool's joke!) is going to be a real corker - word is System Solutions may be coming here with hardware (it's not been confirmed yet). Atari HAS CONFIRMED they're coming, and they may have a very positive surprise for us as well.

ACE is being put on by the Toronto Atari Federation (TAF), the group I belong to, which bears the distinction of being one of the largest (if not THE largest) user groups in North America, with at

last count 300+ members. The last ACE show back in '92 was a great success (it was the debut of MultiTOS and - in a backroom for the dealers and developers - the first viewing of the Falcon), and we're hoping that the '95 edition will be just as good, if not better. Even with the number of Atari-specific businesses and software houses going down in the last number of years, we're getting a significant number of businesses, programmers, and user groups confirming that they're coming - and quite a buzz going on in the NA Atari community (which is nothing compared to the European community).

I'd love to see you all there - you too, Roger :)

... Whatever it is, I'm against it! - Groucho Marx
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

335. Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 08:27:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <c8c_9501081146@tor250.org>
Source record: 173408

S > More and more lies again, I have never refered to GFA any
S > where on the Net, so no more lies PLEASE...

guess what, Roger - I'm not lying at all. But you seem to have a very short (or selective) memory - I remember distinctly you saying a few months ago (on this very net) that "GFA Basic is Crap - and used mostly by teenagers".

Idealistic I may be. And I'm definitely not perfect - in fact, I could well be mistaken. But I am NOT a liar. Watch it with your false accusations.

S > If you are not happy with your Atari I do suguest you get a
S > Better computer, may be a Acorn, as being English I prefer to
S > recommend English computers..

How many times must I have to tell you, Roger - I'm PERFECTLY HAPPY WITH MY STe! I'm PERFECTLY HAPPY WITH MY STE!. It does what I need it to do, and that's enough! And ONE CANNOT BUY ACORN HARDWARE AND SOFTWARE IN NORTH AMERICA!

It's YOU who are NOT HAPPY with your ST - and you DON'T HAVE THE RIGHT TO MAKE US ALL MISERABLE ABOUT IT! Go and buy your bloody Acorn, sell your ST, and leave us alone!

S > But I thought all snotty nosed Teenagers use STOS....

Again, you're being totally unfair to something you don't personally like - like teenagers and STOS. Nothing like a computer language bigot......

... You sick little monkey! - Ren
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

336. Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 08:27:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <c8c_9501081034@tor250.org>
Source record: 173409

S > More and more lies again, I have never refered to GFA any
S > where on the Net, so no more lies PLEASE...

guess what, Roger - I'm not lying at all. But you seem to have a very short (or selective) memory - I remember distinctly you saying a few months ago (on this very net) that "GFA Basic is Crap - and used mostly by teenagers".

Idealistic I may be. And I'm definitely not perfect - in fact, I could well be mistaken. But I am NOT a liar. Watch it with your false accusations.

S > If you are not happy with your Atari I do suguest you get a
S > Better computer, may be a Acorn, as being English I prefer to
S > recommend English computers..

How many times must I have to tell you, Roger - I'm PERFECTLY HAPPY WITH MY STe! I'm PERFECTLY HAPPY WITH MY STE!. It does what I need it to do, and that's enough! And ONE CANNOT BUY ACORN HARDWARE AND SOFTWARE IN NORTH AMERICA!

It's YOU who are NOT HAPPY with your ST - and you DON'T HAVE THE RIGHT TO MAKE US ALL MISERABLE ABOUT IT! Go and buy your bloody Acorn, sell your ST, and leave us alone!

S > But I thought all snotty nosed Teenagers use STOS....

Again, you're being totally unfair to something you don't personally like - like teenagers and STOS. Nothing like a computer language bigot......

... You sick little monkey! - Ren
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

337. Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 08:27:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <c8c_9501081340@tor250.org>
Source record: 173410

S > More and more lies again, I have never refered to GFA any
S > where on the Net, so no more lies PLEASE...

guess what, Roger - I'm not lying at all. But you seem to have a very short (or selective) memory - I remember distinctly you saying a few months ago (on this very net) that "GFA Basic is Crap - and used mostly by teenagers".

Idealistic I may be. And I'm definitely not perfect - in fact, I could well be mistaken. But I am NOT a liar. Watch it with your false accusations.

S > If you are not happy with your Atari I do suguest you get a
S > Better computer, may be a Acorn, as being English I prefer to
S > recommend English computers..

How many times must I have to tell you, Roger - I'm PERFECTLY HAPPY WITH MY STe! I'm PERFECTLY HAPPY WITH MY STE!. It does what I need it to do, and that's enough! And ONE CANNOT BUY ACORN HARDWARE AND SOFTWARE IN NORTH AMERICA!

It's YOU who are NOT HAPPY with your ST - and you DON'T HAVE THE RIGHT TO MAKE US ALL MISERABLE ABOUT IT! Go and buy your bloody Acorn, sell your ST, and leave us alone!

S > But I thought all snotty nosed Teenagers use STOS....

Again, you're being totally unfair to something you don't personally like - like teenagers and STOS. Nothing like a computer language bigot......

... You sick little monkey! - Ren
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

338. Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 08:27:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <c8c_9501080732@tor250.org>
Source record: 173411

S > More and more lies again, I have never refered to GFA any
S > where on the Net, so no more lies PLEASE...

guess what, Roger - I'm not lying at all. But you seem to have a very short (or selective) memory - I remember distinctly you saying a few months ago (on this very net) that "GFA Basic is Crap - and used mostly by teenagers".

Idealistic I may be. And I'm definitely not perfect - in fact, I could well be mistaken. But I am NOT a liar. Watch it with your false accusations.

S > If you are not happy with your Atari I do suguest you get a
S > Better computer, may be a Acorn, as being English I prefer to
S > recommend English computers..

How many times must I have to tell you, Roger - I'm PERFECTLY HAPPY WITH MY STe! I'm PERFECTLY HAPPY WITH MY STE!. It does what I need it to do, and that's enough! And ONE CANNOT BUY ACORN HARDWARE AND SOFTWARE IN NORTH AMERICA!

It's YOU who are NOT HAPPY with your ST - and you DON'T HAVE THE RIGHT TO MAKE US ALL MISERABLE ABOUT IT! Go and buy your bloody Acorn, sell your ST, and leave us alone!

S > But I thought all snotty nosed Teenagers use STOS....

Again, you're being totally unfair to something you don't personally like - like teenagers and STOS. Nothing like a computer language bigot......

... You sick little monkey! - Ren
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

339. Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 08:27:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <c8c_9501080136@tor250.org>
Source record: 173412

S > More and more lies again, I have never refered to GFA any
S > where on the Net, so no more lies PLEASE...

guess what, Roger - I'm not lying at all. But you seem to have a very short (or selective) memory - I remember distinctly you saying a few months ago (on this very net) that "GFA Basic is Crap - and used mostly by teenagers".

Idealistic I may be. And I'm definitely not perfect - in fact, I could well be mistaken. But I am NOT a liar. Watch it with your false accusations.

S > If you are not happy with your Atari I do suguest you get a
S > Better computer, may be a Acorn, as being English I prefer to
S > recommend English computers..

How many times must I have to tell you, Roger - I'm PERFECTLY HAPPY WITH MY STe! I'm PERFECTLY HAPPY WITH MY STE!. It does what I need it to do, and that's enough! And ONE CANNOT BUY ACORN HARDWARE AND SOFTWARE IN NORTH AMERICA!

It's YOU who are NOT HAPPY with your ST - and you DON'T HAVE THE RIGHT TO MAKE US ALL MISERABLE ABOUT IT! Go and buy your bloody Acorn, sell your ST, and leave us alone!

S > But I thought all snotty nosed Teenagers use STOS....

Again, you're being totally unfair to something you don't personally like - like teenagers and STOS. Nothing like a computer language bigot......

... You sick little monkey! - Ren
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

340. Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 08:27:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <c8d_9501081034@tor250.org>
Source record: 173413

me > : Tell me, what have you done other than carp, whine, and
me > spread disinformation and abuse amongst us Atari users. I'd
me > love to hear

V > To be fair to Roger, he has helped HENSA's Atari section by
V > uploading quite a few pieces of software from Genie. Thanks
V > Roger.

Now if only Roger told me that, rather than to ignore my questions and heap abuse upon me (like calling me a liar in this conference) and my choice of a computer. Seems he's done SOME good for the Atari community at large - and I commend him for that.

V > As for his 'carping, whining," etc, he is entitled to his own
V > opinions...and from what I gathered, he is just complaining as
V > we all usually do privately, about Atari not upgrading their
V > machines...no support whatsoever. OK, I do admit though, that
V > most of this stuff should be in advocacy...so Rog, please take
V > most (if not all) of your whines to thast conf.

Maybe so - but when those opinions are half-baked, mistaken, and just plain WRONG, one has the right to correct another without having to endure torrents of abuse and insults. I'd like to hear Roger say "I was WRONG" for once when he's corrected, rather than to be instead getting from him "you're a liar who hates your Atari and wants to shoot the messenger - and you're probably a snotty teenager who uses STOS".

You're right about Roger taking his anti-Atari stuff to advocacy. It has no place in this conference, which is supposed to HELP other Atarians - not tear them down. I have nothing against constructive criticism here (and indeed we all have a beef with Atari Corporation's lackadaisical attitude towards their computers) - but I have something against rude behavior, wrong facts, and computer-baiting. Roger makes Ralph Mariano look like Miss Manners :)

On a lighter note, it looks like the Atari Computer Exposition (ACE) '95 show in Toronto, Ontario, Canada (April 1st and 2nd - no, this is NOT an April Fool's joke!) is going to be a real corker - word is System Solutions may be coming here with hardware (it's not been confirmed yet). Atari HAS CONFIRMED they're coming, and they may have a very positive surprise for us as well.

ACE is being put on by the Toronto Atari Federation (TAF), the group I belong to, which bears the distinction of being one of the largest (if not THE largest) user groups in North America, with at

last count 300+ members. The last ACE show back in '92 was a great success (it was the debut of MultiTOS and - in a backroom for the dealers and developers - the first viewing of the Falcon), and we're hoping that the '95 edition will be just as good, if not better. Even with the number of Atari-specific businesses and software houses going down in the last number of years, we're getting a significant number of businesses, programmers, and user groups confirming that they're coming - and quite a buzz going on in the NA Atari community (which is nothing compared to the European community).

I'd love to see you all there - you too, Roger :)

... Whatever it is, I'm against it! - Groucho Marx
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

341. Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 08:27:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <c8d_9501080432@tor250.org>
Source record: 173542

me > : Tell me, what have you done other than carp, whine, and
me > spread disinformation and abuse amongst us Atari users. I'd
me > love to hear

V > To be fair to Roger, he has helped HENSA's Atari section by
V > uploading quite a few pieces of software from Genie. Thanks
V > Roger.

Now if only Roger told me that, rather than to ignore my questions and heap abuse upon me (like calling me a liar in this conference) and my choice of a computer. Seems he's done SOME good for the Atari community at large - and I commend him for that.

V > As for his 'carping, whining," etc, he is entitled to his own
V > opinions...and from what I gathered, he is just complaining as
V > we all usually do privately, about Atari not upgrading their
V > machines...no support whatsoever. OK, I do admit though, that
V > most of this stuff should be in advocacy...so Rog, please take
V > most (if not all) of your whines to thast conf.

Maybe so - but when those opinions are half-baked, mistaken, and just plain WRONG, one has the right to correct another without having to endure torrents of abuse and insults. I'd like to hear Roger say "I was WRONG" for once when he's corrected, rather than to be instead getting from him "you're a liar who hates your Atari and wants to shoot the messenger - and you're probably a snotty teenager who uses STOS".

You're right about Roger taking his anti-Atari stuff to advocacy. It has no place in this conference, which is supposed to HELP other Atarians - not tear them down. I have nothing against constructive criticism here (and indeed we all have a beef with Atari Corporation's lackadaisical attitude towards their computers) - but I have something against rude behavior, wrong facts, and computer-baiting. Roger makes Ralph Mariano look like Miss Manners :)

On a lighter note, it looks like the Atari Computer Exposition (ACE) '95 show in Toronto, Ontario, Canada (April 1st and 2nd - no, this is NOT an April Fool's joke!) is going to be a real corker - word is System Solutions may be coming here with hardware (it's not been confirmed yet). Atari HAS CONFIRMED they're coming, and they may have a very positive surprise for us as well.

ACE is being put on by the Toronto Atari Federation (TAF), the group I belong to, which bears the distinction of being one of the largest (if not THE largest) user groups in North America, with at

last count 300+ members. The last ACE show back in '92 was a great success (it was the debut of MultiTOS and - in a backroom for the dealers and developers - the first viewing of the Falcon), and we're hoping that the '95 edition will be just as good, if not better. Even with the number of Atari-specific businesses and software houses going down in the last number of years, we're getting a significant number of businesses, programmers, and user groups confirming that they're coming - and quite a buzz going on in the NA Atari community (which is nothing compared to the European community).

I'd love to see you all there - you too, Roger :)

... Whatever it is, I'm against it! - Groucho Marx
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

342. Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 08:27:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <c8c_9501080931@tor250.org>
Source record: 173543

S > More and more lies again, I have never refered to GFA any
S > where on the Net, so no more lies PLEASE...

guess what, Roger - I'm not lying at all. But you seem to have a very short (or selective) memory - I remember distinctly you saying a few months ago (on this very net) that "GFA Basic is Crap - and used mostly by teenagers".

Idealistic I may be. And I'm definitely not perfect - in fact, I could well be mistaken. But I am NOT a liar. Watch it with your false accusations.

S > If you are not happy with your Atari I do suguest you get a
S > Better computer, may be a Acorn, as being English I prefer to
S > recommend English computers..

How many times must I have to tell you, Roger - I'm PERFECTLY HAPPY WITH MY STe! I'm PERFECTLY HAPPY WITH MY STE!. It does what I need it to do, and that's enough! And ONE CANNOT BUY ACORN HARDWARE AND SOFTWARE IN NORTH AMERICA!

It's YOU who are NOT HAPPY with your ST - and you DON'T HAVE THE RIGHT TO MAKE US ALL MISERABLE ABOUT IT! Go and buy your bloody Acorn, sell your ST, and leave us alone!

S > But I thought all snotty nosed Teenagers use STOS....

Again, you're being totally unfair to something you don't personally like - like teenagers and STOS. Nothing like a computer language bigot......

... You sick little monkey! - Ren
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

343. Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 08:27:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <c8c_9501080531@tor250.org>
Source record: 173544

S > More and more lies again, I have never refered to GFA any
S > where on the Net, so no more lies PLEASE...

guess what, Roger - I'm not lying at all. But you seem to have a very short (or selective) memory - I remember distinctly you saying a few months ago (on this very net) that "GFA Basic is Crap - and used mostly by teenagers".

Idealistic I may be. And I'm definitely not perfect - in fact, I could well be mistaken. But I am NOT a liar. Watch it with your false accusations.

S > If you are not happy with your Atari I do suguest you get a
S > Better computer, may be a Acorn, as being English I prefer to
S > recommend English computers..

How many times must I have to tell you, Roger - I'm PERFECTLY HAPPY WITH MY STe! I'm PERFECTLY HAPPY WITH MY STE!. It does what I need it to do, and that's enough! And ONE CANNOT BUY ACORN HARDWARE AND SOFTWARE IN NORTH AMERICA!

It's YOU who are NOT HAPPY with your ST - and you DON'T HAVE THE RIGHT TO MAKE US ALL MISERABLE ABOUT IT! Go and buy your bloody Acorn, sell your ST, and leave us alone!

S > But I thought all snotty nosed Teenagers use STOS....

Again, you're being totally unfair to something you don't personally like - like teenagers and STOS. Nothing like a computer language bigot......

... You sick little monkey! - Ren
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

344. Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 08:27:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <c8c_9501080831@tor250.org>
Source record: 173545

S > More and more lies again, I have never refered to GFA any
S > where on the Net, so no more lies PLEASE...

guess what, Roger - I'm not lying at all. But you seem to have a very short (or selective) memory - I remember distinctly you saying a few months ago (on this very net) that "GFA Basic is Crap - and used mostly by teenagers".

Idealistic I may be. And I'm definitely not perfect - in fact, I could well be mistaken. But I am NOT a liar. Watch it with your false accusations.

S > If you are not happy with your Atari I do suguest you get a
S > Better computer, may be a Acorn, as being English I prefer to
S > recommend English computers..

How many times must I have to tell you, Roger - I'm PERFECTLY HAPPY WITH MY STe! I'm PERFECTLY HAPPY WITH MY STE!. It does what I need it to do, and that's enough! And ONE CANNOT BUY ACORN HARDWARE AND SOFTWARE IN NORTH AMERICA!

It's YOU who are NOT HAPPY with your ST - and you DON'T HAVE THE RIGHT TO MAKE US ALL MISERABLE ABOUT IT! Go and buy your bloody Acorn, sell your ST, and leave us alone!

S > But I thought all snotty nosed Teenagers use STOS....

Again, you're being totally unfair to something you don't personally like - like teenagers and STOS. Nothing like a computer language bigot......

... You sick little monkey! - Ren
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

345. Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 08:27:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <c8d_9501080136@tor250.org>
Source record: 173546

me > : Tell me, what have you done other than carp, whine, and
me > spread disinformation and abuse amongst us Atari users. I'd
me > love to hear

V > To be fair to Roger, he has helped HENSA's Atari section by
V > uploading quite a few pieces of software from Genie. Thanks
V > Roger.

Now if only Roger told me that, rather than to ignore my questions and heap abuse upon me (like calling me a liar in this conference) and my choice of a computer. Seems he's done SOME good for the Atari community at large - and I commend him for that.

V > As for his 'carping, whining," etc, he is entitled to his own
V > opinions...and from what I gathered, he is just complaining as
V > we all usually do privately, about Atari not upgrading their
V > machines...no support whatsoever. OK, I do admit though, that
V > most of this stuff should be in advocacy...so Rog, please take
V > most (if not all) of your whines to thast conf.

Maybe so - but when those opinions are half-baked, mistaken, and just plain WRONG, one has the right to correct another without having to endure torrents of abuse and insults. I'd like to hear Roger say "I was WRONG" for once when he's corrected, rather than to be instead getting from him "you're a liar who hates your Atari and wants to shoot the messenger - and you're probably a snotty teenager who uses STOS".

You're right about Roger taking his anti-Atari stuff to advocacy. It has no place in this conference, which is supposed to HELP other Atarians - not tear them down. I have nothing against constructive criticism here (and indeed we all have a beef with Atari Corporation's lackadaisical attitude towards their computers) - but I have something against rude behavior, wrong facts, and computer-baiting. Roger makes Ralph Mariano look like Miss Manners :)

On a lighter note, it looks like the Atari Computer Exposition (ACE) '95 show in Toronto, Ontario, Canada (April 1st and 2nd - no, this is NOT an April Fool's joke!) is going to be a real corker - word is System Solutions may be coming here with hardware (it's not been confirmed yet). Atari HAS CONFIRMED they're coming, and they may have a very positive surprise for us as well.

ACE is being put on by the Toronto Atari Federation (TAF), the group I belong to, which bears the distinction of being one of the largest (if not THE largest) user groups in North America, with at

last count 300+ members. The last ACE show back in '92 was a great success (it was the debut of MultiTOS and - in a backroom for the dealers and developers - the first viewing of the Falcon), and we're hoping that the '95 edition will be just as good, if not better. Even with the number of Atari-specific businesses and software houses going down in the last number of years, we're getting a significant number of businesses, programmers, and user groups confirming that they're coming - and quite a buzz going on in the NA Atari community (which is nothing compared to the European community).

I'd love to see you all there - you too, Roger :)

... Whatever it is, I'm against it! - Groucho Marx
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

346. Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 08:27:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <c8c_9501081432@tor250.org>
Source record: 173547

S > More and more lies again, I have never refered to GFA any
S > where on the Net, so no more lies PLEASE...

guess what, Roger - I'm not lying at all. But you seem to have a very short (or selective) memory - I remember distinctly you saying a few months ago (on this very net) that "GFA Basic is Crap - and used mostly by teenagers".

Idealistic I may be. And I'm definitely not perfect - in fact, I could well be mistaken. But I am NOT a liar. Watch it with your false accusations.

S > If you are not happy with your Atari I do suguest you get a
S > Better computer, may be a Acorn, as being English I prefer to
S > recommend English computers..

How many times must I have to tell you, Roger - I'm PERFECTLY HAPPY WITH MY STe! I'm PERFECTLY HAPPY WITH MY STE!. It does what I need it to do, and that's enough! And ONE CANNOT BUY ACORN HARDWARE AND SOFTWARE IN NORTH AMERICA!

It's YOU who are NOT HAPPY with your ST - and you DON'T HAVE THE RIGHT TO MAKE US ALL MISERABLE ABOUT IT! Go and buy your bloody Acorn, sell your ST, and leave us alone!

S > But I thought all snotty nosed Teenagers use STOS....

Again, you're being totally unfair to something you don't personally like - like teenagers and STOS. Nothing like a computer language bigot......

... You sick little monkey! - Ren
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

347. Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 08:27:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <c8d_9501080531@tor250.org>
Source record: 173548

me > : Tell me, what have you done other than carp, whine, and
me > spread disinformation and abuse amongst us Atari users. I'd
me > love to hear

V > To be fair to Roger, he has helped HENSA's Atari section by
V > uploading quite a few pieces of software from Genie. Thanks
V > Roger.

Now if only Roger told me that, rather than to ignore my questions and heap abuse upon me (like calling me a liar in this conference) and my choice of a computer. Seems he's done SOME good for the Atari community at large - and I commend him for that.

V > As for his 'carping, whining," etc, he is entitled to his own
V > opinions...and from what I gathered, he is just complaining as
V > we all usually do privately, about Atari not upgrading their
V > machines...no support whatsoever. OK, I do admit though, that
V > most of this stuff should be in advocacy...so Rog, please take
V > most (if not all) of your whines to thast conf.

Maybe so - but when those opinions are half-baked, mistaken, and just plain WRONG, one has the right to correct another without having to endure torrents of abuse and insults. I'd like to hear Roger say "I was WRONG" for once when he's corrected, rather than to be instead getting from him "you're a liar who hates your Atari and wants to shoot the messenger - and you're probably a snotty teenager who uses STOS".

You're right about Roger taking his anti-Atari stuff to advocacy. It has no place in this conference, which is supposed to HELP other Atarians - not tear them down. I have nothing against constructive criticism here (and indeed we all have a beef with Atari Corporation's lackadaisical attitude towards their computers) - but I have something against rude behavior, wrong facts, and computer-baiting. Roger makes Ralph Mariano look like Miss Manners :)

On a lighter note, it looks like the Atari Computer Exposition (ACE) '95 show in Toronto, Ontario, Canada (April 1st and 2nd - no, this is NOT an April Fool's joke!) is going to be a real corker - word is System Solutions may be coming here with hardware (it's not been confirmed yet). Atari HAS CONFIRMED they're coming, and they may have a very positive surprise for us as well.

ACE is being put on by the Toronto Atari Federation (TAF), the group I belong to, which bears the distinction of being one of the largest (if not THE largest) user groups in North America, with at

last count 300+ members. The last ACE show back in '92 was a great success (it was the debut of MultiTOS and - in a backroom for the dealers and developers - the first viewing of the Falcon), and we're hoping that the '95 edition will be just as good, if not better. Even with the number of Atari-specific businesses and software houses going down in the last number of years, we're getting a significant number of businesses, programmers, and user groups confirming that they're coming - and quite a buzz going on in the NA Atari community (which is nothing compared to the European community).

I'd love to see you all there - you too, Roger :)

... Whatever it is, I'm against it! - Groucho Marx
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

348. Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 08:27:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <c8d_9501081635@tor250.org>
Source record: 173549

me > : Tell me, what have you done other than carp, whine, and
me > spread disinformation and abuse amongst us Atari users. I'd
me > love to hear

V > To be fair to Roger, he has helped HENSA's Atari section by
V > uploading quite a few pieces of software from Genie. Thanks
V > Roger.

Now if only Roger told me that, rather than to ignore my questions and heap abuse upon me (like calling me a liar in this conference) and my choice of a computer. Seems he's done SOME good for the Atari community at large - and I commend him for that.

V > As for his 'carping, whining," etc, he is entitled to his own
V > opinions...and from what I gathered, he is just complaining as
V > we all usually do privately, about Atari not upgrading their
V > machines...no support whatsoever. OK, I do admit though, that
V > most of this stuff should be in advocacy...so Rog, please take
V > most (if not all) of your whines to thast conf.

Maybe so - but when those opinions are half-baked, mistaken, and just plain WRONG, one has the right to correct another without having to endure torrents of abuse and insults. I'd like to hear Roger say "I was WRONG" for once when he's corrected, rather than to be instead getting from him "you're a liar who hates your Atari and wants to shoot the messenger - and you're probably a snotty teenager who uses STOS".

You're right about Roger taking his anti-Atari stuff to advocacy. It has no place in this conference, which is supposed to HELP other Atarians - not tear them down. I have nothing against constructive criticism here (and indeed we all have a beef with Atari Corporation's lackadaisical attitude towards their computers) - but I have something against rude behavior, wrong facts, and computer-baiting. Roger makes Ralph Mariano look like Miss Manners :)

On a lighter note, it looks like the Atari Computer Exposition (ACE) '95 show in Toronto, Ontario, Canada (April 1st and 2nd - no, this is NOT an April Fool's joke!) is going to be a real corker - word is System Solutions may be coming here with hardware (it's not been confirmed yet). Atari HAS CONFIRMED they're coming, and they may have a very positive surprise for us as well.

ACE is being put on by the Toronto Atari Federation (TAF), the group I belong to, which bears the distinction of being one of the largest (if not THE largest) user groups in North America, with at

last count 300+ members. The last ACE show back in '92 was a great success (it was the debut of MultiTOS and - in a backroom for the dealers and developers - the first viewing of the Falcon), and we're hoping that the '95 edition will be just as good, if not better. Even with the number of Atari-specific businesses and software houses going down in the last number of years, we're getting a significant number of businesses, programmers, and user groups confirming that they're coming - and quite a buzz going on in the NA Atari community (which is nothing compared to the European community).

I'd love to see you all there - you too, Roger :)

... Whatever it is, I'm against it! - Groucho Marx
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

349. Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 08:27:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <c8d_9501080831@tor250.org>
Source record: 173550

me > : Tell me, what have you done other than carp, whine, and
me > spread disinformation and abuse amongst us Atari users. I'd
me > love to hear

V > To be fair to Roger, he has helped HENSA's Atari section by
V > uploading quite a few pieces of software from Genie. Thanks
V > Roger.

Now if only Roger told me that, rather than to ignore my questions and heap abuse upon me (like calling me a liar in this conference) and my choice of a computer. Seems he's done SOME good for the Atari community at large - and I commend him for that.

V > As for his 'carping, whining," etc, he is entitled to his own
V > opinions...and from what I gathered, he is just complaining as
V > we all usually do privately, about Atari not upgrading their
V > machines...no support whatsoever. OK, I do admit though, that
V > most of this stuff should be in advocacy...so Rog, please take
V > most (if not all) of your whines to thast conf.

Maybe so - but when those opinions are half-baked, mistaken, and just plain WRONG, one has the right to correct another without having to endure torrents of abuse and insults. I'd like to hear Roger say "I was WRONG" for once when he's corrected, rather than to be instead getting from him "you're a liar who hates your Atari and wants to shoot the messenger - and you're probably a snotty teenager who uses STOS".

You're right about Roger taking his anti-Atari stuff to advocacy. It has no place in this conference, which is supposed to HELP other Atarians - not tear them down. I have nothing against constructive criticism here (and indeed we all have a beef with Atari Corporation's lackadaisical attitude towards their computers) - but I have something against rude behavior, wrong facts, and computer-baiting. Roger makes Ralph Mariano look like Miss Manners :)

On a lighter note, it looks like the Atari Computer Exposition (ACE) '95 show in Toronto, Ontario, Canada (April 1st and 2nd - no, this is NOT an April Fool's joke!) is going to be a real corker - word is System Solutions may be coming here with hardware (it's not been confirmed yet). Atari HAS CONFIRMED they're coming, and they may have a very positive surprise for us as well.

ACE is being put on by the Toronto Atari Federation (TAF), the group I belong to, which bears the distinction of being one of the largest (if not THE largest) user groups in North America, with at

last count 300+ members. The last ACE show back in '92 was a great success (it was the debut of MultiTOS and - in a backroom for the dealers and developers - the first viewing of the Falcon), and we're hoping that the '95 edition will be just as good, if not better. Even with the number of Atari-specific businesses and software houses going down in the last number of years, we're getting a significant number of businesses, programmers, and user groups confirming that they're coming - and quite a buzz going on in the NA Atari community (which is nothing compared to the European community).

I'd love to see you all there - you too, Roger :)

... Whatever it is, I'm against it! - Groucho Marx
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

350. Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 09:11:04 UTC
From: m9003@abc.se
Message-ID: <3ellr8$lv5@oden.abc.se>
Source record: 173522

```
Does anyone here know when Magic for Falcon will be released ?
```

Martin R&#65533;ssel
M'Ros - Cubase Audio F030 Beta Tester
IN DEEP STUDIOS
Stockholm - Sweden

351. Re: Llamazap- What kind of controllers?

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 09:54:18 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <3eloca$pqe@vishnu.jussieu.fr>
Source record: 173524

You NEED a Falcon/Jaguar joypad. At least my 2 years old-nearly-finished-demo-version did. However, several games use this pad now : Moon Speeder, Super Bomberman (I haven't finished it yet, but a playable demo version is ftpable on ftp.cnam.fr , though it doesn't manage the joypads (the latest version does, however, but it's still at home, sorry ;)), and other upcoming games such as Aazohm Krypt (is it well written ? I doubt...)

MB.

352. Re: Stardust

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 10:19:02 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <3elpqm$pqe@vishnu.jussieu.fr>
Source record: 173423

> Oh yeah, and I've yet to find any bugs in it other than a couple of
> minor spelling mistakes! I'm well known for my ability to find problems
> with programs, something my coder friends get quite sick of, and
> Stardust has so far passed the test! ;-)

Could you then try my demo of Super Bomberman (available on ftp.cnam.fr
)? It's NOT the last version, it still has minor bugs, corrected in the last version), but any
criticism (or compliment ;) is welcome...

MB.

353. Anyone help with computer

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 11:09:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <da6_9501120832@tor250.org>
Source record: 173418

> I am looking to jump from my 1040stf to something quite bigger but am
> weary of going IBM. I like a lot of the nics and nacs of Atari's. I
> was wondering if anyone had any substantial info on the Falcon...Like
> how easy is it to upgrade to 040? Do they have any new plug-in boards
> other than the 286 one (ie. 386 or even 486 like the flyer says!)? I
> have also heard a few blips about Medusa...What exactly is it and does
> anyone have any solid info on it. Like is it for sale to the States?
> or does FCC have shit about it like they did for so long with the STe?
> If anyone can help me out with this I would really appreciate it.
> Also
> if anyone can tell me more about the TT...I don't have any info on the
> TT...well real info anyhow.

The Medusa is a suped up TT. It's got a 64 MHz 68030 processor, and some other nice goodies. I belive it's built by Lexicor.

Remember to consider the software you want to run first before buying a computer. It's always best to determine what function you want your computer to serve and then taylor the configuration of that machine to your needs.

Later...

... OFFLINE 1.52
--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

354. Re: Calamus and PS

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 11:09:41 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0701950313130001@tsa-39.ucsc.edu>
Source record: 173525

> Postcript has nothing to do with the printer's capability to do a
> resolution smoothing. I use H-P Laserjet IIIP, which has 300 dpi
> + RET, and the RET works for *every* program - it is set up in the
> printer menu, not from the program. And I suppose the Apple printers are
> HP's with a new logo and PS/Appletalk.

No - in this case, you have a software layer much like PostScript, only
not as complicated - HP's PCL Level 5. You can use RET on those printers
because the computer is sending vector data to the printer, too.

> Calamus SL offers color separation, Pantone colours, colour printing in any
> resolution - If you need it, there's a module for it.

I'm well aware of that.

> File sizes of eg. pages that are saved as 24-bit TIFF's are big, but there
> are always removable media - you need it for PS as well, as there are
> nearly always raster graphics with documents.

No argument with that, either. However, it should be obvious that, unless
the entire page is a raster image, a vectorized representation of the
portions that aren't raster image is much smaller than the equivalent
raster image, and resolution / printer independent to boot.

> >Calamus SL is nice if you can buy one of the high end output devices that
> >it directly supports. Otherwise, it's not too useful.
>
> I thought we were talking about PS-printing vs. Raster printing, and not
> about how "useful" Calamus SL is. You can get a PS-module for it, if you
> need it. :-) I'm not saying that PS is not good, but if you need true
> WYSIWYG, it's "not so good" in some cases, due to font substitution and
> translating devices.

That's why PS files are often made with embedded fonts, to avoid font
substitution. I have no idea what you mean by "translating devices."

Consensus seems to be that SL's PS module is not that great. (Caveat:
haven't tried it myself.)

```
+-------------------------------------------------------------+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+-------------------------------------------------------------+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+-------------------------------------------------------------+
```

355. Re: Calamus and PS

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 11:17:42 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0701950321130001@tsa-39.ucsc.edu>
Source record: 173526

In article <FAGUEFVAUP@galaxy.owl.de>, neptune@galaxy.owl.de wrote:

> >driver for all PS printers. Plus, programs like Calamus SL don't
> >represent pages internally as raster data; they use vector objects for
> >everything (except of course for the images in raster frames).
>
> One BIG advantage of Calamus IMO. You can zoom deeply in to every object and
> it is still very fast. You can position objects _very_ exact. You cannot do
> this with QuarkXPress, can you?

No idea, not having used QuarkXPress. However, I seriously doubt that it lacks the ability to position objects precisely. It, like Calamus, uses vector objects, so there's no reason why it shouldn't allow precise object placement. As for speed, that depends entirely on how good the respective programmers are, and the speed of the machines being used (obviously, Atari is seriously behind in that regard).

> So? If you print e. g. on a HP with RET, you have the same edge-finetuning as
> you've mentioned it. But this is entirely done by the printer (smaller or
> bigger pixels by manipulating the focus of the laserbeam).

HP's with RET use PCL Level 5 and/or PostScript. PCL L5 is a page-description language somewhat like PostScript; the printer takes care of vector object rasterization whether it is using PCL or PS.

> You can do that with Calamus as well. One big problem of PS are the different
> implementations in the printers. Not all models use the original Adobe-chip
> but a cheaper clone. That often causes all sorts of problems.

Actually, it's not an Adobe chip, but their software (PS is just a software program that runs on the printer's onboard processor). They have versions for all the major processors used in printer controllers, like the AMD 29000 series and Intel i960 series. And it is true that cheap clones sometimes cause problems - but since it's usually not much more expensive to get a printer with Adobe PostScript, that should not be a problem for most people.

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

356. Re: Falcon 040

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 11:34:48 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0701950338170001@tsa-39.ucsc.edu>
Source record: 173529

In article <3el5rf$hoa@gumby.cc.wmich.edu>, obryan@gumby.cc.wmich.edu (Joan O'Bryan) wrote:

> I disagreed with this because of what I had been hearing in a number of
> venues, including MacUser and MacWeek. In fact, I had read that Apple
> had already come up with an improved ROM version of the 680x0 emulator,
> which was "twice as fast" bringing it up to mid-range 68040 performance,
> but that they were reluctant to release it because they felt it would
> reduce the motivation for developers to do native ports and get a big
> speed boost.

Actually, nobody has anything but rumors that such a magic bullet emulator exists. And none of them are real conclusive about whether it's actually finished or not. (It can be real tough to release a new emulator for Apple; they have to make sure that it meets the same high compatability standards as the current emulator, even though it will probably be using an exotic dynamic recompilation technique. The current emulator operates on the traditional method of decoding a 68K instruction and calling the appropriate handler routine to execute it. It's damn fast for that kind of technique; I have immense admiration for the people who programmed that emulator.)

Furthermore, there seems to be no shortage of developers willing to port. The writing is obviously on the wall for 68K Macs, what with only one Quadra model left in production (a couple other 040 products in the Performa versions are also still being produced). I think there's at least an equal pressure on Apple to improve emulation, so that no real reason remains to stay on 68K Mac. (If they double current emulation performance, I'm pretty sure that *every* PowerMac model will outperform a 33 MHz Quadra in 68K performance. Native mode performance would also increase, because the OS is not completely native yet, and any increase in emulation speed thus speeds up the OS.)

> [As a further (unscientific) side note, my wife just replaced her 32 MHz
> Quadra 660 AV at work with a PowerMac 7100/66, and felt that the PowerMac
> was "somewhat slower", which tends to support Hutch's general theme.]

If and only if she runs non-native software. The instant you switch, the difference will be *quite* noticeable.

> You mention later that a PR of 1.0 is equal to a 25 MHz 68040, so I'm
> wondering how a 28% clock speed increase gave you a 53% performance
> boost?

The baseline machine used for the PR rating in Speedometer (a Quadra 605, I think) does not have as fast a memory subsystem as the Quadra 660AV (the

machine mentioned as being tested). Video performance on the 660AV/840AV machines is also better than any other Quadra, since those two machines represent the ultimate evolution of Quadra motherboard video.

```
+-------------------------------------------------------------+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+-------------------------------------------------------------+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+-------------------------------------------------------------+
```

357. Re: MicroVitec Cub 895 on an ST?

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 13:11:48 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAHNDAURUP@galaxy.owl.de>
Source record: 173532

In <789421671snz@tauzero.demon.co.uk> Mike Fleming wrote:

>> Some older monitors (e. g. NEC 3D) were able to do that. Newer models don't
>> even sync to ST-high.

>You need a horizontal freq that will go down to 15kHz to do low-res. Mid-res
>and hi-res are both 30kHz horizontal. Vertical needs to be from 50Hz (lo + mid)
>to 72Hz (hi-res).

Ah, uhm, I don't think your assumption on mid-rez is quite correct. BOTH lo-
and mid-rez have 200 lines.

And the refresh-rate is determined my the monitor's bandwidth.

x y rf hz px

640 x 400 w/71hz ~32khz x 640 ~20.5mhz bandwidth
640 x 200 w/50hz ~12khz x 640 ~ 7.7mhz bandwidth
640 x 200 w/60hz ~14khz x 640 ~ 8.9mhz bandwidth
320 x 200 w/50hz ~12khz x 320 ~ 3.8mhz bandwidth
320 x 200 w/60hz ~14khz x 320 ~ 4.5mhz bandwidth

x and y are quite obvious. rf=refresh. hz=horizontal frequency. px=pixelclock

>I had one SVGA monitor working fine on my ST, but haven't been so successful
>with my current one - partly because it won't sync down to 15kHz.

Which is perfectly ok. SVGA is 640 x 480 with 256 colors and 60hz refresh.
That makes hz ~ 33khz with px ~ 22mhz.

And a nice 1,024 x 768 with 75hz refresh would require a hz of roughly 64khz.
That's what makes those 17" so expensive.

Don't nail me with those figures. Real-world might differ. But esp. "hz"
should be a value to dertermine whether the monitor in question is able to
sync all ST frequencies.

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

358. TOS 1.0 on disk ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 13:15:06 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <01071995.131506@empyr.dircon.co.uk>
Source record: 173533

Hi, does anyone know where I can get a copy of TOS 1.0 on disk ?

Reason: I'm having some software probs after recently upgrading from 1.0 to 1.4 and would like to try running 1.0 from disk to see if it sure the problems.

VQWK 6.20 [Rev H - 04/04/94]

359. Re: Calamus and PS

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 14:09:46 UTC
From: contacts@mits.mdata.fi
Message-ID: <3em7ba$p5o@prime.mdata.fi>
Source record: 173534

In article <bwanga-0701950313130001@tsa-39.ucsc.edu>,
Tim Seufert <bwanga@cats.ucsc.edu> wrote:
>> Postcript has nothing to do with the printer's capability to do a
>> resolution smoothing. I use H-P Laserjet IIIP, which has 300 dpi
>> + RET, and the RET works for *every* program - it is set up in the
>> printer menu, not from the program. And I suppose the Apple printers are
>> HP's with a new logo and PS/Appletalk.
>
>No - in this case, you have a software layer much like PostScript, only
>not as complicated - HP's PCL Level 5. You can use RET on those printers
>because the computer is sending vector data to the printer, too.

Calamus SL sends the page as a TIFF-dump to my HPLJIIIP, and the curves get
still RET'ted. HPLJIIIP has also PCL-5, I don't know how many programs
actually use it.

>No argument with that, either. However, it should be obvious that, unless
>the entire page is a raster image, a vectorized representation of the
>portions that aren't raster image is much smaller than the equivalent
>raster image, and resolution / printer independent to boot.

Of course, but these days the matter of size is becoming less and less
important.

>> need it. :-) I'm not saying that PS is not good, but if you need true
>> WYSIWYG, it's "not so good" in some cases, due to font substitution and
>> translating devices.
>
>That's why PS files are often made with embedded fonts, to avoid font
>substitution. I have no idea what you mean by "translating devices."

I mean eg. PS-printer's inbuilt program which translates PS to raster.
If you have older-level PS-printer, you get wrong output (or rather
no output at all).

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

360. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 14:17:59 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3em7qn$eh8@aggedor.rmit.EDU.AU>
Source record: 173535

: One might consider sending mail to

: postmaster@kosmos.wcc.govt.nz

: to make things clear.

: Just a thought ...

Now that is being just plain vindictive!!!! The guy has his opinions, we
may not agree with them, but he has done nothing SERIOUSLY wrong.
(I never thought i'd stick up for your Roger!!!).

It is a Free world, not like some parts 50 years ago!!!!

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

s9205525@otto.bf.rmit.edu.au

361. Re: Good Mail Reader ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 14:28:11 UTC
From: "blacfire@crl.com" <blacfire@crl7.crl.com>
Message-ID: <Pine.SUN.3.91.950107062241.14097B-100000@crl7.crl.com>
Source record: 173536

On Mon, 2 Jan 1995, Jesper Kock wrote:

> Date: Mon, 02 JAN 95 11:03:00 +0100
> From: Jesper Kock <jesper.kock@kockens.ct.se>
> Newgroups: comp.sys.atari.st
> Subject: Re: Good Mail Reader ?
>
> In a strange ;) little msg Kevan Winch wrote:
>
> KW> Hi,
> KW>
> KW> Opinions please....
> KW>
> KW> What is a good Mail Reader ? I use MT-QWK at the moment, which is ok,
> KW> but not a touch on Bluewave on the PC. Anyone suggest something good ?
> KW> That's also shareware ?
> KW>
>
> Use Captains QWK reader.. It should be availible on most BBS'es
> and FTP sites.It is by far the best QWK reader/writer to Atari.
>
> Grtz from Sweden:
> ____
> /______ | \
> |(ST) jesper.kock@kockens.ct.se | "To boldly go were no |
> | |____| | man has gone before" |
> |< oo > WiZZard on -*-Kockens BBS-*-| |
> | |__/| | - Kirk |
> | ____/ ATARI ONLY +46-46-250256 | |
> _____________________________________|_____________________________/
>
>
>
>

Have you ever tried Mountain Reader II ?It the very best for all of
offline reading but it's not free or shareware. I think it cost about $30
or $40 but it supports everything you can think of including bluewave,
very user friendly and stable. I just paid for a copy and I'm waiting for
it to come in the any day now. You just can't beat it!

blacfire@crl.com

362. Re: Problems with Flash version 2.2

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 14:41:37 UTC
From: "blacfire@crl.com" <blacfire@crl7.crl.com>
Message-ID: <Pine.SUN.3.91.950107063232.14097C-100000@crl7.crl.com>
Source record: 173537

On Thu, 5 Jan 1995, John William Stanmeyer wrote:

> Date: Thu, 5 JAN 1995 04:23:44 GMT
> From: John William Stanmeyer <jws4p@fermi.clas.Virginia.EDU>
> Newgroups: comp.sys.atari.st
> Subject: Problems with Flash version 2.2
>
> I've been trying to use the IBM character set option of Flash 2.2 while
> connected to various ANSI bulliten boards but the IBM graphics characters
> only come out as normal characters, letters, and symbols, etc. Anybody
> else out there experience this problem, and a solution hopefully? I
> assume that I do not have to have to load anything special besides Flash
> to get it to work. Thanks in advance.
> -John Stanmeyer
>
> --
> John Stanmeyer/jws4p@virginia.edu/504 Rugby Rd Ch'ville VA 22903/804-979-5457
>
>
I have Flash 2.2 and everything is great!! You need to change your
charector codes to 8 bit instead of the 7 bit recomended, because it was for
calling atari supported bbs. Do this in the terminal menu, and make sure you
also have the terminal set to ansi and the IBM charector set selected in
the MORE TERMINAL OPTIONS selection at bottom of the terminal menu screen.

Good luck and mail me back to let me know things worked or if you need
more help. My e-mail address is below.

blacfire@crl.com

363. Re: Spectre GCR 3.1 ad in Toad catalog???

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 14:56:13 UTC
From: lando5@iii1.iii.net
Message-ID: <2f0e55aca75050@iii1.iii.net>
Source record: 173538

selick@acs2.bu.edu (selick@acs2) had the audacity to write:

>I just got a catalog from Toad Computers today in the mail, and it
>has on page 32 an ad for Spectre GCR v3.1, supporting system 7! And,
>it talks about a v3.2 right around the corner, maybe supporting the
>Falcon!
>
>Didn't I just read that Gadgets went under? How can one
>obtain this new version?

It's likely that, due to publishing lead times, the information in
the ad was based on _projected_ delivery dates, given before Gadgets
filed for bankruptcy. If Gadgets didn't ship it before they closed
down, then you can't get it...

--
+-------------------------------+----------------------------+
David Anderson	"Remember...no matter where
Producer-type Guy	you go...there you are."
"Addams & Doyle"	--Buckaroo Banzai
WBCS-FM (Country 96.9)/Boston	
+-------------------------------+----------------------------+

364. Re: Problems w/ Obsession on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 15:20:36 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3embg4$5o6@dux.dundee.ac.uk>
Source record: 173540

Michael Brunnstrom (michael.brunnstrom@toxic.ct.se) wrote:
: Hi Andrew Lonsdale, how are you

: 15-Dec-94 18:35, Andrew Lonsdale wrote to All
: Subject: Re: Problems w/ Obsession on coverdisk

: AL> From: lonsdale@acri.fr (Andrew Lonsdale)

: AL> It works OK on my MegaSTE 2M but I have no score board.
: AL> This is interesting because the mag invites you to send
: AL> in your highest score!
: AL> Andy

: Hmmm... you don't see a scoreboard, is it totaly black below the table
: or is the bottom of the table at the bottom of the screen on your monitor?
: What I wonder is are there space between the table and the screen for a 32
: pixels height score board?

: Greetings from Michael Brunnstrom

I too have a problem runing it on my falcon.
It imply resfuses to work, then the entire screen goes weird.
Ie the obss. screen is all screwed up.

Rod
--
--
Seasons greetings.

365. Help NEEDED Hooking up NONatari MonoMonitor

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 16:25:41 UTC
From: MARSALONE@news.delphi.com
Message-ID: <3emfa5$h6b@news2.delphi.com>
Source record: 173541

Hello, I have some monochrome monitors available to me.
I wish to hook one up to my ST instead of using that lame composite
cal. The only problem is that they are from IBMs. I dig that I'll
need to hack a cable. But what kind of monitor can I use...
Standard MDA monochrome, monochrome VGA, or what?????

I see that the ST cranks out 640x400 in mono mode. But what are
the Horiziontal and Vertical scanning frequencies required to display
mono??

Any help or directions to FAQs would be greatly appreciated.
Thanks.

366. What are the HI-RES scanning frequencies? for ST.

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 16:28:32 UTC
From: MARSALONE@news.delphi.com
Message-ID: <3emffg$ha8@news2.delphi.com>
Source record: 173414

WHat are the scanning frequencies for the high resolution monochrome
mode on the Atari ST. Both Horizontal and Vertical freqs...

Thanks you.

367. Re: MPEG Players

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 16:35:28 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.349z&QXiHCQ@semprini.waterloo-rdp.on.ca>
Source record: 173415

In <3e95gr$44p@lastactionhero.rs.itd.umich.edu>, John T. Chung writes:
>Are there any good MPEG or QUicktime players available for the ST?

You're kidding, right? I've got a '486dx2/66 at work with 16M of RAM,
OS/2, and a local-bus video card, and it can barely play MPEGs at a
reasonable speed.

Good luck doing it on an ST; even a TT would have problems. A Falcon
could pull it off, but only if it used the DSP.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

368. Atari User Group List - reformatted!

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 17:41:15 UTC
From: sirsmedley@delphi.com
Message-ID: <Zg1b417.sirsmedley@delphi.com>
Source record: 173422

The Atari Community E-mail Address Book
Revised 7-Jan-95

Hello all! This list has been compiled to provide Atarians worldwide with the addresses to contact other members of our ever-changing Atari community. The first half of this list is user groups. For those groups with multiple e-mail addresses, the first is usually the primary contact. The second half of this list is significant members of the Atari community.

If you have any changes, additions, or suggestions, please contact me via private e-mail. My addresses are listed under AUNT.

Dan Mazurowski, AKA Sir Smedley
Semi-official e-mail contact for AUNT

PS - This list may be printed and distributed at will, though I would like credit for compiling it. Please be sure to contact me for the latest update, as I won't post every minor change.

-=-=-=

KCAC Kansas City Atari Connection
cysco@tyrell.net Jeffrey Krzystow, Pub Lib

NEOSTAG North East Ohio ST Atari Group
ab164@yfn.ysu.edo Tom Lamparty, Sec & Treas

NSACUG Nova Scotia Atari Computer User Group (Halifax, Nova Scotia)
brian.h@genie.geis.com Brian Harvey, Pres.
ab380@cfn.cs.dal.ca Len Mitchell, Sec & Treas

PAC Portland Atari Club
Martin.Crommie@f79.n105.z1.fidonet.org Martin Crommie, Sysop
Max.Denebian@f318.n105.z1.fidonet.org Max Denebian, Sec

SAGE Spectrum Atari Group of Erie (Erie, PA)
dpm@mpd.lord.com D. Mcguire, Pres & Sysop

SCAT Suburban Chicago ATarians
nickd@vpnet.chi.il.us Nick Dimasi, Pres
TURBONICK@delphi.com Nick's alternate address

TAF Toronto Atari Federation (Canada)
zaleska@io.org ???, Pres
schrist@io.org Stephen Christian, ST VP

WAACC Western Australia Atari Computer Club (Yokine, W. Australia)
Lance@perth.DIALix.oz.au Lance H. Barrett

WAUG Washtenaw Atari User Group (Washtenaw, MI)
molin@atari.archive.umich.edu Michael Olin, Treas

YAC Yolo Atari Club (Davis, CA)
szhays@dale.ucdavis.edu Eric Hays, VP

-=-=-=

ICD Inc. icdinc@delphi.com Atari HD utilities, etc.
Id Software help@idsoftware.com Jag developers
american@idsoftware.com American Mcgee
shawng@idsoftware.com Shawn Green
Interplay Software jsp@netcom.com John Price, Programmer
Jaguar list jaguar-l@ctrc.fs.saci.org Jag mailing list
listserv@ctrc.fs.saci.org Subscription & help addr.
tony@vtplace.idde.saci.org Tony Maxwell, list adm.
Keylard, Frans FKEYLARD@ewu.edu TT & Jag owner
Level 7 Software jschlich@ecst.csuchico.edu Jeff Schlicht
Lexicor ysiu@lexicor.com Yat Siu
Photosurrealism ab@nova.cc.purdue.edu Al Braunsdor, Programmer
Pixel Satori DB@CHO004.CHO.GE.COM Duncan Brown, Programmer
Rainmaker Software rmaker@onramp.net Jaguar & PC developers
bkelsch@rainmaker.win.net K. Bryan Kelsch
Rebellion Software rebel@cix.compulink.co.uk Jaguar developer
Shiny Entertainment ccmshe!aastor@netcom.com Game developer
Sinister Dev mike@sindev.demon.co.uk Mike Watson, Programmer

369. Looking for UNIX-QWK Reader.

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 17:54:11 UTC
From: koschuet@brahms.fmi.uni-passau.de
Message-ID: <3emkg3INNon0@news.rz.uni-passau.de>
Source record: 173416

Hello,

I'm looking for a QWK-Reader to read Pakets created with uqwk V1.8.

I tried mt_qwk_r, kivi 1.16 and cqwke22 but none of them worked, all
crashed after extracting the QWK-Paket ...

So, could someone please suggest me another reader or tell me what may be
wrong with my QWK-Pakets ?

Thanks in advance !

Bye
Dirk

Ps.: Please respond via Mail, our News-System dosn't get all articles ...

****
If a listener nods his head when you're explaining your program, wake
him up.

EMail: Koschuetzki@FMI.Uni-Passau.de
****

370. Re: Power Supply Board

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 18:32:56 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-FAHTAIUW@ttgk.textlitho.nl>
Source record: 173434

In <FAGUEFVMUP@galaxy.owl.de> Hendrik Mylius wrote :

>Remove the mains-supply and move the switch a couple of times. This might
>remove the resedue from the surface. If you have someone to take a closer look
>in to the PSU you could use some contact spray as well. And move the switch
>again. Let the spray dry and then reconnect it back to the mains and give it
>another go.

No,no !! Never use contact spray in mains switches!
The solvents and chemichals are highly flammable, even when it seems to
have dried up it is still flammable. So for high voltage (mains) switching
stuff, NEVER use contact sprays !!
If you can take the switch apart, you may have some luck with a glassfiber
pen to clean the contacts, otherwise just replace the switch.
Believe me, I know, I've seen lot's of nearly burned out TV sets in which
the owner tried a contact spray in the mains switch....
For low voltage OK, but for mains, never.

Gert

--

-- --
Atari TT-Point
-- --

371. Re: Problems With Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 19:13:59 UTC
From: npetrlik@public.srce.hr
Message-ID: <3emp5n$aqc@nippur.irb.hr>
Source record: 173419

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
: In article <3ekuhi$kif@nippur.irb.hr>, npetrlik@public.srce.hr (Neven Petrlik) writes:
: >
: >
: > Hi To All !
: >
: >
: > I'll try to explain my problem:
: > -------------------------------
: >
: > Is this is a mistake of a floppy disc, or a controller's mistake?
: > ...or could be something worse ?

: Your Track Zero senser could be out, or your disk drive is no able
: to handle 83 tracks, so try running DC max track I think its called,
: the controler IC does not know if it on 80 or 83 when the disk is blank, it
: sends the head to the end stop, then formats in, but if it can't handle 83
: tracks, it will come up with the Track zero error....

: Sony drives only get 82 tracks....
My drive is EPSON, and I've tested it with Predator (or DC max,
whatever) and max number is 83 !! (00-83)

The Problem ISN'T IN FORMAT PROGRAM, ALL the formatting prgs
coming up with same error message ("Floppy head reached track 0").

I'll try to REPEAT AGAIN:

The problem also occures when I try to format disk to only
80 tracks, 9 sectors !!

Hope someone will help me ...

372. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 19:33:52 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.lIlX_yP6J0M@semprini.waterloo-rdp.on.ca>
Source record: 173420
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <DARYL.95Jan4205744@elf.adept.ih.att.com>, 55000-Daryl Monge(ih1439 writes:
>In article <FAEADGVCUP@galaxy.owl.de> neptune@galaxy.owl.de (Hendrik Mylius) writes:
>
>
> >Mac has the same problem, however F030 is quite new product so the
> >applications for it are new too. Then what would be a problem to
> >recompile it to PPC?!?
>
> Because the PPC is an *entirely* _different_ cpu. If it were that easy as you
> naively believe, why are so little applications available as PPC-native
> binary? 68k's and PPC's are not binary compatible. A simple re-compilation
> wouldn't be enough.
>
>In theory, you are wrong. A recompile should be the only thing required.
>In practice, you are correct. Mostly this is due to developers doing
>clever things that violate good programming rules and to the OS provider
>for making incompatiblities in the "toolbox" library support.

Unfortunately, you're overlooking one other problem... all of the
developers are gone. Who'd recompile Atari apps to be PowerPC-native?
I'll bet the source code for things like WordWriter II and other older
Atari apps have disappeared.

Newer apps like Papyrus could be recompiled, but who'd be buying the
systems?

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

373. California Raisins

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 20:00:14 UTC
From: Don.Schmidt@f79.n105.z1.fidonet.org
Message-ID: <789717771.AA04210@jina.rain.com>
Source record: 173421

```
JA> Does anyone know of an Internet site or BBS that has the file
JA> RAISINS.SEQ, which is an animation of the "California Raisins"
JA> of the 1980s?

You are welcomed to call the Bear Cavern on (206) 573-2054 till May
15th then the area code of (360) will be mandetory.

Look for RAISINS.ZIP, file number 596

... Pentium accuracy: 4195835-(4195835/3145727) * 3145727 = 256 +/-
___ Mountain Reader II - #Beta 001
```

374. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 20:28:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3emtgg$5hi@darkstar.UCSC.EDU>
Source record: 173427

In <3el97f$6jl@earth.usa.net> ross@earth.usa.net (Frederick Matzen) writes:

>Programmers produce "Crappy" programs, not programming languages.
>There are ways to right ANY program to make it crash on any system
>other than the one it was intended for. Besides, look at how many
>games will not work on the TT or the Falcon or even an STe. Does this
>mean they were writing in a BASIC language ? And I can name several
>(if not lots) of very good programs that may not run with Multi-Tos
>or Speedo or Geneva or Magic.
>If you can argue any of these points, please go ahead, show your
>ignorance again.

Untrue. While much responsibility resides with the programmer, if a language
developer creates a language where the standard memory handling routines
were all illegal and broke under MTOS, who is to blame?

If a programming language has graphics routines that only work in ST-Low
resolution, who is to blame when they break on a Falcon?

A person developing a compiler shoudl have as their goal creation fo standard,
universal programs for the platform they are developing on. Just is one should
excpect from programmers developing applications in C, which has the power to
allow users to develop poor or good programs, depending on the library.

~Chris

(p.s. my "examples" were not meant in any way to be related to any particular
programming language. They were simply the first 2 things I coud think of)

>---
>* Kivi (unregistered) 1.16 *
>--

--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

375. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 20:29:48 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3emtjs$5i2@darkstar.UCSC.EDU>
Source record: 173428

In <3em7qn$eh8@aggedor.rmit.EDU.AU> s9205525@otto.bf.rmit.edu.au (Glenda Moon) writes:
>Now that is being just plain vindictive!!!! The guy has his opinions, we
>may not agree with them, but he has done nothing SERIOUSLY wrong.
>(I never thought i'd stick up for your Roger!!!).

>It is a Free world, not like some parts 50 years ago!!!!

Actually, if his messages are off-topic (and they are for atari.st. he should
move to .advocacy, where the babbling "you losers" messages belong) we do have
the right to complain to his postmaster about improper use of Usenet.

~Chris

```
> __ __ __ ___
> __ / /__ / / ___ / |/ /__ ___ ___
> / // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
> \___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
>
>
> s9205525@otto.bf.rmit.edu.au
>
>
--
__ /\ __
__\/__\/__
\_||_/
/__||__\
// \ | \\
\|
```

376. Re: Calamus and PS

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 20:34:18 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0701951237500001@tsa-38.ucsc.edu>
Source record: 173431

In article <3em7ba$p5o@prime.mdata.fi>, contacts@mits.mdata.fi (Pekka Saarinen) wrote:

> Calamus SL sends the page as a TIFF-dump to my HPLJIIIP, and the curves get
> still RET'ted. HPLJIIIP has also PCL-5, I don't know how many programs
> actually use it.

The Apple printer does this too. However, it doesn't always produce great results, since when it tries to smooth a bitmap image, it doesn't have the best information on what the curves should be. That's the point - to get the best smoothing / resolution enhancement, the pritner needs to be sent vector data, so that the enhancements it performs are guaranteed to be correct. You're taking a chance when sending it raster data that the edge detection algorithms work well enough to produce good results.

> I mean eg. PS-printer's inbuilt program which translates PS to raster.
> If you have older-level PS-printer, you get wrong output (or rather
> no output at all).

Just as a PCL level 3 printer like the DeskJet 500 cannot print PCL level 5 graphics. In both cases the solution is to use a lower level driver or change the driver settings to match the printer being used.

One interesting thing is NeXT: it uses Display PostScript as the screen imaging model, and PostScript as the printing model. That means that printing is very simple for the programmer: you just send PS data to the printer instead of the screen.

```
+-------------------------------------------------------------+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+-------------------------------------------------------------+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+-------------------------------------------------------------+
```

377. ST software for Sale

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 21:06:49 UTC
From: limsico@unplugged.corp.sun.com
Message-ID: <3emvp9$l5a@jethro.Corp.Sun.COM>
Source record: 173424

I have some ST software for sale:
All are original and come with the box.

Populous II $20
Bard's Tale $5
Dragons of Flame $5
STOS $15
Power Pack (TV Sports football, Lombard Rally,
Bloodwych, forgot title -- a good shooter
game by the Bitmap Brothers $15

STalker 3.0 + Steno $15
NeoDesk 3.0 $10

3 years+ worth STInformer (1991-1993) $10

2 years
worth of STart + disks $20

Make me a bundle offer.

Thanks!

- Carl
Carl.Limsico@Sun.COM

378. Re: Stardust

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 21:56:30 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3en2me$blc@golem.wcc.govt.nz>
Source record: 173425

] Could you then try my demo of Super Bomberman (available on
] ftp.cnam.fr)? It's NOT the last version, it still has minor bugs,
] corrected in the last version), but any criticism (or compliment ;) is
] welcome...

IIRC Super Bomberman is Falcon only, as I "only" have an STe, it could
be tricky :)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

379. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 22:59:20 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3en6c8$c5f@golem.wcc.govt.nz>
Source record: 173429

In article <3emtjs$5i2@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>In <3em7qn$eh8@aggedor.rmit.EDU.AU> s9205525@otto.bf.rmit.edu.au (Glenda Moon) writes:
>>Now that is being just plain vindictive!!!! The guy has his opinions, we
>>may not agree with them, but he has done nothing SERIOUSLY wrong.
>>(I never thought i'd stick up for your Roger!!!).

>Actually, if his messages are off-topic (and they are for atari.st. he should
>move to .advocacy, where the babbling "you losers" messages belong) we do have
>the right to complain to his postmaster about improper use of Usenet.

PLEASE GROW UP...!!!!!!

You are all looking like a Sick bunch of Teenagers.....

> ~Chris

>--
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\ <---<<<<<<<< IMPROPER USE OF USENET >>>>>>>>>>
> // \ | \\
> \|

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

380. Re: Michtron BBS s/w: Works w/9600?

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 23:29:16 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D226Kt.IuF@cix.compulink.co.uk>
Source record: 173430

In response to dpj@delphi.com's message:
> "Harry Sideras" <sidcelery@cix.compulink.co.uk> writes:
>
> > The last I heard, Michtron v4 was due out in June *93* !!
> > > If I hear anything more about the upgrade, I'll post it.
> >
> > Unless you've heard something direct from the author in the last
> > 12 months I wouldn't hold your breath (Tim Purves wasn't it?)
>
> There have been a number of rumored release dates for an upgrade.
> It hasn't been a MichTron product since the company was sold, a few
> years ago.

I did know about Michtron not being involved any more, but I didn't know
what else to call the program.

> As to hearing from the author directly (yes, Tim Purves), I have.
> He was a guest of the BBS RT a few months ago on GEnie, talking about
> the upgrade. He was hoping to have it out in October/November.

I'm very surprised he's still around. Wasn't it him who had a disagreement
with Atari about some software for Geniew (out of my depth here).

He was also promising in March 93 this release for June of the same year
IIRC.

> -Dana
>

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/140.16@nest.ftn #

381. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-07 23:36:50 UTC
From: guenther@cabal.shnet.org
Message-ID: <FAHWFIVWUP@cabal.shnet.org>
Source record: 173426

In <3el97f$6jl@earth.usa.net> Frederick Matzen wrote:
>> In <3e9i13$idq@ionews.io.org> Eric March wrote:
>> >Dan Dreibelbis (Dan.Dreibelbis@balmybeach.gryn.org) wrote:
>> >
>> >: useless layabout teenager on the dole that uses GFA Basic, let me
>> >
>> >Sorry, but I sort of have to ask ... what's wrong with GFA Basic?
>>
>> It produces crappy programs that crash under many Atari compatible OSes
>> (MagicMac, MultiTOS, etc.).

>Programmers produce "Crappy" programs, not programming languages.

GFA does due to the compiler bugs. Thus your claim is false.

>There are ways to right ANY program to make it crash on any system
>other than the one it was intended for.

In GFA one only has to run it through the compiler to produce code that
crashes.

>Besides, look at how many
>games will not work on the TT or the Falcon or even an STe. Does this
>mean they were writing in a BASIC language ?

It means they are crap.

And I can name several
>(if not lots) of very good programs that may not run with Multi-Tos
>or Speedo or Geneva or Magic.

I can't name one. A program (besides games or demos) that doesn't run on
any Atari compatible platform is either suffering from a fixable bug or
indeed crap.

>If you can argue any of these points, please go ahead, show your
>ignorance again.

Please run any _correct_ GEM program's source code through the GFA
compiler. It will crash on several machines. You have to work around the
compiler bugs to make it run. Proof: the UUCICO in GFA, current version by
Ole Marienhagen. I know the programmer _personally_ and _he_ knows the
problems with GFA.

Thorsten

--
- guenther@cabal.sh.sub.de (Thorsten Gï¿½nther) - _O

```
---------------------------------------------- /
- .signature still under construction - \_
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)
```

382. Re: GFA-BASIC

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 00:48:00 UTC
From: BERO@flash.gun.de
Message-ID: <5dScrQqVq0B@p0000021.flash.gun.de>
Source record: 173432
Cross-posted to: alt.lang.basic,comp.lang.basic.misc,comp.sys.atari.st

In message 9501061901.AA00741@ilmen.lanl.gov, hutch@ilmen.lanl.gov wrote:
> this is for the compiler ONLY. You still need the GFA BASIC for DOS
> interpreter version 4.51 or higher (no price listed).

The shareware version of the Interpreter works fine with the Compiler.
I don't know if it's available in the US, but in Germany, it is.

>
> Some specs/claims from the flyer are:
>
> "...create programs that run as fast as programs written in C"

Correct.
>
> "...DOS compiler is supplied with Optlink, possibly the fastest
> and most efficient linker on the market." (same one that comes
> with GFA BASIC for Windows, I believe)

Both correct.

>
> "Compiler options include: use 386 instructions only ... emulate
> 80x87 code or use real 80x87 option..."

Correct.
>
> "...75 page manual which includes sections on the Compiler,
> Linker, speed optimization, linking C and assembler code."
> (let's hope that GFA's documentation has improved this time)

It has.

>
> From past experience with the GFA BASIC for DOS Interpreter, I can say
> that this compiler must be welcome news. While the pseudo-compiler they

It is. Though it has still some bugs. (Sometimes, the cursor is placed
wrong, menu bars in graphics mode sometimes stay on screen, etc. Will be
fixed with the next release.)

> previously used (much like Visual Basic's) compiled source into .exe's,
> it still was only as fast as the interpreted code (which wasn't bad).
> If this is as good as GFA for Windows, the .exe's should now scream.

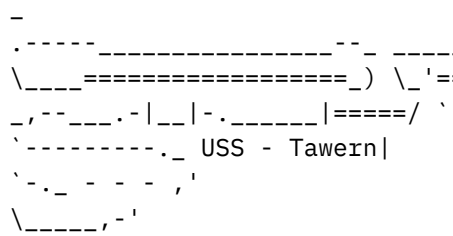
It is as good as GFA for Windows. Some parts of programs run even faster.
But the programs compiled with GFA-DOS are slightly longer than those
compiled with GFA-WIN.

>
> Past GFA BASIC for Atari programmers should note that the syntax (and
> editor, good or bad) of both DOS & Atari versions are very similar.
>
> Anyhow, it might be worth a look.

It is.

>
> -Hutch- @ Fair Dinkum Tech

StarFleet Admiral Bero,
current Captain of the starship U.S.S. Tawern, NCC-54456



e-mail:
##BERO@Flash.gun.de ##

383. Xremote type prog?

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 02:26:38 UTC
From: bright@mince.ugcs.caltech.edu
Message-ID: <3enigu$93s@gap.cco.caltech.edu>
Source record: 173433

dear friends

i have been out of the atari st world for about 4-5 years now,
and i know i am really behind the times. i am running linux
on a pc and using my 1040st as a dummy terminal. this is, of
course text only. my question is are there any programs which
allow xwindows to be piped to the st over the serial link?

love bright

384. Emagic micro-logic?

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 02:42:01 UTC
From: ralunsfo@uncc.edu
Message-ID: <3enjdp$qir@news.uncc.edu>
Source record: 173435

Has anyone seen Emagic Micro logic? I have my eyes set on Logic Audio, but don't have the money right now. What kind of upgrade path is availabe between the two? Any other advice/information?

Thanks,
Russ
--
****
"Let yourself go with the disease, be with it, keep company with it - this is the way to be rid of it." - Bruce Lee
ralunsfo@unccsun.uncc.edu

385. Re: Doc file for Apex Demo?

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 04:01:48 UTC
From: darmok@leland.Stanford.EDU
Message-ID: <3eno3c$pfl@elaine38.Stanford.EDU>
Source record: 173436

Sam McGee (sammcgee@crl.com) wrote:
: I can figure out some things but I took Spanish in High School instead
: of German. :(

: I managed to load a .FLI and the real time block rotations are neat but
: I really want to try morphing. This looks like a keeper. Is the English
: version complete?

: Sam

Yeah - what he said ;-)
What do you think of the comparison between the _painting-prog_ elements
of Rembrandt vs. Apex media?

386. Connecting Canon scanner to ST ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 04:11:56 UTC
From: simon@kingres.demon.co.uk
Message-ID: <789538316snz@kingres.demon.co.uk>
Source record: 173437

Does anyone know if it is possible to connect a Canon IX-12F (I think I got
the model number right!) flat bed scanner to my Atari ST ?
As there is a possibility of getting one very cheap.
Any advice would be appreciated.

--
/ | / Snail-mail E-mail
\ |< 216 Scarborough Avenue simon@kingres.demon.co.uk
/ imon | \ ing Stevenage. Herts SG1 2HW

387. Re: Space-Panic '94

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 04:48:25 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <3enqqp$bdo@charm.magnus.acs.ohio-state.edu>
Source record: 173438

Ok. Revision B is now on atari.archive.umich.edu under
Games/Space/p94_revb.zip. It is only the binary and about 73k. If you want
the sounds and graphics before next week, you will need to get panic94a.zip as
well, but pitch it's binary, since it only works on the Falcon.

Well I found the bug today, I had a typo in a test which inadvertently
sent Falcon specific calls to any machine with DMA sound. That's now fixed. I
also fixed it so that it runs on machines without DMA sound. I was actually
amazed at how well it ran on my 1040 STF.

So please try it out and let me know what you think. And if you still
have problems (I hope there are none) with rev. b please let me know so I can
get rid of them.

Rev. b has been tested on the following machines, which while not fully
inclusive of the entire spectrum, give me hope that it should run on about anyu
setup. 1040 STF with TOS 1.0, 1040 STe (TOS 1.62 and 4 megs) and my Falcon
with TOS 4.02 and MTOS.

Sorry again about the problems, and hopefully I've gotten them all out.
Please send me your ideas, complaints, opinions, etc.

Dan Ackerman
aka. baldrick@terminator.rs.itd.umich.edu

388. Re: CyberPaint and TOS 2.06?

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 05:42:14 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <789619202.0@mettav.exnet>
Source record: 173439

```
It was none other than John Cordes that wrote on 3 Jan 95 that .....
JC> Is it a known problem that CyberPaint doesn't run on a MSTE with
JC> TOS 2.06? Any work arounds?

YES and NO :-(

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/0.8)
```

389. Re: CyberPaint and TOS 2.06?

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 06:08:24 UTC
From: linh@interlog.com
Message-ID: <3envgo$62u@gold.interlog.com>
Source record: 173440

In article <xY35oNI.johnhechtman@delphi.com>,
John Hechtman <johnhechtman@delphi.com> wrote:
>John Cordes <cordes@ac.dal.ca> writes:
>
>> Is it a known problem that CyberPaint doesn't run on a MSTE with TOS
>>2.06? Any work arounds?
>
>Try adding antibomb.prg to your auto folder and just keep hitting the
>"continue" button when it bombs. That gets me in (grin).

Try a program called Fixxbios. I use it with my MSTE(2.05) and no crashes
have occurred.

390. FS: Atari 1040STf

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 06:23:22 UTC
From: drozycki@binkley.cs.mcgill.ca
Message-ID: <3eo0cq$3ft@homer.cs.mcgill.ca>
Source record: 173441

Email for more info, if interested.

Derek

391. Mega/STe & BBS (mainly Ratsfot)

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 06:24:50 UTC
From: kfason@csn.net
Message-ID: <3eo0fi$1es@news-2.csn.net>
Source record: 173442

Anyone out there running a BBS on a Mega/STe and are using Modem2? A friend has one and is running RatSoft. the only catch is that the Modem2 is a problem. here it is.

WHen a call comes in, RatSoft picks up (v2.1a, latest), but after the connect, it switches to 4800. If my friend goes to the control panel and changes from 4800 back to 38400 (or 57600) things work fine and the BBS is cool. The author of Ratsoft (steve I recall) has made a version specially for this BBS with all the port stuff removed, it still does it.

We've tried various combos of HSMODEM (4), FSER, etc... but no luck. any help is appreciated! with auto programs, etc... On the control panel changes, they where done with Fser .96, some of our other responses are no pickup, to pickup and nothing but garbage being sent (same speed apparently...)

The Mega/STE has TOS 2.06. I know the Modem2 (all ports actually) work fine as it used to be MY machine, and using STalker or Connect, it works fine if the Mega/STE picks up the line in those two programs. Steve says that he is using legit calls that he got from atari...

thank you! any help is VASTLY appreciated. The BBS (Ringworld 303-699-0402) has 1.5gigs online AND 3 CD-ROMS, it is mostly Atari, so you can see why we would like it to get going at greater then 19200...
--

- Kevin Fason "kfason@csn.net"
I would love to sit here and watch my brain cells die one by one, but I CANT!

Go RAMMIES! AIESEC CSU
Atari Falcon030 14/1.5gig|USR Courier D.S. v.34|Atari Jaguar

392. AIFF player for Atari

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 07:08:43 UTC
From: craig@loose.apana.org.au
Message-ID: <3eo31r$qee@loose.apana.org.au>
Source record: 173443

Is there sucha thing as a *.aiff player for the 1040?

--

* Craig Harnath craig@loose.apana.org.au Australia *

393. Re: MPEG Players

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 11:09:42 UTC
From: contacts@mits.mdata.fi
Message-ID: <3eoh5m$28l@prime.mdata.fi>
Source record: 173444

In article <H.eg.349z&QXiHCQ@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>In <3e95gr$44p@lastactionhero.rs.itd.umich.edu>, John T. Chung writes:
>>Are there any good MPEG or QUicktime players available for the ST?
>
>You're kidding, right? I've got a '486dx2/66 at work with 16M of RAM,
>OS/2, and a local-bus video card, and it can barely play MPEGs at a
>reasonable speed.
>
>Good luck doing it on an ST; even a TT would have problems. A Falcon
>could pull it off, but only if it used the DSP.

A Falcon can pull it off: try PlayMpeg 0.68 or MpegDSP, they're both
shareware and use DSP. 1STguide, which works on every Atari, is
faster when you do configure it to not use any dithering, but it's
still not fast enought.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

394. Emagic micro-logic?

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 11:18:33 UTC
From: m9003@abc.se
Message-ID: <3eohm9$6i6@oden.abc.se>
Source record: 173445

ralunsfo@uncc.edu previously scribbled :

r > Has anyone seen Emagic Micro logic? I have my eyes set on
r > Logic Audio, but don't have the money right now. What kind of
r > upgrade path is availabe between the two? Any other
r > advice/information?

I haven't tried Emagic Micro Logic, though I'm sure it's fine.
Howewver, I have got both Logic Audio and Cubase Audio for F030.
So this is some "future advice" when you get to buying "the big one"
I may be biased since I've worked a lot more with CAF and have also
beta tested it during -94, but I think Cubase Audio quite objectively
has more features and is more advanced than Logic Audio.
The examplesare many including:
8 *or 16* Audio Tracks (through data compression)
EQ for seperate tracks in Audio Mixermap (3 band cue shiftable)
Offline Processing Window with Sample Rate Conversion,
Reverse,Dither, mono-stereo conv and a number of other processing
possibilities.
FA8 (Falcon Analog Eight out) support in Mixermaps, with a 4X2 bus
system for sending the 8 (or 16) audio tracks to the 8 outputs on
the FA8 in a number of fashions.
etc...
I'm not saying you shouldn't buy Logic Audio, but it's quite obvious
that Charle Steinberg and his collegues at Steinberg spent more
energy at developing Cubase Audio. Once again I'm not putting Logic
Audio down. My advice : just check it out....
There's also a "Cubase Light" wich is a mini-version of Cubase.

Martin Rssel
M'Ros - Cubase Audio F030 Beta Tester
IN DEEP STUDIOS
Stockholm - Sweden

..... CAUTION! Do Not Look Into Laser With Remaining Eye.

___ Mountain Reader II - #01234567

395. Re: Apex Media Demo?

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 12:37:02 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <950108Z123702.695dbrewood@nest.demon.co.uk>
Source record: 173446

In article <1995Jan3.143927.22590@ida.liu.se>
t94patsa@ida.liu.se "Patrik Sanfridsson" writes:

> Hi, I'd like to know if there's a demo version of Apex Media?

Not at this time Pat, the guys are working on putting one together now.

--


```
================================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
= 7 Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
================================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, Audio/Photo CD. Beta tester. =
================================================================================
```

396. Re: Atari Networking

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 12:38:06 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <789568686snz@bigbox.demon.co.uk>
Source record: 173447

In article <D1u1GA.1z9@cs.vu.nl> vkjoshi@cs.vu.nl "Joshi VK" writes:

> Hi,
>
> Can anybody help me find a networking solution using
> a parallel port or rs232 to comunicate between a PC and
> my 1024st .
>
> Please reply via E-mail to vkjoshi@cs.vu.nl
>
> Thanx in advance,

If you want to use the PC's harddisk from the Atari, you could try ghostlink.
Atari Archive: Network/Local/ghostlnk.zip (IIRC)

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+--+

397. Re: ---Atari Liscensing Mac OS + MacMint ---

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 14:12:10 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3eorrq$f8v@dux.dundee.ac.uk>
Source record: 173448

: > How can we carry the Atari computer to the future. The Atari computer
: > has left a major dent in the music industry.

Yes, but that dent is slowley getting smaller. My own view is that
not only will Atari have to develop a decent machine but ALSO and this
is the essential bit a decent suite of software to go along with it.
Some of which should come supplied and others are extra these packages
at the very least should include:
good MIDI software
a fully feature DTP/Wordprocessor
Internet access software e.g mosaic.
A range of about 12-15 high class games.

For a start good hardware is essential, but if there is no software
to go along with it, it will go nowhere. A typical example of this
was about 10 years ago here in the UK. At the time several small
computer companies were launching new products. At the end of the
day the only ones that survived were those with a range of cheap
and easy to buy software, or those that were launched with a free
bundle and plenty of extra software to buy (e.g Amstrad CPC).

The Falcon could have had an excellent start if Atari had perhaps
indicated they had invested in software. Atari Works is apprently
very nice, but when you look at whats available on the PC's you being
to realise just how primative it looks and is.

Rod

398. Re: Graphical uses for a 14Mb Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 14:22:24 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3eosf0$f8v@dux.dundee.ac.uk>
Source record: 173449

P R Martell-Mead (en2prmm@bath.ac.uk) wrote:
: I am fortunate enough to have gotten a 14Mb Atari Falcon (one of the early
: development machines) for very little money. Now, rather than selling it
: and making vast amounts of profit, I am considering keeping it.

: I use my Amiga A4000 (boo hiss!) to produce graphics for Raves.
: What uses could I put the Falcon to?

: Can it produce a full Video Overscan picture? (736*566 or better)
: In how many colours?

From what I gather (but I could be totally wrong) the Falcons Graphics
Hardware is fully programmable. The only problems arise with the types
of monitor you are using. There is a program called overscan, which
I believe increases screen size.

: Anything else you can think of that might be of use?

Apex Media (haven't seen it myself though) this is a multi-media/
graphics package and looks simply STUNNING. It has true colour
manipulation, a is apparently VERY fast, and runs excellently
with 14mb of RAM. Price well only #119.

All I can say is you lucky git. Just one thing though check which
version of TOS it has. If it is less than 4.04 upgrade it NOW!!
I don't have the cash to do this to mine at the moment, but as soon
as I do, it will be done.

Rod
--

```
================================================================================
| Roderick McCall : 3nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ Atari Falcon 030 4/65 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "I'll be back, sometime, someplace, somewhere ..." |
|================================================================================
```

"Oh and good luck against those elephants!"

399. Atari -> Unix

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 14:53:10 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3eou8m$ft8@dux.dundee.ac.uk>
Source record: 173450

Does anyone know of autility for UNIX machines which will remove atari
control characters. E.g "^M"

Rod

--

```
=============================================================================
| Roderick McCall : 3nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ Atari Falcon 030 4/65 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "I'll be back, sometime, someplace, somewhere ..." |
|===========================================================================
```

"Oh and good luck against those elephants!"

400. Re: Good Mail Reader ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 14:57:55 UTC
From: jondinga@io.org
Message-ID: <3eouhj$n4f@ionews.io.org>
Source record: 173351

On 01-04-95 john@albemuth.equinox.gen wrote to ALL...
j>
j> My recomendation is to use IMHO or try the newest one out KiviQWK which
j> so far seems quite okay.
j>
I just started to try KIVI, and the way it is designed is just what I
was looking for... BUT ... the 'selection bar' does not move its screen
position when going from one screen to another [ie there are 100 messages in
base 10, and I read message#29 out of the 40 listed on my 19" monitor. when
I shift to the next screen of selections, the bar is still in the same
position on the screen, selecting #69, instead of looping to the top for
#41.]. There may be more, but that other than that it looks GOOD ;^).
BTW, thanks to sysop Brian Seburn for FTPing it for me !!!

Jon

* (QW|{ 2.6 *

401. Re: MicroVitec Cub 895 on an ST?

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 15:12:55 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D23E9J.5st@cix.compulink.co.uk>
Source record: 173352

In message <FAGLCGUYUP@galaxy.owl.de>, neptune@galaxy.owl.de said:
>In <D1yGnG.EIE@cix.compulink.co.uk> "Roland Givan" wrote:
>
>>Its probably either an analogue or digital RGB monitor. The former will
>>be fine for low/medium - whereas the latter has a limitied number of
>>colours.
>
>Roland, could you possibly explain why a RGB monitor is limited in colours?
>
>IMO, that's not correct.

It is correct, in a digital RGB monitor the input colours are either on or
off, whereas analogue inputs are continuously variable.

Barry wilsontjb@cix.compulink.co.uk

402. FS: C-Lab Creator sequencer

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 15:41:27 UTC
From: joe@zirconium.mcc.com
Message-ID: <D23FL3.CDx@mcc.com>
Source record: 173353
Cross-posted to: comp.sys.atari.st,rec.music.makers.marketplace

FOR SALE: C-Lab Creator Software rev 3.149.
Includes dongle and manual.
Atari 1040ST version.
Price: $100, I'll pay shipping.

--

Joe Newman
MCC/Experimental Systems Lab
jnewman@mcc.com

403. Re: Atari -> Unix

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 16:49:47 UTC
From: cfuhrman@csugrad.cs.vt.edu
Message-ID: <3ep53b$bt8@csugrad.cs.vt.edu>
Source record: 173354

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:

: Does anyone know of autility for UNIX machines which will remove atari
: control characters. E.g "^M"

If you have mtools (a utility for reading/writing MS-DOS disks)
than all you need do is to save your text files or whatever on an MS-DOS
formatted disk and use the -t flag (which will strip that annoying ^M)

Ex:

$ mcopy -t a:\myfile.txt myfile.txt

Another solution is to pull the document into vi and issue this command:

:%s/^V^M//g

Where ^V is control-V and ^M is control-M. That will do a search an
replace for ^M characters (^V is vi's literal escape character, kind of
like a backslash) and replace them with nothing.

(Credit for the vi solution goes to Nathan Urban (nurban@vt.edu))

--
Chris Fuhrman | Department of Computer Science
cfuhrman@csugrad.cs.vt.edu | Virginia Tech

404. Re: Atari -> Unix

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 17:03:26 UTC
From: contacts@mits.mdata.fi
Message-ID: <3ep5su$45r@prime.mdata.fi>
Source record: 173355

In article <3eou8m$ft8@dux.dundee.ac.uk>,
Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:
>Does anyone know of autility for UNIX machines which will remove atari
>control characters. E.g "^M"

There's a nice GEM-program for *Atari*, which does all sorts of
text-filtering (Mac,PC,UNIX -linefeed conversions, remove ASCII 1-32...)
called BLINEX. It comes with IdeaList 3.5 (utilities).

> "Oh and good luck against those elephants!"

????

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

405. Re: Atari -> Unix

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 17:47:26 UTC
From: dsb@amazon.cs.duke.edu
Message-ID: <3ep8fe$lot@amazon.cs.duke.edu>
Source record: 173356

From the Holy Book of <3eou8m$ft8@dux.dundee.ac.uk>
as spake by rmccall@mcs.dundee.ac.uk (Rod McCall) :
>Does anyone know of autility for UNIX machines which will remove atari
>control characters. E.g "^M"

Yes, and you probably already have it on your Unix box. It's called
"tr -d '\015'". Check the man page for tr for further details.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1995 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
| Darn Good Reason(tm).

406. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 17:51:02 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.GfAEH0oqQ_s@semprini.waterloo-rdp.on.ca>
Source record: 173357

In <9501051759.AA01025@ilmen.lanl.gov>, Hutch writes:
>Ah, c'mon guys, can't we lay off Roger for awhile and let this thing die?
>
>After all... he'll think we don't love him anymore. :)

Don't these threads start every six months or so? Maybe there should be
a "Flaming Roger Sheppard" FAQ or something... ;-)

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

407. New MGIF 4.4beta available

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 18:44:15 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <3epbpv$hbe@nyheter.chalmers.se>
Source record: 173358

I just posted an article on c.s.a.announce about the immediate
availablity of what I hope will be the last beta release of
MGIF 4.4.

If you don't want to wait to read that article, the archive can be
fetched from my ftp site, rand.thn.htu.se, as /pub/mgif/mgif0108.lzh.

Please, do not make this beta version available anywhere else.

For those of you who haven't heard about MGIF or believe it's just
another mono GIF viewer, I suggest looking in c.s.a.a.
(_fast_, colour, image processing, FreeWare, full sources available etc)
--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

408. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 18:51:02 UTC
From: Chris.Herborth@p55.f5500.n240.z2.fidonet.org
Message-ID: <5c4_9501100914@clipper.de>
Source record: 173387

In <9501051759.AA01025@ilmen.lanl.gov>, Hutch writes:
>Ah, c'mon guys, can't we lay off Roger for awhile and let this thing die?
>
>After all... he'll think we don't love him anymore. :)

Don't these threads start every six months or so? Maybe there should be
a "Flaming Roger Sheppard" FAQ or something... ;-)

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

409. Re: Michtron BBS s/w: Works w/9600?

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 18:51:13 UTC
From: dpj@delphi.com
Message-ID: <x42Z4Lx.dpj@delphi.com>
Source record: 173359

Sam McGee <sammcgee@crl.com> writes:

>When I call a MichTron BBS on my SupraFaxModem 144LC I first do a:
>ats110=0
>
>and then switch it back for 14.4k by:
>ats110=2
>
>Sam

I'll try that - thanks. How would I put a Supra 14.4 online the BBS
so that I could allow users to call in _at_ 9600? Same command on the
BBS host modem?

-Dana

410. Re: Michtron BBS s/w: Works w/9600?

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 18:53:00 UTC
From: dpj@delphi.com
Message-ID: <x43aAf8.dpj@delphi.com>
Source record: 173360

Tommy Jonaeson <jonaeson@algonet.se> writes:

>Consult the manual. It's possible. A friend of mine actually ran a
>michtron board until 1 year ago, then he got RatSoft instead.
>Don't know which modem he used, it could have been a supra.
>
>Regards, Tommy

I thought that we'd checked the manual for all sorts of clues, but
turning off the compression may not have been one of the things that
we had looked to do. We'll check it out, thanks.

-Dana

411. Re: Michtron BBS s/w: Works w/9600?

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 18:57:38 UTC
From: dpj@delphi.com
Message-ID: <5Y-ZYJy.dpj@delphi.com>
Source record: 173361

"Harry Sideras" <sidcelery@cix.compulink.co.uk> writes:

>I did know about Michtron not being involved any more, but I didn't know
>what else to call the program.

There's really no "official" name for the new BBS/upgrade. I guess that
"MBBS upgrade" will have to suffice. I just wanted to clarify that it
wasn't a MichTron effort. <g>

>I'm very surprised he's still around. Wasn't it him who had a disagreement
>with Atari about some software for Geniew (out of my depth here).

Yes, Tim is still around on GEnie, but not always as visible (or responsive)
as we'd all like. I don't recall his having any disagreement with Atari
with regard to GemView, though.

-Dana

412. Re: Michtron BBS s/w: Works w/9600?

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 19:08:30 UTC
From: sammcgee@crl.com
Message-ID: <3epd7e$5ue@crl12.crl.com>
Source record: 173362

dpj@delphi.com wrote:
: Sam McGee <sammcgee@crl.com> writes:
:
: >When I call a MichTron BBS on my SupraFaxModem 144LC I first do a:
: >ats110=0
: >
: >and then switch it back for 14.4k by:
: >ats110=2
: >
: >Sam
:
: I'll try that - thanks. How would I put a Supra 14.4 online the BBS
: so that I could allow users to call in _at_ 9600? Same command on the
: BBS host modem?
:

I don't really have any experience with host mode. I think it's the same
but you set the modem for auto answer:

at s0=2 where 2=number of rings before answering(1-255)

Sam

413. Re: California Raisins

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 19:14:28 UTC
From: dpj@delphi.com
Message-ID: <5exbQD8.dpj@delphi.com>
Source record: 173363

JOHN AMSLER <amsler@nevada.edu> writes:

>Does anyone know of an Internet site or BBS that has the file RAISINS.SEQ,
>which is an animation of the "California Raisins" of the 1980s?

John,

I should have the file somewhere. Can you handle a UUENCODED file of it?
If so, I can send it to you at your CIS address.

Dana @ STReport International Online Magazine

414. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 19:16:28 UTC
From: dpj@delphi.com
Message-ID: <5exbo-0.dpj@delphi.com>
Source record: 173364

Howard,

Would you like me to add you to our weekly mailing list for STReport
so it can be made available at atari.archive?

Dana @ STReport International Online Magazine

415. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 19:53:26 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3epfrm$med@golem.wcc.govt.nz>
Source record: 173365

] >Programmers produce "Crappy" programs, not programming languages.
]
] GFA does due to the compiler bugs. Thus your claim is false.

Funny, Antidote (coded in GFA Basic), works under ALL versions of TOS, including Multi-TOS, Geneva, and Magic, all in multitasking mode, and runs in a window. So, obviously if the programmer puts some thought into it, problems can be avoided!

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

416. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 19:54:01 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3epfsp$med@golem.wcc.govt.nz>
Source record: 173366

] From: Dan.Dreibelbis@balmybeach.gryn.org (Dan Dreibelbis)

Hmmm, almost 10 copies of the same 2 postings - slight problem there
methinks! :)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

417. Re: TOS 1.0 on disk ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 19:55:06 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3epfuq$med@golem.wcc.govt.nz>
Source record: 173367

```
] Hi, does anyone know where I can get a copy of TOS 1.0 on disk ?
]
] Reason: I'm having some software probs after recently upgrading from 1.0
] to 1.4 and would like to try running 1.0 from disk to see if it sure the
] problems.

Careful, you be flamed about this being illegal now....
```

At least get v1.2 anyway!OO :) 1.0 is horrible!

```
WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.
```

418. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 19:56:22 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3epg16$med@golem.wcc.govt.nz>
Source record: 173368

] Would you like me to add you to our weekly mailing list for STReport
] so it can be made available at atari.archive?

Hardly much point is there? There's usually virtually noting in there
for ST users, mostly mac' stuff. Nothing that we don't see in AEO
anyway! :)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

419. Atari ST keyboard Wanted!

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 20:17:49 UTC
From: James Kleist <jkleist@achilles.net>
Message-ID: <3eph9d$4b7@hermes.achilles.net>
Source record: 173369

I have a 520 ST that has faulty mouse/joystick ports.
I have tried changing the keyboard processor with a good one
from my 1040 but no luck. Instead I just swaped keyboards, and
there was no problem.

So what I need is someone with a broken ST (with the keyboard still
working) to buy from, just the keyboard that is.

Please help, because an Atari is a terrible thing to waste!

===

James Kleist - Ottawa, Canada
Internet: jkleist@dragon.achilles.net
BBS: (613) 569-5303 -- 28.8k

420. STE & CUbase v.1

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 20:22:30 UTC
From: ejuv19@festival.ed.ac.uk
Message-ID: <D23sLJ.1vn@festival.ed.ac.uk>
Source record: 173370

Hello, I need some advice. I've just recently returned to sequencing. I got a STE second hand, and tried to run Cubase v.1. The mouse don't work. I remebered there was a problem with this but can't remeber how to solve. COuld anyoine advise? Do I need an upgrade or another computer STE or STEFM?

Much Obliged

Derek

421. Re: Atari -> Unix

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 21:07:48 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <789599268snz@bigbox.demon.co.uk>
Source record: 173371

In article <3eou8m$ft8@dux.dundee.ac.uk>
rmccall@mcs.dundee.ac.uk "Rod McCall" writes:

> Does anyone know of autility for UNIX machines which will remove atari
> control characters. E.g "^M"

You could use dos2unix or flip on either platform.

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+--+

422. Re: Atari -> Unix

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 21:09:16 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <erek7obrdcu@moacs11>
Source record: 173372

In <3eou8m$ft8@dux.dundee.ac.uk>, Rod McCall wrote:

> Does anyone know of autility for UNIX machines which will remove atari
> control characters. E.g "^M"

tr(1)

423. Re: Mega/STe & BBS (mainly Ratsfot)

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 21:25:56 UTC
From: kim@dksoft.ping.dk
Message-ID: <FAIVBJVDUP@dksoft.ping.dk>
Source record: 173373

In <3eo0fi$1es@news-2.csn.net> Kevin Fason wrote:

>
>Anyone out there running a BBS on a Mega/STe and are using Modem2? A
>friend has one and is running RatSoft. the only catch is that the Modem2
>is a problem. here it is.
>

If it's not Lasse Eldrup in Denmark you're talking about, then you can add
him to the list of people having problems. Please let me know if you find
any solution to this, which i then will send to Lasse.

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

424. Re: Apex Media Demo?

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 21:30:41 UTC
From: sammcgee@crl.com
Message-ID: <3epli1$906@crl9.crl.com>
Source record: 173374

Daron Brewood (dbrewood@nest.demon.co.uk) wrote:
: In article <1995Jan3.143927.22590@ida.liu.se>
: t94patsa@ida.liu.se "Patrik Sanfridsson" writes:

: > Hi, I'd like to know if there's a demo version of Apex Media?

: Not at this time Pat, the guys are working on putting one together now.

There's a German version which can be FTP'ed at ftp.cnam.fr .

Sam

425. Re: Apex Media Demo?

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 21:50:27 UTC
From: ab164@yfn.ysu.edu
Message-ID: <3epmn3$1em@news.ysu.edu>
Source record: 173375

I got the APEXDEMO.ZIP file for ftp.cnam.fr the path was
something like Falcon/Graphics I don't remember as I was using
LYNX on IDS information service! It's easy not pay attention to
pathnames on WWW 8-)
Tom Lamparty (ab164@yfn.ysu.edu)
--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

426. Re: MGif V4

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 22:08:54 UTC
From: jtace@prometheus.hol.forthnet.gr
Message-ID: <3epnpm$6j9@brigitte.forthnet.gr>
Source record: 173376

```
: By the way, I've seen that quite a few people have fetched the 0927 version
: and I would very much like to hear about what you like, dislike, miss, can't
: understand etc. Please, email.
: --
: Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
: of Technology | .signatures | Address: Johan Klockars
: | so hard to do | Foreningsgatan 32/408
: Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

--
This version of Mgif you mension before, seems to work pretty enough
with my machine...Very nice work indeed!!!

---------------------Friendly-----------------------
Jim Sourmelidis * jtace@prometheus.hol.forthnet.gr *
-----------------Athens, Greece----------------------
The important thing is never to stop questioning.....
Albert Einstein
-----------------------------------------------------
```

427. Re: Mega/STe & BBS (mainly Ratsfot)

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 22:25:56 UTC
From: Kim.Andersen@p55.f5500.n240.z2.fidonet.org
Message-ID: <510_9501100913@clipper.de>
Source record: 173395

In <3eo0fi$1es@news-2.csn.net> Kevin Fason wrote:

>
>Anyone out there running a BBS on a Mega/STe and are using Modem2? A
>friend has one and is running RatSoft. the only catch is that the Modem2
>is a problem. here it is.
>

If it's not Lasse Eldrup in Denmark you're talking about, then you can add
him to the list of people having problems. Please let me know if you find
any solution to this, which i then will send to Lasse.

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

428. PLAYMPEG Version 0.70 Released

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 22:31:16 UTC
From: mdg@ukc.ac.uk
Message-ID: <526@stork.ukc.ac.uk>
Source record: 173377
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Version 0.70 of my shareware Falcon MPEG player is now available via FTP at

ftp.uni-kl.de
atari.archive.umich.edu etc.

This version now plays MPEGs direct from disk with almost no performance loss.
Details on how to register accompany the program.

Griff
--

429. What to do with old SIMMS

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 22:58:15 UTC
From: zap@eskimo.com
Message-ID: <D23zt3.4LH@eskimo.com>
Source record: 173378

After upgrading to 1 meg simms I have the original 250k SIMM cards just laying
around. Is there anything I can do with these chips besides throw them away?
I am a hopeless packrat but they must be good for something.
--
Randall Dale Spreadborough
internet: zap@eskimo.com
uucp: zap@eskimo.celestial.com

430. Re: Help NEEDED Hooking up NONatari MonoMonitor

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 23:05:04 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D2404G.2Cq@cix.compulink.co.uk>
Source record: 173379

In message <3emfa5$h6b@news2.delphi.com>, MARSALONE@news.delphi.com said:

> I see that the ST cranks out 640x400 in mono mode. But what are
>the Horiziontal and Vertical scanning frequencies required to display
>mono??

Horizontal 35.7KHz, vertical 71.2Hz for Atari SM124.

Barry wilsontjb@cix.compulink.co.uk

431. Re: Atari ST keyboard Wanted!

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 23:11:59 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3eprfv$oe7@golem.wcc.govt.nz>
Source record: 173380

In article <3eph9d$4b7@hermes.achilles.net>, James Kleist <jkleist@achilles.net> writes:
>I have a 520 ST that has faulty mouse/joystick ports.
>I have tried changing the keyboard processor with a good one
>from my 1040 but no luck. Instead I just swaped keyboards, and
>there was no problem.

This is a normal fault with all ST Keyboards, dismantle keyboard
and resolder the conectors, first hold these conector hard onto the PC
board...

One way to stop the problem is to use those 8"/ 20cm extention cables...

Be carefull with the rubber cups when opening up the keyboard, the Return
key only has one cup....

when reassembling be carefull with the Power and Drive Leds, also make a
1"/10mm frame to support the keyboard when replacing the back PCB, it is very
easy to get the keboard bent, also fit all screws loose at first then tighten
them from the centre outwords, like tighten center screw then one of each side,
then go to the next set of screws, etc...

>James Kleist - Ottawa, Canada
>Internet: jkleist@dragon.achilles.net
>BBS: (613) 569-5303 -- 28.8k

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

432. Re: TOS 1.0 on disk ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 23:17:23 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3eprq3$oe7@golem.wcc.govt.nz>
Source record: 173381

In article <01071995.131506@empyr.dircon.co.uk>, kevan@empyr.dircon.co.uk (Kevan Winch) writes:
>Hi, does anyone know where I can get a copy of TOS 1.0 on disk ?
>
>Reason: I'm having some software probs after recently upgrading from 1.0
>to 1.4 and would like to try running 1.0 from disk to see if it sure the
>problems.

I have never had problems with TOS 1.4, with normal software, but have with one or two games..

Most games will not run with TOS 1.0 disk, as they load on top of TOS ...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

433. Re: Apex Media Demo?

Newsgroup: comp.sys.atari.st
Date: 1995-01-08 23:57:55 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3epu63$p6c@golem.wcc.govt.nz>
Source record: 173382

] > Hi, I'd like to know if there's a demo version of Apex Media?
]
] Not at this time Pat, the guys are working on putting one together now.

Look for a demo of "Chroma Studio 24". Which is the original name
of Apex Media. It's quite impressive, and presumable has since been
improved.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

434. Re: What to do with old SIMMS

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 00:00:21 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3epual$p6c@golem.wcc.govt.nz>
Source record: 173383

] After upgrading to 1 meg simms I have the original 250k SIMM cards just
] ng
] around. Is there anything I can do with these chips besides throw them away
] I am a hopeless packrat but they must be good for something.

256Kb SIMMs these days are as useless as 123Kb SIMMs! No-one will want them,
just chuck 'em out unless someone wants them for a 512K system and can
stick them in the other 2 slots for 1meg.
(Hmm, slight self-contradiction there, oh well :)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

435. finger/fingerd

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 00:37:39 UTC
From: gerco@cs.vu.nl
Message-ID: <D244Et.EHy@cs.vu.nl>
Source record: 173384

Hi,

where can I find a mintnet-aware finger? There is a fingerd in
the Network dir. a.a.u.e. but no finger. And the only other finger I
found (I believe from Mintos) was non-networking... So, anybody? By the
way did anybody get ntalk to work? It claims to have a problem binding
the controling socket. :-(Everything else works like a charm (at 2400
baud :-)

Thanx,
Gerco.
--
----------------------------------v----------------------------------
G.C. Ballintijn | Oh, Fortuna
Email: gerco@cs.vu.nl | Velut luna
http://www.cs.vu.nl/~gerco/ | Statu variabilis.....

436. Falcon GFX-cards

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 01:52:54 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.AMN4zSY9riY@icon.pp.se>
Source record: 173385

Does anyone know if there are/will be any gfx-cards for the Falcon. I`ve already got a "gfx-accelerator" (Screen Switch Box), but I`m looking for something better, something that doesn`t consume every inch of bandwidth in high resolutions and that could handle f.e. 1280*1024(NI) in 16 or 256 colours. Since I`ve ordered the Barracuda accelerator (which once again has been delayed - now till the end of February) the card must be able to work together with the Barracuda. Is Wizztronics(sp?) planning any graphics-card especially for the Barracuda?

Any info appreciated!

--
Daniel Eriksson, root@icon.pp.se, der@astrakan.hgs.se
Voice +46 26 72905, Fax/Data +46 26 72123
"It`s not a job for soldiers, but only soldiers can do it!"

437. Second serial port on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 01:59:42 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.hedU&mgBcwI@icon.pp.se>
Source record: 173386

I`m about to modify my Falcon to get a second serial port by using
the built-in but not used MFP. I know that there`s a description
in the HSMODA-package on how to do it, but I don`t trust my german
when it comes to soldering inside my Falcon. ;-)

So my questions are: Has anyone one the net tried this? Was it easy?
Does it work well?

Thanks in advance!

--
Daniel Eriksson, root@icon.pp.se, der@astrakan.hgs.se
Voice +46 26 72905, Fax/Data +46 26 72123
"It`s not a job for soldiers, but only soldiers can do it!"

438. What models/types of Atari ST computers?

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 03:14:19 UTC
From: static@amiserv.xnet.com
Message-ID: <3eq9mb$sme@flood.xnet.com>
Source record: 173388

I'm interested in buying an Atari ST computer. I'd like to get whichever machine was at the high-end of the line. The ones that I know of are:

Atari 520 ST
Atari 1040 ST
Atari Mega ST ?

Are there any others?
What I really need are the technical specifications of these machines, is there an ATARI ST FAQ that has this information?

Please send replys via email or post a followup to this message.

Thanks
--BK

439. ATARI 520ST, 2DDDS FD's, Ms, Powr Suply, cables, all for $100 + sh.

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 03:30:35 UTC
From: cwilliso@harp.aix.calpoly.edu
Message-ID: <1995Jan09.033035.191498@zeus.aix.calpoly.edu>
Source record: 173389

```
ATARI 520 ST
2 External DS/DD Drives c/ cable
Power Supply
Mouse
Some minor Misc. software Nothin' fancy
Works great - Needs An SM124 or SC1224 monitor.

This thing is just sitting in my study, and I want someone
to get some good use out of it. It was my starter system
when I was in college - maybee it can be yours too!

I can be reached at the following places:

Home: (805)-520-1119 after 5pm Western Time.
Work: (818)-707-4295 Ext. 112
Email: cwilliso@tuba.aix.calpoly.edu

Buyer pays shipping - Probably by UPS.

Chris.

--
( ( ( ( ( ( | ) ) ) ) ) ) )
|Chris Willison:(cwilliso@tuba.aix.calpoly.edu):CSC Cal Poly S.L.O CA |
| "No Core Dump Required" |
( ( ( ( ( ( | ) ) ) ) ) ) )
```

440. Re: PLAYMPEG Version 0.70 Released

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 03:56:30 UTC
From: amsler@nevada.edu
Message-ID: <3eqc5e$q8q@news.nevada.edu>
Source record: 173390
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Martin Griffiths (mdg@ukc.ac.uk) wrote:
: Version 0.70 of my shareware Falcon MPEG player is now available via FTP at

: ftp.uni-kl.de
: atari.archive.umich.edu etc.

: This version now plays MPEGs direct from disk with almost no performance loss.
: Details on how to register accompany the program.

: Griff
: --

Martin:

Many thanks for making that available!

I don't have a Falcon (I have a MegaSTe), but I'm going to get your
program for the local Atari dealer who does have a Falcon. Perhaps he
can use it to "show off" the Falcon to prospective buyers.

Last year two people -- independently of one another -- from Las Vegas
walked in off the street, never having been previous customers of his,
and bought Falcons. They each said they were buying them to do
development work for the Jaguar(!)

Again, thanks for supporting the ever-dwindling number of Atarians, even
in these "dark" times.

- John J. Amsler

1981 - Atari 800
1986 - Atari 1040ST
1991 - Atari MegaSTe
1995 - GEMulator 4.0 or Medusa 040?

** *** **
** *** **
** *** **
** *** **
** *** **
*** *** ***
**** *** ****
***** *** *****
****** *** ******
****** *** ******
****** *** ******

```
LLLLLLLLLLLLLL LLLLLLLLLLLLL
LLLLLLLLLLLLLL Atari: LLLLLLLLLLLLL
LLLLLLLLLLLLLL LLLLLLLLLLLLL
LLLLLLLLLLLLLL Motorola Inside!! LLLLLLLLLLLLL
LLLLLLLLLLLLLL ======== LLLLLLLLLLLLL
```

441. Re: Synth editors & librarians

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 05:27:40 UTC
From: ahuyghe@madwand.bison.mb.ca
Message-ID: <ToBNyc1w165w@madwand.bison.mb.ca>
Source record: 173391

pgl@draco.bison.mb.ca (Paul Linton) writes:

> I'm looking for a good libarian and editor for my Wavestation, Boss
> DR-660 and Ensoniq SQ-80. Which one is the best? X-or? Please reply by
> mail only. Thanks!
>
>

I too am looking for a good editor/librarian but for an EMU PROteus
M.P.S. and a Roland D110. Any suggestions? I currently have Super
Librarian but sunce i upgraded to a Falcon, it doesn.t seem to operate
correctly. and therefore cannot be trusted.

Al Huyghe

ahuyghe@madwand.bison.mb.ca

442. Re: Apex Media Demo?

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 05:35:40 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3eqhvc$t46@golem.wcc.govt.nz>
Source record: 173392

In article <3epu63$p6c@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz (Steve Wells) writes:
>] > Hi, I'd like to know if there's a demo version of Apex Media?
>]
>] Not at this time Pat, the guys are working on putting one together now.
>
>Look for a demo of "Chroma Studio 24". Which is the original name
>of Apex Media. It's quite impressive, and presumable has since been
>improved.

I stand to be corrected, buy I did not think that Apex Media was the update
to Chroma Syudio 24 but a clone of it, or look a like...??

>WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
>Steve Wells. or City Council.

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

443. Re: Apex Media Demo?

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 05:41:29 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3eqia9$t5o@golem.wcc.govt.nz>
Source record: 173393

] I stand to be corrected, buy I did not think that Apex Media was the update
] to Chroma Syudio 24 but a clone of it, or look a like...??

The original was Chroma, but the authors had a "falling out" and
development was (after much hassle) continued by the current team, with
a new name (to remove legal hassles from the original authors), and
a fair chunk of rewrite. And, almost a year after it's original
hoped-for-release date, Chroma is now available as Apex Media.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

444. SC1224<-->Atari 800/400?

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 06:04:55 UTC
From: joneil@infi.net
Message-ID: <3eqjm7$kuu@lucy.infi.net>
Source record: 173394

Is there an adapter cable or mod available that will allow
me to connect my ST monitor to my Atari 800's monitor out
jack or to my 400's video out?

Thanks!

joneil@infi.net

445. Re: Synth editors & librarians

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 06:27:40 UTC
From: Al.Huyghe@p55.f5500.n240.z2.fidonet.org
Message-ID: <515_9501100913@clipper.de>
Source record: 173327

pgl@draco.bison.mb.ca (Paul Linton) writes:

> I'm looking for a good libarian and editor for my Wavestation, Boss
> DR-660 and Ensoniq SQ-80. Which one is the best? X-or? Please reply by
> mail only. Thanks!
>
>

I too am looking for a good editor/librarian but for an EMU PROteus
M.P.S. and a Roland D110. Any suggestions? I currently have Super
Librarian but sunce i upgraded to a Falcon, it doesn.t seem to operate
correctly. and therefore cannot be trusted.

Al Huyghe

ahuyghe@madwand.bison.mb.ca

446. Re: Falcon GFX-cards

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 06:41:48 UTC
From: brenjb@hg.uleth.ca
Message-ID: <1995Jan9.064148.28669@honte.uleth.ca>
Source record: 173396

In article <H.ekBL.AMN4zSY9riY@icon.pp.se>, root@icon.pp.se (Daniel Eriksson) writes:
>Does anyone know if there are/will be any gfx-cards for the Falcon. I`ve
>already got a "gfx-accelerator" (Screen Switch Box), but I`m looking for
>something better, something that doesn`t consume every inch of bandwidth
>in high resolutions and that could handle f.e. 1280*1024(NI) in 16 or 256
>colours. Since I`ve ordered the Barracuda accelerator (which once again
>has been delayed - now till the end of February) the card must be able to
>work together with the Barracuda. Is Wizztronics(sp?) planning any
>graphics-card especially for the Barracuda?
>
>Any info appreciated!

At the recent ProTOS convention in Germany, there was a product shown that
would increase the clock speed of the existing CPU in the Falcon to 40 MHz and
also boosted the speed of the bus (by how much I'm not sure) which gives the
Falcon enough ooomph to get 640X480 in Truecolour, at 70Hz refresh rate. That
was the only claim that I read about the item, but I suspect that it would be
able to increase 16 and 256 colour resolution similarly.
I don't know for sure but I highly doubt that it would work with the
Barracuda. I do know though that Wiztronics is working on a related product
that will be a killer video digitiser/genlock/mixer etc... and I would guess
that it would have pumped up video to accompany it as well.
Incidentally, I have Screenblaster II and I quite like it. It doesn't
seem to slow down my machine much, if at all.
Hope this is useful. >:)

>
>--
>Daniel Eriksson, root@icon.pp.se, der@astrakan.hgs.se

Jon Brenda, brenjb@mg.uleth.ca

>Voice +46 26 72905, Fax/Data +46 26 72123
>"It`s not a job for soldiers, but only soldiers can do it!"
''

-"The future holds many events that won't be known for some time now."
....
brenjb@mg.uleth.ca (Jon Brenda)
InShape!InShape!InShape!InShape!InShape!InShape!InShape!InShape!InShape!
Registered owner of MasterBrowse and B/STAT. Pay for your shareware.

447. 520ST to PC file Xfer?

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 07:21:33 UTC
From: joneil@infi.net
Message-ID: <3eqo5t$ofu@lucy.infi.net>
Source record: 173397

What is the best way to transfer files between my 520ST
an PC? I've checked some of the FAQ's with no luck.

Also, my computer is a 520STfm. What does the "fm"
mean?

Thanks!

joneil@infi.net

448. Falcon Video info.

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 07:35:52 UTC
From: mvanclea@silver.ucs.indiana.edu
Message-ID: <3eqp0o$936@usenet.ucs.indiana.edu>
Source record: 173398

Say,

I am all alone here in Indiana with my Falcon.....and I was wondering....

1. Are there any pro quality video editing programs on the market or
being developed?
2. Is there any way to get the audio fix needed to run Cubase audio and
Emagic Logic Audio without having to send my computer away for an
extended vaction to the Atari people?
3. Are there any Atari or Atari Falcon listservs?
4. Any info on the TOS replacement Magic? Will this mean that we can run
TOS on a PPC?

Any info would be appreciated!!!!!!!!!

Thanks!

MVC

449. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 07:39:25 UTC
From: diehl@grin.io.org
Message-ID: <3eqp7d$2ck@ionews.io.org>
Source record: 173399

Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:

: Untrue. While much responsibility resides with the programmer, if a language
: developer creates a language where the standard memory handling routines
: were all illegal and broke under MTOS, who is to blame?

It is up to the programmer to choose _not_ to use those routines.
Assembly programmers have full access to Supervisor mode functions and LineA
exceptions; does this make assembly language crap because some users choose
to use them?

: If a programming language has graphics routines that only work in ST-Low
: resolution, who is to blame when they break on a Falcon?

Again, it is up to the user to determine the screen resolution and switch
accordingly -- as well as saving the registers before the change so that it
can restore them at program's exit. it is not the responsibility of the
language to do this.

: A person developing a compiler shoudl have as their goal creation fo standard,
: universal programs for the platform they are developing on. Just is one should
: excpect from programmers developing applications in C, which has the power to
: allow users to develop poor or good programs, depending on the library.

So you advocate the development of code to be totally universal and portable
and therefore appealing to the lowest common denominator? I for one
subscribe devoutly to the "Machine specific school of programming". Because
I feel that if I'm going to write a program on a particular machine< I want
to take as _much_ advantage of _that_ machine as I can. No wasted address
space, as it were. I absolutely can't stand lowest-common-denominator ports
because they are invariably written to appeal to that end, and not to take
advantage of higher end machines which are more powerful. Any program I
write is going to be written generally for _this_ line of computers, not any
other, so that I can better take advantage of _this_ line of computers and
make the best use that I am able of the facilities that this line affords
me. If I want to port it, I will rewrite it for the other platform to take
advantage of _its_ capabilities. It might take longer, but the end product
is smething which is optimized for the respective machine it was written
for. Anything less, I feel, is utterly lazy and reprehensible.

: ~Chris

: (p.s. my "examples" were not meant in any way to be related to any particular
: programming language. They were simply the first 2 things I coud think of)

--
---------- ----------

```
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

450. Re: Atari -> Unix

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 08:17:40 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FAJSBJXUUP@stingray.manawatu.gen.nz>
Source record: 173400

>Does anyone know of autility for UNIX machines which will remove atari
>control characters. E.g "^M"
>

Hi.

I always used 2 utilities that were on "my" UNIX server, called:
unix2dos, and
dos2unix.

These worked fine for me, and are probably on your server already (I hope!)
Otherwise, just telnet to an archie site - e.g. archie.au and do a
find unix2dos
and it should tell you where you can get it.

Hope this helps!

Richard =8-]

--

```
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

451. Re: Dave Small anyone???

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 09:10:34 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3equia$6iu@percy.cs.bham.ac.uk>
Source record: 173301

hutch@ilmen.lanl.gov (Hutch) writes:
>Spectre GCR was great in it's day, but that time is now past. I'm personally
>sorry that Gadgets by Small came upon hard times and I sympathize with their
>many customers who were upset about the lack of support the last few years.
>Still, I can only wish Dave and Sandy Small good fortune in the future.

It is interesting that it is now more viable to run ST programs on a
real Macintosh than vice-versa.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

452. Re: Falcon GFX-cards

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 09:20:24 UTC
From: der@astrakan.hgs.se
Message-ID: <DER.95Jan9102024@astrakan.hgs.se>
Source record: 173302

In article <1995Jan9.064148.28669@honte.uleth.ca> brenjb@hg.uleth.ca writes:

>At the recent ProTOS convention in Germany, there was a product shown that
>would increase the clock speed of the existing CPU in the Falcon to 40 MHz and
>also boosted the speed of the bus (by how much I'm not sure) which gives the
>Falcon enough ooomph to get 640X480 in Truecolour, at 70Hz refresh rate. That
>was the only claim that I read about the item, but I suspect that it would be
>able to increase 16 and 256 colour resolution similarly.

What you are describing is the SpeedResolutionCard. It gives you a 20MHz
bus (instead of the original 16MHz) and makes it possible to feed the VIDEL
with a fully adjustable clock (instead of 25 and 32MHz which you normally
can choose from). Most VIDELs can handle clockrates up to ~55MHz, which
makes for a quite nice improvement in graphics. Unfortunately the higher
pixelclock also increases the load on the bus making the computer slower
the higher resolution and the more colours you use.

>I don't know for sure but I highly doubt that it would work with the
>Barracuda.

Even if it works I don`t want it. I`ve already got ResolutionSwitchBox which
uses the same technique as SpeedRezCard to improve the graphics. What
I`m looking for is a "normal" gfx-card that has it`s own graphics engine
and vram and that feeds my monitor with a high-quality signal.

>I do know though that Wiztronics is working on a related product
>that will be a killer video digitiser/genlock/mixer etc... and I would guess
>that it would have pumped up video to accompany it as well.

Sounds good - and VERY expensive. :-)

>Incidentally, I have Screenblaster II and I quite like it. It doesn't
>seem to slow down my machine much, if at all.

The slowdown depends mainly on how much data needs to be shuffled across
the bus to update the screen. 640*480 in 16 colours means 150KB of data
each time (9MB/s @ 60Hz). 1024*768 in 16 colours means 384KB of data
each time (23.04MB/s @ 60Hz). I don`t know how much bandwidth the Falcon
has, but I`m sure 23MB/s across the bus makes the machine rather slow.

Daniel Eriksson, root@icon.pp.se, der@astrakan.hgs.se
Voice +46 26 72905, Fax/Data +46 26 72123
"It`s not a job for soldiers, but only soldiers can do it!"

453. 1 Gb Harddisk problems

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 09:38:22 UTC
From: esustron@eduserv.rug.ac.be
Message-ID: <3er06e$53f@infoserv.rug.ac.be>
Source record: 173303

Recently I bought myself an HP C2332A/101/300 1Gb SCSI2 harddisk for
my ST. It has a jumper that should make it respond like a SCSI1. It works on
a PC, a Mac, a Falcon, but *NOT* on my ST. I've tried it with the ICD-Link
and another host adapter, but the result is always the same: the green LED
starts flashing the moment my ST tries to address it, and the ST doesn't
seem to notice there is a drive on the SCSI-bus. I've tried different
harddisk utilities, but nothing seems to work.
Since the thing costed me a lost of money, I really should get it to
work properly. Can anybody help me?

--
Emmanuel Dracula Sustronck
Master of the NVD Universe

454. Re: Calamus and PS

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 10:02:36 UTC
From: djs@jet.uk
Message-ID: <1995Jan9.100236.26392@jet.uk>
Source record: 173304

In <FAHBEHURUP@galaxy.owl.de> neptune@galaxy.owl.de (Hendrik Mylius) writes:

>What about the fonts? Are they stored in that PS-file, or does it require EPS?
>(Could anyone explain the diff's between those two?) If the files are not...
So you reckon you know enough about PS to criticise it, yet don't even know
the difference between PS and EPS?

There is no font problem anyway if you get your package to include the fonts
in the PS file. That's what I do with PageStream.
--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

455. Re: GFA BASIC: digitized sound samples?

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 10:19:39 UTC
From: c1kd@dmu.ac.uk
Message-ID: <1995Jan9.101939.3723@dmu.ac.uk>
Source record: 173307
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1995Jan5.033325.7088@gov.nt.ca>, jeremy@inukshuk.gov.nt.ca writes:
> Hi all, a friend of mine was wondering if there was a way to play digitized
> sound samples in GFA BASIC version 2.0. His Atari ST has no DMA chip. Any
> help would be appreciated.

Sprite Works will let you play sampled sound on interrupt, but I'm not
entirely sure if it's compatible with v2.0 (it's fine on v3.x).

/<ev

--We wouldn't do it. Not for food, anyway.

456. Re: Xremote type prog?

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 10:24:35 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3er2t3$qco@whitbeck.ncl.ac.uk>
Source record: 173305

In article <3enigu$93s@gap.cco.caltech.edu>, bright@mince.ugcs.caltech.edu (bright fulton) writes:
>dear friends
>
>i have been out of the atari st world for about 4-5 years now,
>and i know i am really behind the times. i am running linux
>on a pc and using my 1040st as a dummy terminal. this is, of
>course text only. my question is are there any programs which
>allow xwindows to be piped to the st over the serial link?

Yes - there are two.

One was a comercial system from germany (I know this supported ethernet, not sure about serial). I don't know if this is still available, but it was ridiculously expensive (about 400 pounds (sterling)).

The other option is free, but not easy to set up. You first have to install MiNT. Then you need to install minixXFS. Then get mint-net & install that. Then you can install X11R5 for mint & run your atari as an Xterminal over a proper slip connection. You've got no chance on a 1Meg machine though, it needs 4Meg.

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

457. Re: Atari -> Unix

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 10:34:48 UTC
From: davef@aragorn.inmos.co.uk
Message-ID: <3er3g8$a32@lion.inmos.co.uk>
Source record: 173306

In article <3eou8m$ft8@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
|> Does anyone know of autility for UNIX machines which will remove atari
|> control characters. E.g "^M"
|>
|> Rod

There is a utility called 'dos2unix' which should convert the atari format (Dos)
to unix.
There is also a utility called 'flip' (not sure if its PD) which does essentially
the same thing.

--

+--------------------------(Dave Foy)------------------------------+
| Disclaimer: The opinions above are my own personal views etc. |
| SGS Thomson Microelectronics Ltd, |
| 1000 Aztec West, |
| Bristol, UK Email : davef@inmos.co.uk |
+----------------------(+44 454 616616 X526)-------------------------+

458. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 10:55:10 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950109110013.10560B-100000-100000@bull.mimuw.edu.pl>
Source record: 173308
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Wed, 4 Jan 1995, Hendrik Mylius wrote:

> In <Pine.BUL.3.90.950103165852.17757E-100000@bull.mimuw.edu.pl> Szymon Stasik wrote:
>
> >Mac has the same problem, however F030 is quite new product so the
> >applications for it are new too. Then what would be a problem to
> >recompile it to PPC?!?
>
> Because the PPC is an *entirely* _different_ cpu. If it were that easy as you
> naively believe, why are so little applications available as PPC-native
> binary? 68k's and PPC's are not binary compatible. A simple re-compilation
> wouldn't be enough.

The peopole learns about using this *entirely* _different_ but how
POWERFULL architecture, so the beginings are dificult. But in some 10
years who will use any x86 or even 68k?

> The 68k-series used in MAC's and Atari's are compatible on the cpu-part. The
> difference is in the hardware (bus, video, sound) around it. These differences
> can be worked around, using OS-calls properly.

So, as I said its the time for learning the new quality of programming
art. You have to use all of advantages of RICS and other new solutions in
low level, but in other side, even most important, you have to learn to
use OS-calls properly and _only_ in high level.

> >> 3) Linux would be the only native PowerPC software available; there are
> >> almost *no* Atari developers left to recompile their commercial apps
> >>
> >> #1 is the kicker though... why spend at least $2k US on a system to run
> >> slightly faster than a TT?
> >
> >The answer is the same as for 1)
>
> From what I've heard, the folx doing the Linux-PPC port do have all sorts of
> problems. This version is far from running. And Linux 68k-binaries are not
> compatible to PPC-Linux as well.

So its the best moment to get into PPC. Later it will be the same
situation as it is with Linux on Atari now. And 'old fashioned' companies
with 'old fashioned' CPU's on their boards doesn't have any chances in
the future. BTW please wait a minute (I mean year or two max.) for
quite a lot of applications running on PPC and getting powerful on new
versions of this chip. However if not PPC, there are few oter companies
(DEC, SIG..) trying to sell their (huge - yesterday) systems as desktop

platforms, and I'm *really* SURE, that there will be no place for all
that mass (x85,(9), 68k, ...) in the future.

regards,

Simon.

PS.

459. Re: Falcon Video info.

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 11:04:09 UTC
From: brenjb@hg.uleth.ca
Message-ID: <1995Jan9.110409.1541@honte.uleth.ca>
Source record: 173309

In article <3eqp0o$936@usenet.ucs.indiana.edu>, mvanclea@silver.ucs.indiana.edu (mark alan van cleave) writes:
>Say,
>
>I am all alone here in Indiana with my Falcon.....and I was wondering....
>
>1. Are there any pro quality video editing programs on the market or
>being developed?

Yes, Apex media is an excellent 2d animation/morphing/photo retouching package that will use the DSP as a slave processor yielding speed comparable to a pentium, and in the same order of magnitude as an SGI! Available right now from Lexicor for U.S. $199.00. Lexicor also distributes several other video and animation packages, most notably Chronos 3D (a 3D keyframe animation package which now works on the Falcon, and Phoenix 2 (3D rendering program that can render Chronos animations with surface textures).
Overlay from COMPO is a video titling package with lots more promised, I don't know what the price or availability is, but I'm guessing it will be available soon. Contact compo@genie.geis.com for complete details.
InShape is a superior ray-tracing/animation package that is being distributed in north america by Cybercube. I own this package and can highly recomend it. The interface is currently best suited to tasks such as Architectural rendering and walk-throughs, or engineering mock-ups. Things like showing the inner workings of a clock or the cycle of a 4 stroke engine are an absolute breeze. However more "organic" things like animating dinosaur combat (for example >:)) aren't quite as easy. The output from InShape is breathtaking.
There are several others under development (InShape 2 comes immediately to mind) including a 'toaster' like hardware deal called the "Video Funnel" which is being developed by Wizztronics (also developing the Barracuda 040 Falcon accelerator) and software for video editing use on it. The ones I listed are just the ones that I either own (InShape and Chronos) or am thinking about owning (Apex, mainly.)

>2. Is there any way to get the audio fix needed to run Cubase audio and
>Emagic Logic Audio without having to send my computer away for an
>extended vaction to the Atari people?
>3. Are there any Atari or Atari Falcon listservs?
>4. Any info on the TOS replacement Magic? Will this mean that we can run
>TOS on a PPC?

All I know about MagiC is that it offers true preemptive multitasking (like MultiTOS) but is much faster than MultiTOS or even SingleTOS! It is also faster than Geneva, but not as pretty. Currently it isn't written for PPC, but it is available for either Atari hardware or Macintosh '030 and '040 machines.

I assume (but can't be sure) that it will work on Medusas and Eagles too. I'm thinking about buying it, but I am mostly content with MultiTOS 1.12.

>
>Any info would be appreciated!!!!!!!!!
>
>
>Thanks!
>
>MVC
>
''''''

460. Spectre GCR Wanted

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 11:17:55 UTC
From: jlbooth@ccenter.co.uk
Message-ID: <3er613$d90@vent.pipex.net>
Source record: 173310
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Dear All,

I am interested in obtaining a Spectre GCR unit, in fact I am interested in obtaining a number of the older Mac emulators for the ST (preferably in the UK but I might consider paying US shipping), mainly for nostalgia, as they started me on the way of Macintosh.

I am also looking for info on one of the greatest ST hackers of all time Dave Small, does anyone know what has happened to Gadgets by Small ?

I look forward to your reply

Regards

Julian

461. Re: Falcon GFX-cards

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 11:36:38 UTC
From: brenjb@hg.uleth.ca
Message-ID: <1995Jan9.113638.2022@honte.uleth.ca>
Source record: 173311

In article <DER.95Jan9102024@astrakan.hgs.se>, der@astrakan.hgs.se (Daniel Eriksson) writes:
>In article <1995Jan9.064148.28669@honte.uleth.ca> brenjb@hg.uleth.ca writes:
>
>Even if it works I don`t want it. I`ve already got ResolutionSwitchBox which
>uses the same technique as SpeedRezCard to improve the graphics. What
>I`m looking for is a "normal" gfx-card that has it`s own graphics engine
>and vram and that feeds my monitor with a high-quality signal.
>

Oh, I see. I haven't heard about any 'normal' gfx-cards. I'm fairly content with the existing graphics capabilities of my ScreenBlaster II equipped Falcon currently, but I admit being tempted by an 80 column truecolour. When you install your Barracuda, wouldn't your entire Falcon motherboard just become a graphics and I/O board? The Barracuda would become the new "motherboard" since it has the CPU, the RAM and even has a faster DSP on it now (so I've heard...)

>>I do know though that Wiztronics is working on a related product
>>that will be a killer video digitiser/genlock/mixer etc... and I would guess
>>that it would have pumped up video to accompany it as well.
>
>Sounds good - and VERY expensive. :-)

I think they were aiming for U.S. $900.00. That's a little pricey for a graphics card, but that's an excellent price for a video studio! Best to ask Steve at Wizztronics (although he's *really* busy with the development end of things right now.) I think Brad Korda of Best Electronics might know something too. (Sorry, I don't have either email address here.)

>
>>Incidentally, I have Screenblaster II and I quite like it. It doesn't
>>seem to slow down my machine much, if at all.
>
>The slowdown depends mainly on how much data needs to be shuffled across
>the bus to update the screen. 640*480 in 16 colours means 150KB of data
>each time (9MB/s @ 60Hz). 1024*768 in 16 colours means 384KB of data
>each time (23.04MB/s @ 60Hz). I don`t know how much bandwidth the Falcon
>has, but I`m sure 23MB/s across the bus makes the machine rather slow.
>

That would seem to make sense, but I haven't really noticed any slow down. I mostly run in 800X608 in 16 or 256 colours, which wouldn't be as demanding as 1024X768, but even when I switch up to 1280X960 in 16 colours I don't really notice a slowdown. Let me know where I can find a good benchmarking programme and I'll run some tests. >:)

>---
>Daniel Eriksson, root@icon.pp.se, der@astrakan.hgs.se
>Voice +46 26 72905, Fax/Data +46 26 72123
>"It`s not a job for soldiers, but only soldiers can do it!"

''''''

462. Re: AIFF player for Atari

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 11:37:53 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <3er76hE86e@uni-erlangen.de>
Source record: 173312

craig@loose.apana.org.au (Craig Harnath) writes:

>Is there sucha thing as a *.aiff player for the 1040?

Watch out for the next release of 525 version 2.1. Our file converter
will then be able to convert aiff files to almost anything else. The
new version will be available in a few weeks.
--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

463. MPEGs

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 11:52:01 UTC
From: brenjb@hg.uleth.ca
Message-ID: <1995Jan9.115201.2505@honte.uleth.ca>
Source record: 173313

Now that I have the new version of Griffs MPEG player, could anyone tell
me where I might find an MPEG to play? (Please?)
Thanks
Jon

''

-"The future holds many events that won't be known for some time now."

.....
brenjb@mg.uleth.ca (Jon Brenda)
InShape!InShape!InShape!InShape!InShape!InShape!InShape!InShape!InShape!
Registered owner of MasterBrowse and B/STAT. Pay for your shareware.
''

464. Minix Partition problem

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 11:56:05 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <D24ztI.ACL@exeter.ac.uk>
Source record: 173314

I have an 85Mb partition, drive H, which I have recently converted to a
Minixfs partition. It seems to work fine, except for one small prob -
When I run fsck on it is says

"Unable to sync or lock device H:."

It doesn't discover any errors in the filesystem if I tell it to continue,
but I am a little concerned as to the security of the files...
Can anyone explain what this message means and whether I should be getting it?

I am running a 4Mb Falcon with TOS 4.01, Mint 1.12, Mint-os 1.4.1 and minixfs
v0.60.
--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI |
+-------------+---+
| Looking for a Falcon sample editor? Get SuperSam v1.08! |
+---+

465. MegaSTE VME bus

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 12:35:07 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <3erahr$dto@ccpnws.in2p3.fr>
Source record: 173315
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,
I am looking for informations on the VME bus of the MegaSTE computer; any kind of information is welcome (addresses, does it support interrupts, block transferts, etc...).
Thanks and happy new year.

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
"You are not what you own"

466. Re: Falcon GFX-cards

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 12:36:38 UTC
From: brenjb@hg.uleth.ca
Message-ID: <50f_9501100913@clipper.de>
Source record: 173251

In article <DER.95Jan9102024@astrakan.hgs.se>, der@astrakan.hgs.se (Daniel Eriksson) writes:
>In article <1995Jan9.064148.28669@honte.uleth.ca> brenjb@hg.uleth.ca writes:
>
>Even if it works I don`t want it. I`ve already got ResolutionSwitchBox which
>uses the same technique as SpeedRezCard to improve the graphics. What
>I`m looking for is a "normal" gfx-card that has it`s own graphics engine
>and vram and that feeds my monitor with a high-quality signal.
>

Oh, I see. I haven't heard about any 'normal' gfx-cards. I'm fairly content with the existing graphics capabilities of my ScreenBlaster II equipped Falcon currently, but I admit being tempted by an 80 column truecolour. When you install your Barracuda, wouldn't your entire Falcon motherboard just become a graphics and I/O board? The Barracuda would become the new "motherboard" since it has the CPU, the RAM and even has a faster DSP on it now (so I've heard...)

>>I do know though that Wiztronics is working on a related product
>>that will be a killer video digitiser/genlock/mixer etc... and I would guess
>>that it would have pumped up video to accompany it as well.
>
>Sounds good - and VERY expensive. :-)

I think they were aiming for U.S. $900.00. That's a little pricey for a graphics card, but that's an excellent price for a video studio! Best to ask Steve at Wizztronics (although he's *really* busy with the development end of things right now.) I think Brad Korda of Best Electronics might know something too. (Sorry, I don't have either email address here.)

>
>>Incidentally, I have Screenblaster II and I quite like it. It doesn't
>>seem to slow down my machine much, if at all.
>
>The slowdown depends mainly on how much data needs to be shuffled across
>the bus to update the screen. 640*480 in 16 colours means 150KB of data
>each time (9MB/s @ 60Hz). 1024*768 in 16 colours means 384KB of data
>each time (23.04MB/s @ 60Hz). I don`t know how much bandwidth the Falcon
>has, but I`m sure 23MB/s across the bus makes the machine rather slow.
>

That would seem to make sense, but I haven't really noticed any slow down.

I mostly run in 800X608 in 16 or 256 colours, which wouldn't be as demanding as 1024X768, but even when I switch up to 1280X960 in 16 colours I don't really notice a slowdown. Let me know where I can find a good benchmarking programme

and I'll run some tests. >:)

>---
>Daniel Eriksson, root@icon.pp.se, der@astrakan.hgs.se
>Voice +46 26 72905, Fax/Data +46 26 72123
>"It`s not a job for soldiers, but only soldiers can do it!"

''

-"The future holds many events that won't be known for some time now."

.....
brenjb@mg.uleth.ca (Jon Brenda)
InShape!InShape!InShape!InShape!InShape!InShape!InShape!InShape!InShape!
Registered owner of MasterBrowse and B/STAT. Pay for your shareware.
''

467. Re: What to do with old SIMMS

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 12:37:32 UTC
From: i0080108@ws.rz.tu-bs.de
Message-ID: <3eramc$543@ra.ibr.cs.tu-bs.de>
Source record: 173316

```
Randell Spreadborogh (zap@eskimo.com) wrote:
: After upgrading to 1 meg simms I have the original 250k SIMM cards just laying
: around. Is there anything I can do with these chips besides throw them away?
: I am a hopeless packrat but they must be good for something.
: --
: Randall Dale Spreadborough
: internet: zap@eskimo.com
: uucp: zap@eskimo.celestial.com
:
```

I�ve seen simms used as ear-rings:-) (They are a little heavy)

```
--
Axel Kielhorn

The blue wizard

i0080108@ws.rz.tu-bs.de
```

468. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 12:39:04 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3erap8$5gq@mercury.dur.ac.uk>
Source record: 173317

Frederick Matzen (ross@earth.usa.net) wrote:

: Programmers produce "Crappy" programs, not programming languages.
: There are ways to right ANY program to make it crash on any system
: other than the one it was intended for. Besides, look at how many
: games will not work on the TT or the Falcon or even an STe. Does this
: mean they were writing in a BASIC language ? And I can name several
: (if not lots) of very good programs that may not run with Multi-Tos
: or Speedo or Geneva or Magic.
: If you can argue any of these points, please go ahead, show your
: ignorance again.

First of all, I would like to say that I have programmed in GFA Basic, several other dialects of BASIC, C, C++, Modula-2, Pascal, and a little bit of LISP and some other obscure things, most of these being on the Atari as well as on other machines, so I shouldn't be too biased towards a particular language.

GFA-compiled code does do some dodgy things, no matter how it's written. As in games programs, this was done for a good reason at the time - speed. Unfortunately, after support for GFA Basic ceased, the various OSs that are run on the Atari moved on and GFA didn't, meaning that various assumptions and techniques that the GFA authors made no longer held. I believe many of these can be worked around, but it still isn't ideal.

The major problem I always encountered with GFA was its lack of support for structures. These are normally used a great deal in GEM programming, both for accessing the OS and implementing data structures such as linked lists and binary trees within the application without which allowing unlimited open windows and other features present in modern GEM applications is difficult.

ATB,

Martin

--
****
* ---------------- M.J.Maisey@durham.ac.uk ------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

469. Re: Falcon GFX-cards

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 12:40:55 UTC
From: huth@stack.zfe.siemens.de
Message-ID: <3erasn$9tn@ztivax.zfe.siemens.de>
Source record: 173318

brenjb@hg.uleth.ca wrote:
> In article <DER.95Jan9102024@astrakan.hgs.se>, der@astrakan.hgs.se (Daniel Eriksson)
writes:
> >In article <1995Jan9.064148.28669@honte.uleth.ca> brenjb@hg.uleth.ca writes:
> >
> >Even if it works I don`t want it. I`ve already got ResolutionSwitchBox which
> >uses the same technique as SpeedRezCard to improve the graphics. What
> >I`m looking for is a "normal" gfx-card that has it`s own graphics engine
> >and vram and that feeds my monitor with a high-quality signal.
> >

> Oh, I see. I haven't heard about any 'normal' gfx-cards. I'm fairly
> content with the existing graphics capabilities of my ScreenBlaster II equipped

There is a 'normal' Falcon gfx-card, from Hard&Soft. It costs about 800.-DM with
1 Meg and about 1000 DM with 2 Meg Memory. It should be available now. OK, thats
all i know about this card, so don't ask me more. It is *very* new, so we will
probably see some reviews within the next month.

HP

+---+
| Hans-Peter Huth |
| Siemens AG, Dept. ZFE T SN 23 Phone: +49 89 636 430 71 |
| Otto-Hahn-Ring 6 FAX: +49 89 636 480 00 |
|D-81730 Munich E-mail: Hans-Peter.Huth@zfe.siemens.de |
+---+
Sig!
--------------- cut here 8< ----------------------

470. Re: Falcon GFX-cards

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 12:45:26 UTC
From: der@astrakan.hgs.se
Message-ID: <DER.95Jan9134527@astrakan.hgs.se>
Source record: 173319

In article <1995Jan9.113638.2022@honte.uleth.ca> brenjb@hg.uleth.ca writes:

> Oh, I see. I haven't heard about any 'normal' gfx-cards. I'm fairly
> content with the existing graphics capabilities of my ScreenBlaster II
> equipped Falcon currently, but I admit being tempted by an 80 column
> truecolour.

I wouldn`t mind that either, but what I`m really looking for is something to give me 1280*1024 @ 16 or 256 colours with a high-quality signal. I`ve got a pretty nice 17" MAG monitor with Trinitron-tube, and the lousy signal (and poor resolution) produced by my current hardware doesn`t really make my monitor-investment worth the money. As things are now I could just as well have bought an old 14" monitor with phosfor-problems. ;-)

> When you install your Barracuda, wouldn't your entire Falcon motherboard
> just become a graphics and I/O board? The Barracuda would become the new
> "motherboard" since it has the CPU, the RAM and even has a faster DSP on
> it now (so I've heard...)

I`m not sure. My guess is that they just feed the original DSP with a new clock making it go faster. Also, before I can afford a RAM-card I will have to use the ST-ram that I already have. It`s a shame they don`t include at least 4 SIMM-sockets on Barracuda. Having to buy an expensive card just to be able to add some alternate RAM when you just paid ~1150USD for the accelerator is insane.

BTW, does anyone know if it will be possible to switch back to 68030-mode for compatiblity?

Daniel Eriksson, root@icon.pp.se, der@astrakan.hgs.se
Voice +46 26 72905, Fax/Data +46 26 72123
"It`s not a job for soldiers, but only soldiers can do it!"

471. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 12:46:20 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3erb6s$5gq@mercury.dur.ac.uk>
Source record: 173320

```
Steve Wells (wells_s@kosmos.wcc.govt.nz) wrote:
: ] >Programmers produce "Crappy" programs, not programming languages.
: ]
: ] GFA does due to the compiler bugs. Thus your claim is false.
: Funny, Antidote (coded in GFA Basic), works under ALL versions of TOS,
: including Multi-TOS, Geneva, and Magic, all in multitasking mode, and
: runs in a window. So, obviously if the programmer puts some thought
: into it, problems can be avoided!

I agree. The point is not that it is _impossible_ to produce good programs
in GFA, but that if you want to, you have to fight the compiler at every
stage. That's not the mark of a good compiler.

--
*****************************************************************
* ---------------- M.J.Maisey@durham.ac.uk -------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
*****************************************************************
```

472. MPEGs

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 12:52:01 UTC
From: brenjb@hg.uleth.ca
Message-ID: <513_9501100913@clipper.de>
Source record: 173253

Now that I have the new version of Griffs MPEG player, could anyone tell
me where I might find an MPEG to play? (Please?)
Thanks
Jon

'''''''

473. Minix Partition problem

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 12:56:05 UTC
From: D.L.Hastings@p55.f5500.n240.z2.fidonet.org
Message-ID: <511_9501100913@clipper.de>
Source record: 173254

I have an 85Mb partition, drive H, which I have recently converted to a
Minixfs partition. It seems to work fine, except for one small prob -
When I run fsck on it is says

"Unable to sync or lock device H:."

It doesn't discover any errors in the filesystem if I tell it to continue,
but I am a little concerned as to the security of the files...
Can anyone explain what this message means and whether I should be getting it?

I am running a 4Mb Falcon with TOS 4.01, Mint 1.12, Mint-os 1.4.1 and minixfs
v0.60.
--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI |
+-------------+---+
| Looking for a Falcon sample editor? Get SuperSam v1.08! |
+---+

474. Re: Minix Partition problem

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 13:10:03 UTC
From: ljp@cck.coventry.ac.uk
Message-ID: <3ercjb$hdb@cc_sysk.coventry.ac.uk>
Source record: 173321

In article <D24ztI.ACL@exeter.ac.uk>,
D.L.Hastings <cs93dlh@dcs.exeter.ac.uk> wrote:
:
:I have an 85Mb partition, drive H, which I have recently converted to a
:Minixfs partition. It seems to work fine, except for one small prob -
:When I run fsck on it is says
:
:"Unable to sync or lock device H:."
:

You probably have a file or directory open on H: or you are
running fsck from H. I get that message too which usually
means that I have to close an Emacs buffer or two.

--
I'm just minding this tinderbox for someone else, honest, officer.

475. Re: Looking for a "sort"

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 13:12:51 UTC
From: "J.D.Coleman" <J.D.Coleman@ncl.ac.uk>
Message-ID: <3ercoj$q1s@whitbeck.ncl.ac.uk>
Source record: 173322

Hans-Peter Huth (huth@stack.zfe.siemens.de) wrote:
: i'm looking for a unix-like sort program, it should run with wint/minixfs.
: I couldn't find it, maybe someone can give me a hint (ftp,www) ?

Sort is included in the GNU text utilities. Try :

ftp://ftp.uni-paderborn.de:21/pub/atari/MiNT/tools/txtu16st.zoo

or :

ftp://src.doc.ic.ac.uk:21/packages/atari/uni-paderborn/MiNT/tools/txtu16st.zoo

J

--
-- Julian Coleman, Computing Service, | j.d.coleman@ncl.ac.uk
-- Claremont Tower, University of Newcastle, | as967@cleveland.freenet.edu
-- Newcastle upon Tyne, NE1 7RU, England. | - - - - - - - - - - - - - - -
-- Tel +44-191-222-8068 Fax +44-191-222-8765 | Be wery, wery careful Wabbit

476. MegaSTE VME bus

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 13:35:07 UTC
From: Stephane.Acounis@p55.f5500.n240.z2.fidonet.org
Message-ID: <5c3_9501100913@clipper.de>
Source record: 173258

Hi,
I am looking for informations on the VME bus of the MegaSTE computer; any kind of information is welcome (addresses, does it support interrupts, block transferts, etc...).
Thanks and happy new year.

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+--------------------------------+
"You are not what you own"

477. Re: What to do with old SIMMS

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 13:37:32 UTC
From: Kielhorn@p55.f5500.n240.z2.fidonet.org
Message-ID: <5c7_9501100914@clipper.de>
Source record: 173259

Randell Spreadborogh (zap@eskimo.com) wrote:
: After upgrading to 1 meg simms I have the original 250k SIMM cards just
laying
: around. Is there anything I can do with these chips besides throw them away?
: I am a hopeless packrat but they must be good for something.
: --
: Randall Dale Spreadborough
: internet: zap@eskimo.com
: uucp: zap@eskimo.celestial.com
:

I+ve seen simms used as ear-rings:-) (They are a little heavy)

--
Axel Kielhorn

The blue wizard

i0080108@ws.rz.tu-bs.de

478. Re: Falcon GFX-cards

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 13:40:55 UTC
From: Hans-Peter.Huth@p55.f5500.n240.z2.fidonet.org
Message-ID: <5c0_9501100913@clipper.de>
Source record: 173260

brenjb@hg.uleth.ca wrote:
> In article <DER.95Jan9102024@astrakan.hgs.se>, der@astrakan.hgs.se (Daniel
Eriksson) writes:
> >In article <1995Jan9.064148.28669@honte.uleth.ca> brenjb@hg.uleth.ca writes:
> >
> >Even if it works I don`t want it. I`ve already got ResolutionSwitchBox which
> >uses the same technique as SpeedRezCard to improve the graphics. What
> >I`m looking for is a "normal" gfx-card that has it`s own graphics engine
> >and vram and that feeds my monitor with a high-quality signal.
> >

> Oh, I see. I haven't heard about any 'normal' gfx-cards. I'm fairly
> content with the existing graphics capabilities of my ScreenBlaster II
equipped

There is a 'normal' Falcon gfx-card, from Hard&Soft. It costs about 800.-DM
with
1 Meg and about 1000 DM with 2 Meg Memory. It should be available now. OK,
thats
all i know about this card, so don't ask me more. It is *very* new, so we will
probably see some reviews within the next month.

HP

+---+
| Hans-Peter Huth |
| Siemens AG, Dept. ZFE T SN 23 Phone: +49 89 636 430 71 |
| Otto-Hahn-Ring 6 FAX: +49 89 636 480 00 |
|D-81730 Munich E-mail: Hans-Peter.Huth@zfe.siemens.de |
+---+
Sig!
--------------- cut here 8< ----------------------

479. [Q] Linux on 1040 STe

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 13:42:24 UTC
From: k3086e1@wildsau.idv.uni-linz.ac.at
Message-ID: <3ereg0$m9i@alijku06.edvz.uni-linz.ac.at>
Source record: 173323

A few months ago I wanted to get the linux version for the Atari in order to
install it on my 1040 STe. But from reading the <<Readme>> files in the
folder I assumed that it is not possible to install Linux on an 1040 STe
Is it?
If not I want to connect my Atari to my Linux-PC to have a second terminal.
I already have managed to do so but what I would need now is an ftp-site or
something the like, where I can get Terminal programms (I need a VT220 for
Linux, don't I)

Thank you for pointing me into the correct direction

P.S: Please e-mail me directly, because I have not enough time to read this
newsgroup regularily

--
Robert Lichtenberger
k3086e1@wildsau.idv.uni-linz.ac.at

480. Re: Falcon GFX-cards

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 13:45:26 UTC
From: Daniel.Eriksson@p55.f5500.n240.z2.fidonet.org
Message-ID: <5c1_9501100913@clipper.de>
Source record: 173261

In article <1995Jan9.113638.2022@honte.uleth.ca> brenjb@hg.uleth.ca writes:

> Oh, I see. I haven't heard about any 'normal' gfx-cards. I'm fairly
> content with the existing graphics capabilities of my ScreenBlaster II
> equipped Falcon currently, but I admit being tempted by an 80 column
> truecolour.

I wouldn`t mind that either, but what I`m really looking for is something to give me 1280*1024 @ 16 or 256 colours with a high-quality signal. I`ve got a pretty nice 17" MAG monitor with Trinitron-tube, and the lousy signal (and poor resolution) produced by my current hardware doesn`t really make my monitor-investment worth the money. As things are now I could just as well have bought an old 14" monitor with phosfor-problems. ;-)

> When you install your Barracuda, wouldn't your entire Falcon motherboard
> just become a graphics and I/O board? The Barracuda would become the new
> "motherboard" since it has the CPU, the RAM and even has a faster DSP on
> it now (so I've heard...)

I`m not sure. My guess is that they just feed the original DSP with a new clock making it go faster. Also, before I can afford a RAM-card I will have to use the ST-ram that I already have. It`s a shame they don`t include at least 4 SIMM-sockets on Barracuda. Having to buy an expensive card just to be able to add some alternate RAM when you just paid ~1150USD for the accelerator is insane.

BTW, does anyone know if it will be possible to switch back to 68030-mode for compatiblity?

Daniel Eriksson, root@icon.pp.se, der@astrakan.hgs.se
Voice +46 26 72905, Fax/Data +46 26 72123
"It`s not a job for soldiers, but only soldiers can do it!"

481. scanner goes falcon !

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 13:53:25 UTC
From: s6354@FB1.FHTW-Berlin.DE
Message-ID: <3erf4l$32t@merkur1.fb1.fhtw-berlin.de>
Source record: 173324

Keywords:

i want to get a scanner for my falcon ...
no hand scanner, colour, 600dpi ...
there's lots of offers, but i certainly need some drivers ...
and tha's the problem, where (ie germany) can i get Atari drivers
for standart scanner ?

thx Jo'ogn

482. falcon dislikes NEC3D ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 14:02:26 UTC
From: s6354@FB1.FHTW-Berlin.DE
Message-ID: <3erfli$339@merkur1.fb1.fhtw-berlin.de>
Source record: 173325

```
i recently plugged my 3D to a folcon and was rather dissapointed about
the 'shadows' on the screen ...
well, it should do without (:
who has an idea ...

thx Jo'ogn
```

483. Riemann II still available?

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 14:02:49 UTC
From: sanders@sci.kun.nl
Message-ID: <D255oq.6nw@sci.kun.nl>
Source record: 173326

Hello,

Does anybody know of a good symbolic algebra program (a la Maple)
for the ST? I know there used to be a Maple version, but only upto
version 4. Is that still avaiable? How expensive, and where?
As an alternative, I saw an advert for Riemann II in some mag, but
that was a few years ago. It had an interesting Student Rebate.

Any info on this?

Regards, and thanks in advance,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

484. Re: Minix Partition problem

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 14:10:03 UTC
From: Guido@p55.f5500.n240.z2.fidonet.org
Message-ID: <512_9501100913@clipper.de>
Source record: 173262

In article <D24ztI.ACL@exeter.ac.uk>,
D.L.Hastings <cs93dlh@dcs.exeter.ac.uk> wrote:
:
:I have an 85Mb partition, drive H, which I have recently converted to a
:Minixfs partition. It seems to work fine, except for one small prob -
:When I run fsck on it is says
:
:"Unable to sync or lock device H:."
:

You probably have a file or directory open on H: or you are
running fsck from H. I get that message too which usually
means that I have to close an Emacs buffer or two.

--
I'm just minding this tinderbox for someone else, honest, officer.

485. Re: Looking for a "sort"

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 14:12:51 UTC
From: J.D.Coleman.@p55.f5500.n240.z2.fidonet.org
Message-ID: <5c2_9501100913@clipper.de>
Source record: 173263

Hans-Peter Huth (huth@stack.zfe.siemens.de) wrote:
: i'm looking for a unix-like sort program, it should run with wint/minixfs.
: I couldn't find it, maybe someone can give me a hint (ftp,www) ?

Sort is included in the GNU text utilities. Try :

ftp://ftp.uni-paderborn.de:21/pub/atari/MiNT/tools/txtu16st.zoo

or :

ftp://src.doc.ic.ac.uk:21/packages/atari/uni-paderborn/MiNT/tools/txtu16st.zoo

J

--
-- Julian Coleman, Computing Service, | j.d.coleman@ncl.ac.uk
-- Claremont Tower, University of Newcastle, | as967@cleveland.freenet.edu
-- Newcastle upon Tyne, NE1 7RU, England. | - - - - - - - - - - - - - - -
-- Tel +44-191-222-8068 Fax +44-191-222-8765 | Be wery, wery careful Wabbit

486. Re: MIDI Software for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 14:28:36 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3erh6k$2cd@btmplq.god.bel.alcatel.be>
Source record: 173328

I can confirm that the Cosh sequencer works on the Falcon, at least the registered version does (the downloadable version is quite old). Doesn't work under MultiTOS though.

KCS is excellent, and was well worth the mucho quid I paod for it just before ST Format gave it away on their cover disc. :| I'm glad I have the manual -- if ever a program were high in features, low on user-friendliness then KCS is it.
--

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

---

487. What is...

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 14:30:44 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3erhak$hm5@dux.dundee.ac.uk>
Source record: 173329

The resulutio switch box?

--

```
================================================================================
| Roderick McCall : 3nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ Atari Falcon 030 4/65 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "I'll be back, sometime, someplace, somewhere ..." |
|================================================================================
```

"Oh and good luck against those elephants!"

488. ST REVIEW NEWS: ANY ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 14:34:15 UTC
From: grillo@olivea.ATC.Olivetti.Com
Message-ID: <3erhh7$nmd@olivea.ATC.Olivetti.Com>
Source record: 173330

Any news on the fate of ST-Review ?

I did not receive anything since the "Christmas" issue.

Ciao

Savino

--

____
| |
| Savino Grillo - Olivetti - ITALY - grillo@iconet.ico.olivetti.com |
|____|

489. Re: Riemann II still available?

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 14:39:43 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3erhrf$s6@matrix.fwi.uva.nl>
Source record: 173331

sanders@sci.kun.nl (Sander Stoks) wrote:

:Hello,
:
: Does anybody know of a good symbolic algebra program (a la Maple)
:for the ST? I know there used to be a Maple version, but only upto
:version 4. Is that still avaiable? How expensive, and where?
:As an alternative, I saw an advert for Riemann II in some mag, but
:that was a few years ago. It had an interesting Student Rebate.
:
:Any info on this?

I do not know Riemann II, but what about Reduce or Euler?
I have both of them. I picked up Euler from some ftp site, but did not
work with it a lot, as 1Mb RAM is tight for this kind of applications.
I can send it to you if you can't find it on ftp sites.

--
Martijn Dekker +--- Ishido by PFF software ---+
University of Amsterdam | For info about this great puzzle game: |
Math department | finger -l mdekker@turing.fwi.uva.nl or |
E-mail: mdekker@fwi.uva.nl | http://www.fwi.uva.nl/~mdekker/home.html |

490. [Q] Linux on 1040 STe

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 14:42:24 UTC
From: Robert.Lichtenberger@p55.f5500.n240.z2.fidonet.org
Message-ID: <50d_9501100913@clipper.de>
Source record: 173264

A few months ago I wanted to get the linux version for the Atari in order to
install it on my 1040 STe. But from reading the <<Readme>> files in the
folder I assumed that it is not possible to install Linux on an 1040 STe
Is it?
If not I want to connect my Atari to my Linux-PC to have a second terminal.
I already have managed to do so but what I would need now is an ftp-site or
something the like, where I can get Terminal programms (I need a VT220 for
Linux, don't I)

Thank you for pointing me into the correct direction

P.S: Please e-mail me directly, because I have not enough time to read this
newsgroup regularily

--
Robert Lichtenberger
k3086e1@wildsau.idv.uni-linz.ac.at

491. scanner goes falcon !

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 14:53:25 UTC
From: Jo'ogn@p55.f5500.n240.z2.fidonet.org
Message-ID: <514_9501100913@clipper.de>
Source record: 173265

Keywords:

i want to get a scanner for my falcon ...
no hand scanner, colour, 600dpi ...
there's lots of offers, but i certainly need some drivers ...
and tha's the problem, where (ie germany) can i get Atari drivers
for standart scanner ?

thx Jo'ogn

492. falcon dislikes NEC3D ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 15:02:26 UTC
From: Jo'ogn@p55.f5500.n240.z2.fidonet.org
Message-ID: <50e_9501100913@clipper.de>
Source record: 173266

i recently plugged my 3D to a folcon and was rather dissapointed about
the 'shadows' on the screen ...
well, it should do without (:
who has an idea ...

thx Jo'ogn

493. Belgian Atari Convention

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 15:40:04 UTC
From: esustron@eduserv.rug.ac.be
Message-ID: <3erlck$7j4@infoserv.rug.ac.be>
Source record: 173332

B E L G I A N A T A R I C O N V E N T I O N

ASGARD and the CIA (Club Informatique de l'Auberge) invite you
to their first Atari convention.

18 march 10 am until 19 march 5 pm: 31 HOURS NON-STOP HACKING

ST, TT, MEGA ST, MEGA STE, STE, LYNX, FALCON, JAGUAR, ...

Address: Rue St.-Pierre 50, 7700 Mouscron, BELGIUM

INFO: Dial +32.56.34.94.98 after 7pm and ask for Mr. Debonnet

494. For Sale 40Meg Conner SCSI drive $45

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 15:44:25 UTC
From: lenn@expert.cc.purdue.edu
Message-ID: <3erlkp$8hs@expert.cc.purdue.edu>
Source record: 173333

I have a Conner 40 Meg SCSI hard drive for sale. It is half height 3.5"

I am using it with an ICD AdSCSI host adapter with no problems whatsoever.
(Adapter not for sale, other drives still in case!)

$45 you pay shipping also.

Jody Lenn

--
Jody M. Lenn Umich Atari Posse:
lenn@expert.cc.purdue.edu lenn@atari.archive.umich.edu
lenn@terminator.rs.itd.umich.edu
Elevation 14,400 BPS GEnie: j.lenn1@genie.geis.com

495. Re: ST REVIEW NEWS: ANY ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 16:15:03 UTC
From: vctec@westminster.ac.uk
Message-ID: <D25Bt4.D0H@westminster.ac.uk>
Source record: 173334

Savino Grillo AB (grillo@olivea.ATC.Olivetti.Com) wrote:
: Any news on the fate of ST-Review ?
: I did not receive anything since the "Christmas" issue.

STR has been bought out by the publishers of ST Format, pearsons. You
will now be getting ST Format with a little banner on the cover saying
"including ST Review".

Shame really. STR will be missed dearly.

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

496. Mint-NET

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 16:26:46 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <D25CCM.Krv@exeter.ac.uk>
Source record: 173335

If there is anyone out there who is successfully running a mint/mint-os/
mint-net set up over a SLIP internet link and who doesn't mind answering
questions to help me set up such a system, can they please email me!

Thanks,
--

+-------------+---+
| {{{ Dan }}} | Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI |
+-------------+---+
| Looking for a Falcon sample editor? Get SuperSam v1.08! |
+---+

497. WANTED: ST color monitor

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 16:45:53 UTC
From: mjohnson@paradigm.crhc.uiuc.edu
Message-ID: <3erp81$54n@paradigm.crhc.uiuc.edu>
Source record: 173336

Subject says it.

498. Re: TOS 1.0 on disk ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 17:00:22 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9501091600.AA01101@ilmen.lanl.gov>
Source record: 173337

In article med@golem.wcc.govt.nz, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
>] Hi, does anyone know where I can get a copy of TOS 1.0 on disk ?
>]
>] Reason: I'm having some software probs after recently upgrading from 1.0
>] to 1.4 and would like to try running 1.0 from disk to see if it sure the
>] problems.
>
>Careful, you be flamed about this being illegal now....

Not by me. Who really cares now? Doubtful even if Atari does anymore.

>At least get v1.2 anyway!OW :) 1.0 is horrible!

Actually, TOS 1.2 (the MegaST TOS) is no better than 1.0 as it retains most,
if not all, of the original quirks and bugs. 1.4 was the first -real- fix.

-Hutch- @ Fair Dinkum Tech

499. Re: MicroVitec Cub 895 on an ST?

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 17:56:45 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <3ertct$gj7@gumby.cc.wmich.edu>
Source record: 173338
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <FAFOFFURUP@galaxy.owl.de>,
Hendrik Mylius <neptune@galaxy.owl.de> wrote:
> In <D1wCI3.Dzr@info.bris.ac.uk> Tim Llewellyn wrote:
>
> >card years ago). Unfortunately the manual has gone awol. I'd like to know
> >if its possible to get this monitor to work, either in medium of hi-res,
>
> That depends on the horizontal and vertical frequencies the monitor is
> capable of. The sync is the problem here.
>
> Some older monitors (e. g. NEC 3D) were able to do that. Newer models don't
> even sync to ST-high.

That's not correct. _All_ the newer monitors I've seen will handle down to
at least 31 kHz, some as low as 24 kHz. But none go low enough to handle
the ST color modes (low and medium).

> I don't have the exact ST-frequencies handy at the moment, sorry.

It's 71.2 Hz vertical, 35.7 kHz horizontal, at 1Vpp analog into 75 ohms.

- Mark

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

500. Re: MicroVitec Cub 895 on an ST?

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 17:59:24 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <3erths$gl4@gumby.cc.wmich.edu>
Source record: 173339
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <789421671snz@tauzero.demon.co.uk>,
Mike Fleming <Mike@tauzero.demon.co.uk> wrote:
>
> You need a horizontal freq that will go down to 15kHz to do low-res. Mid-res
> and hi-res are both 30kHz horizontal. Vertical needs to be from 50Hz (lo +
> mid) to 72Hz (hi-res).

Actually, low-res and medium-res are the same, at 15.75 kHz. High-res
is 35.7 kHz.

- Mark

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

501. Re: MGif V4

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 18:12:05 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <3eru9l$h06@gumby.cc.wmich.edu>
Source record: 173340

In article <3epnpm$6j9@brigitte.forthnet.gr>,
Sourmelidis Dimitris <jtace@prometheus.hol.forthnet.gr> wrote:
>
> : By the way, I've seen that quite a few people have fetched the 0927 version
> : and I would very much like to hear about what you like, dislike, miss,
> : can't understand etc. Please, email.
>
> This version of Mgif you mension before, seems to work pretty enough
> with my machine...Very nice work indeed!!!

Yes, it's a big improvement, even over Johan's recent betas. The GUI
enhancements are quite nice. I've only run into two problems so far:

(1) saved flicker files (.FL) are in inverse video!
(2) a lot of the button labels cannot be read under any pre-4.0
version of the AES (they're blank). Since I want as much RAM
free as possible when using MGIF, I usually don't load up
MultiTOS or Geneva. I'm not sure why this limitation?

Other than that, it's looking really good, so far. I haven't managed
to crash it yet! ;-)

- Mark

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

502. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 18:15:19 UTC
From: t94patsa@ida.liu.se
Message-ID: <1995Jan9.181519.28109@ida.liu.se>
Source record: 173341
Cross-posted to: comp.sys.atari.st,umich.archives

Couldn't these postings be done a bit more informative?

/Patrik

--

__ __
/_/ /_ / Computer student at University of Linkoping (LiTH)
/atrik __/anfridsson / E-mail: t94patsa@und.ida.liu.se, z94patsa@isy.liu.se

503. Re: ST REVIEW NEWS: ANY ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 18:20:17 UTC
From: t94patsa@ida.liu.se
Message-ID: <1995Jan9.182017.28319@ida.liu.se>
Source record: 173342

vctec@westminster.ac.uk (Denesh Bhabuta) writes:

>Savino Grillo AB (grillo@olivea.ATC.Olivetti.Com) wrote:
>: Any news on the fate of ST-Review ?
>: I did not receive anything since the "Christmas" issue.

>STR has been bought out by the publishers of ST Format, pearsons. You
>will now be getting ST Format with a little banner on the cover saying
>"including ST Review".

You mean ST Format including ST Review including St User including St Action.
:-)

>Shame really. STR will be missed dearly.

Indeed. The only good mag left is ST Computer but it's in German. :-(

>Danny
>--
>Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
>---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
> danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
> HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

/Patrik

--
__ __
/_/ /_ / Computer student at University of Linkoping (LiTH)
/atrik __/anfridsson / E-mail: t94patsa@und.ida.liu.se, z94patsa@isy.liu.se

504. Re: ST REVIEW NEWS: ANY ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 18:20:56 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <3eruq8$h8c@gumby.cc.wmich.edu>
Source record: 173343

In article <D25Bt4.D0H@westminster.ac.uk>,
Denesh Bhabuta <vctec@westminster.ac.uk> wrote:
>
> STR has been bought out by the publishers of ST Format, pearsons. You
> will now be getting ST Format with a little banner on the cover saying
> "including ST Review".

What a joke! I'd like to know what part of it is an inclusion from
ST Review? These guys think they can stick anything on (or inside)
a magazine, and get away with it.

> Shame really. STR will be missed dearly.

Agreed. It was the last serious, quality magazine for english-speaking
ST users.

- Mark

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

505. FAQ ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 18:22:33 UTC
From: t94patsa@ida.liu.se
Message-ID: <1995Jan9.182233.28435@ida.liu.se>
Source record: 173344

Is anyone maintaining the c.s.a.st FAQs these days?

If not, I'm willing to take over.

/Patrik

--

__ __
/_/ /_ / Computer student at University of Linkoping (LiTH)
/atrik __/anfridsson / E-mail: t94patsa@und.ida.liu.se, z94patsa@isy.liu.se

506. Re: Apex Media Demo?

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 18:24:28 UTC
From: t94patsa@ida.liu.se
Message-ID: <1995Jan9.182428.28560@ida.liu.se>
Source record: 173345

d93rkr@t.hfb.se (Robert Krenn - HFB T d93) writes:

>In <1995Jan3.143927.22590@ida.liu.se> t94patsa@ida.liu.se (Patrik Sanfridsson) writes:

>>Hi, I'd like to know if there's a demo version of Apex Media?

>Yes it is!!!! Try:

> ftp.cnam.fr

>in: /pub/atari/falcon/graphics/

>(might be: /pub/Atari/Falcon/Graphics/ :)

Thanks, I'll have a look!

>//Robert

>--
>d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
>University of Borlange, Sweden _/ _/ _/ _/ _/ _/ _/ _/ STm
>tel: +46-(0)70 5718622 _/_/_/ _/ _/_/_/ _/_/ _/ STe
>http://tpx5.hfb.se:8000/~d93rkr _/ _/ _/ _/ _/ _/ _/ _/ F-030

/Patrik

--

__ __
/_/ /_ / Computer student at University of Linkoping (LiTH)
/atrik __/anfridsson / E-mail: t94patsa@und.ida.liu.se, z94patsa@isy.liu.se

507. Re: Apex Media Demo?

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 18:26:45 UTC
From: t94patsa@ida.liu.se
Message-ID: <1995Jan9.182645.28682@ida.liu.se>
Source record: 173346

dbrewood@nest.demon.co.uk (Daron Brewood) writes:

>In article <1995Jan3.143927.22590@ida.liu.se>
> t94patsa@ida.liu.se "Patrik Sanfridsson" writes:

>> Hi, I'd like to know if there's a demo version of Apex Media?

>Not at this time Pat, the guys are working on putting one together now.

>--

>==
>= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
>= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
>= 7 Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
>==
>= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, Audio/Photo CD. Beta tester. =
>==

Hi, Daron! Long time no see. How's things? I can see you keep adding to your
list of Falcon gadgets. :-)

/Patrik

--
__ __
/_/ /_ / Computer student at University of Linkoping (LiTH)
/atrik __/anfridsson / E-mail: t94patsa@und.ida.liu.se, z94patsa@isy.liu.se

508. Re: What is...

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 19:06:15 UTC
From: der@astrakan.hgs.se
Message-ID: <DER.95Jan9200616@astrakan.hgs.se>
Source record: 173347

In article <3erhak$hm5@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

> What is...
> The resulutio switch box?

It`s a box you plug into the monitor-port and one of the extended joy-
stick ports of a Falcon. There`s three connectors on it: thru, VGA and
RGB.

It works (like every other gfx-accelerator on the Falcon) by feeding the
VIDEL-chip with a new pixel-clock. The advantage of RezSwitchBoz over
other similar products is that the pixel-clock is fully adjustable.

If you are looking for a cheap and easy way of improving your graphics
then it might be a good choice. Don`t expect miracles though...

Daniel Eriksson, root@icon.pp.se, der@astrakan.hgs.se
Voice +46 26 72905, Fax/Data +46 26 72123
"It`s not a job for soldiers, but only soldiers can do it!"

509. Re: What models/types of Atari ST computers?

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 19:20:16 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-FAJTDDVL@ttgk.textlitho.nl>
Source record: 173284

```
Atari 260 ST a stripped down version of the 520 ST (360 k floppy,
optional mouse, TOS loadable from disk)

Atari 520 STM (512k RAM, detached floppy 720k)

Atari 1040 STF (inbuilt floppy drive, 1 Mb)

Atari 1040 STFM (inbuilt floppy drive, 1 Mb and modulator)

Atari STE (enhanced 1040 with stereo sound, blitter etc.)

Atari Mega ST1 (detached keyboard, blitter, no fan, 1 Mb)

Atari Mega ST2 (detached keyboard, blitter, 2 Mb)

Atari Mega ST4 (detached keyboard, blitter, 4 Mb)

Atari Mega STE (detached keyboard, TT style case, inbuilt HD, blitter,
more serial ports, LAN port, 16 MHz CPU, VME slot)

Atari TT 030 16 MHz (16 MHz CPU, early models, rest see below)

Atari TT 030 32 MHz (all later models, 68030 CPU at 32 MHz, 68882
FPU,'real' SCSI port, 2 or 4 Mb STRAM, FASTRAM
optional, no blitter, inbuilt SCSI HD, LAN, 4 serial,
VGA output, VME slot)

Atari Stacy (laptop, ST compatible)

Atari Book (laptop, I have no further specs)

Atari Falcon (enhanced 1040 STE, no flames please... 4 to 14 Mb RAM
68030 CPU at 16 MHz, DSP at 32 MHz, LAN, programmable
video system from monochrome upto 65536 colors, 16 bit
stereo sound, enhanced blitter at 16 MHz, inbuilt 2,5"
IDE, external SCSI-1 with a SCSI-2 connector...)

Just some notes,

Gert

--

-- --
Atari TT-Point
-- --
```

510. Re: Michtron BBS s/w: Works w/9600?

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 19:43:19 UTC
From: lando5@iii1.iii.net
Message-ID: <2f113c221605578@iii1.iii.net>
Source record: 173348

dpj@delphi.com (dpj@delphi) had the audacity to write:

>Yes, Tim is still around on GEnie, but not always as visible (or responsive)
>as we'd all like. I don't recall his having any disagreement with Atari
>with regard to GemView, though.

Er, Jake...I think Harry was referring to Aladdin, not GemView.

Cheers! (Seeya back at the Hall)

--
+------------------------------+----------------------------+
David Anderson	"Remember...no matter where
Producer-type Guy	you go...there you are."
"Addams & Doyle"	--Buckaroo Banzai
WBCS-FM (Country 96.9)/Boston	
+------------------------------+----------------------------+

511. FS: Atari 1040STf

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 19:44:43 UTC
From: drozycki@binkley.cs.mcgill.ca
Message-ID: <3es3nb$h9c@homer.cs.mcgill.ca>
Source record: 173349

Email if interested.

Derek

512. Re: MGif V4

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 19:49:49 UTC
From: selick@bu.edu
Message-ID: <3es40t$15k@news.bu.edu>
Source record: 173350

Joan O'Bryan (obryan@gumby.cc.wmich.edu) wrote:
: In article <3epnpm$6j9@brigitte.forthnet.gr>,
: Sourmelidis Dimitris <jtace@prometheus.hol.forthnet.gr> wrote:
: >
: > : By the way, I've seen that quite a few people have fetched the 0927 version
: > : and I would very much like to hear about what you like, dislike, miss,
: > : can't understand etc. Please, email.
: >
: > This version of Mgif you mension before, seems to work pretty enough
: > with my machine...Very nice work indeed!!!

: Yes, it's a big improvement, even over Johan's recent betas. The GUI
: enhancements are quite nice. I've only run into two problems so far:

: (1) saved flicker files (.FL) are in inverse video!
: (2) a lot of the button labels cannot be read under any pre-4.0
: version of the AES (they're blank). Since I want as much RAM
: free as possible when using MGIF, I usually don't load up
: MultiTOS or Geneva. I'm not sure why this limitation?

: Other than that, it's looking really good, so far. I haven't managed
: to crash it yet! ;-)

Actually, I have. I was going to e-mail Johan directly, but I am on a 1040STe w/4 megs, and under geneve/neodesk4, it seems to be crashing rather often. Not nearly so much under just tos 1.6. I haven't taken the time to narrow it down to one d/a or auto prg, or a specific gif or jpg (both seem to crash equally often) but I suppose I could upon demand.

The other problem is that under tos 1.6, if I assign mgif.prg as an application run by ".gif" files, the mgif.opt file is not read. Is there an environmental variable for this?

Other than that, it's certainly on the way to becoming a brilliant program!

-Steve
selick@acs.bu.edu

513. Re: New MGIF 4.4beta available

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 20:47:19 UTC
From: jwatkins@cix.compulink.co.uk
Message-ID: <D25oEv.52y@cix.compulink.co.uk>
Source record: 173252

```
>I just posted an article on c.s.a.announce about the immediate
>availablity of what I hope will be the last beta release of
>MGIF 4.4.
>
>For those of you who haven't heard about MGIF or believe it's just
>another mono GIF viewer, I suggest looking in c.s.a.a.
>(_fast_, colour, image processing, FreeWare, full sources available etc)

Have you paid your GIF licence fee to CompuServe?

--
John Watkins
```

514. MacBongo....

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 21:19:52 UTC
From: simon@bassland.demon.co.uk
Message-ID: <789686392snz@bassland.demon.co.uk>
Source record: 173255

Yes there was such a program, but was it ever updated from version 0.9?

It is a software emulation of the Macintosh. It does actually work okay, but ONLY with a proper mono-monitor, not even with a mono emulator on my SC1224. I think it is actually a hack of a cartridge based emulator....by Dave Small - pre Spectre though....we're talking 1986 here.

Does anybody know of any other software Mac emulators? That are available from an FTP site?

Thanx
--

/\/\/\/\/\/\/\/\/\/\/\/\/\
|Wilf |
|simon@bassland.demon.co.uk| "I am...The Sheriff Muffin....." - Zig n Zag
\/\/\/\/\/\/\/\/\/\/\/\/\/

515. Re: TOS 1.0 on disk ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 21:20:02 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <01091995.212002@empyr.dircon.co.uk>
Source record: 173256

In message #225, sheppard_r @kosmos.wcc.go writes:

> (Kevan Winch) writes:
> >Hi, does anyone know where I can get a copy of TOS 1.0 on disk ?
> >Reason: I'm having some software probs after recently upgrading from
> >1.0 to 1.4 and would like to try running 1.0 from disk to see if it
> >cures the problems.
>
> I have never had problems with TOS 1.4, with normal software, but have
> with one or two games..
>
>
> Most games will not run with TOS 1.0 disk, as they load on top of TOS

Thanks for the input Roger, but I'm (well, my friend is) having midi checksum and ack/nak errors with midi sample dumps specifically. They work fine with 1.0 and all three programs we tried gave errors when running on 1.4. Someone suggested in rec.music.makers.synth that TOS 1.4 has a unique midi thru routine that can cause problems.

Anyone got any ideas ?

VQWK 6.20 [Rev H - 04/04/94]

516. CyberPaint and TOS 2.06?

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 21:23:00 UTC
From: Doug.Frith@balmybeach.gryn.org
Message-ID: <657_9501100945@tor250.org>
Source record: 173292

```
Yes there is. There is a program in the PD libraries something like
cyberfix.* or somthing like that. If you don't have access to it I'll
get it to you somehow?
Later
The MechaniC "Cyber products are ultimate"
--
| Fidonet: Doug Frith 1:250/422
| Internet: Doug.Frith@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.
```

517. Dave Small ????

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 21:31:08 UTC
From: ercorp@aol.com
Message-ID: <3es9us$sk0@newsbf02.news.aol.com>
Source record: 173257

I just read the January 1995 issue of current notes mag and Dave Small had an article in there. Nothing about spectre but had an article about some programing contest. It looks like he is alive but for us spectre users....
TJ

518. Re: Atari -> Unix

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 23:31:52 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.9lTh5&8&XQw@semprini.waterloo-rdp.on.ca>
Source record: 173267

In <3eou8m$ft8@dux.dundee.ac.uk>, Rod McCall writes:
>Does anyone know of autility for UNIX machines which will remove atari
>control characters. E.g "^M"

flip -u foo.txt

will remove the ^M's from foo.txt. Source for flip should be easily
available (ftp over to gatekeeper.dec.com and use the search util that's
there to find it, for example), and easy to compile.

--
------------------===------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

519. Unix/Network software on ST??

Newsgroup: comp.sys.atari.st
Date: 1995-01-09 23:38:30 UTC
From: richards@pavilion.co.uk
Message-ID: <richards-0901952338300001@line01.gunn-du.pavilion.co.uk>
Source record: 173268

There are articles in this newsgroup which go on about networking and Unix
on ST's.

I m ashamed to say I have moved on to an Apple Mac but would like to make
use of my 1040ST with 80Mb HD.

Can anyone point me in direction of Unix or Network software for 1040ST ???

--
David Richards
Unix/Network Administrator

#ls /world | grep "surfers"

520. Re: What is...

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 00:20:16 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D25y9t.9JC@cix.compulink.co.uk>
Source record: 173269

In message <3erhak$hm5@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk said:

>The resulutio switch box?

A box that allows you to switch between a ST high monitor, and
ST medium/low monitor

Barry wilsontjb@cix.compulink.co.uk

521. Re: ST REVIEW NEWS: ANY ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 00:20:19 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D25y9v.9KA@cix.compulink.co.uk>
Source record: 173270

In message <3erhh7$nmd@olivea.ATC.Olivetti.Com>, grillo@olivea.ATC.Olivetti.Com said:

>Any news on the fate of ST-Review ?
>
>I did not receive anything since the "Christmas" issue.

The final issue, January 95, has been in the shops in UK since before Christmas.

Barry wilsontjb@cix.compulink.co.uk

522. Re: Michtron BBS s/w: Works w/9600?

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 00:27:00 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D25yL0.ABG@cix.compulink.co.uk>
Source record: 173271

K.FDB@cix.compulink.co.uk> <xq37YNG.dpj@delphi.com> <D226Kt.Iu <5Y-ZYJy.dpj@de
lphi.com>
Organization: The Celery Patch @ CIX
X-Newsreader: CixRead/CixComm

In response to dpj@delphi.com's message:
> "Harry Sideras" <sidcelery@cix.compulink.co.uk> writes:
>
> > I'm very surprised he's still around. Wasn't it him who had a
> > disagreement with Atari about some software for Geniew (out of my
> > depth here).
>
> Yes, Tim is still around on GEnie, but not always as visible (or
> responsive) as we'd all like. I don't recall his having any
> disagreement with Atari with regard to GemView, though.

Sorry. That was a typo from me. I didn't mean GemView but Genie. I got
the impression that the program was some kind of OLR, but like I said I'm
not too sure what it actually was.

> -Dana

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/140.16@nest.ftn #

523. Re: ST REVIEW NEWS: ANY ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 00:27:03 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D25yL4.ACL@cix.compulink.co.uk>
Source record: 173272

```
>
Organization: The Celery Patch @ CIX
X-Newsreader: CixRead/CixComm

In response to vctec@westminster.ac.uk's message:
> Savino Grillo AB (grillo@olivea.ATC.Olivetti.Com) wrote:
>: Any news on the fate of ST-Review ?
>: I did not receive anything since the "Christmas" issue.
>
> STR has been bought out by the publishers of ST Format, pearsons. You
> will now be getting ST Format with a little banner on the cover saying
> "including ST Review".

And the final January issue of STR came out before Christmas with
confirmation in the editorial etc.

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
*%*%*%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
*%*%*%*%*%*%* # 90:102/140.16@nest.ftn #
```

524. DIP switches (jumpers) in 5.25 floppy drive (HELP !!!!)

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 00:46:35 UTC
From: npetrlik@public.srce.hr
Message-ID: <3esldb$mvs@nippur.irb.hr>
Source record: 173273

I have 5.25 inch internal PC drive, and I've connect
him to my STE (connections are all OK, and the power
supply for 5.25 is taken from the connector on motherboard.
That's all well and fine, but, how I must set
the DIP switches (jumpers) in 5.25 drive ?
Without setting thing obviously don't work ..

The DIP switches (jumpers):

In 5.25 drive there are 8 jumpers.

The marks besides are:

1st Group:

DD
HR
IL
IS
MM
MS
IR
IU
RI
RD
DC
SR

In 1st group the used slots are: MS, IU, RI, RD, DC, SR
Used means that the jumper is in the slot.

2nd Group:

In this group one slot is used, and besides the slots
there are no marks at all.

3rd Group:

TD
DS2
DS1
DS0

MX
DS3

The used ones are: TD, DS1

The only thing that I maybe figure it out is that
the marks beginning with DS (DS0, DS1 ..) are for
the disk selection (which one should be B, etc ..)

I want 5.25 (external) to be 'B', and the internal 3.5 inch
to be 'A'.

HOW must I set the jumpers ?

Any help would be wellcoming ..

THANKS.

525. Re: MGif V4

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 01:01:03 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <3esm8f$sin@nyheter.chalmers.se>
Source record: 173274

I'd prefer to receive bug reports by email, but I'll answer this anyway.

In article <3es40t$15k@news.bu.edu>, Steven Selick <selick@bu.edu> wrote:
>Joan O'Bryan (obryan@gumby.cc.wmich.edu) wrote:
>: enhancements are quite nice. I've only run into two problems so far:
>
>: (1) saved flicker files (.FL) are in inverse video!

They're not on my Falcon, but I'll try to look into it.

>: (2) a lot of the button labels cannot be read under any pre-4.0
>: version of the AES (they're blank). Since I want as much RAM

I keep forgetting about those. Aren't they only in the 'Scale' dialog?

The small text on the init dialog might disappear as well, but that text
is not of any interest unless you have alternate memory installed.

The buttons in the scale dialog are like this:
Percentages
Absolutes
Do Fit Aspect Reset

(I might have mixed up the bottom row, but I don't think so.)

>: Other than that, it's looking really good, so far. I haven't managed
>: to crash it yet! ;-)
>
>Actually, I have. I was going to e-mail Johan directly, but I am on a 1040STe
>w/4 megs, and under geneve/neodesk4, it seems to be crashing rather often. Not

Strange, it's been quite a while since I had a crash I couldn't explain
with MGIF on my Falcon and those bugs are all fixed. I don't run Geneva
or Neodesk, but I can't see what they could complain so loudly about.
MGIF works (almost) perfectly with MultiTOS on my Falcon.

>to one d/a or auto prg, or a specific gif or jpg (both seem to crash equally
>often) but I suppose I could upon demand.

I'd appreciate some more information about this (in email), such as what
kind of crashes (bombs, lockup etc) and when they occur. Buffer sizes,
display modes etc would also be useful.

>The other problem is that under tos 1.6, if I assign mgif.prg as an
>application run by ".gif" files, the mgif.opt file is not read. Is there an

Well, MGIF will look in the current directory for the MGIF.OPT file, so
you'll need to put one in the directory you're using. It should work then.

>environmental variable for this?

Yes, MGIF_OPT. It's mentioned in the README.1ST file, by the way.

>Other than that, it's certainly on the way to becoming a brilliant program!

:-)

New versions will appear on rand.thn.htu.se as they become available.
(Today I got the zoom/cut scrolling to work as it should.)

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

526. Re: New MGIF 4.4beta available

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 01:20:49 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <3esndh$sm0@nyheter.chalmers.se>
Source record: 173275

In article <D25oEv.52y@cix.compulink.co.uk>,
John Watkins <jwatkins@cix.compulink.co.uk> wrote:
>
>Have you paid your GIF licence fee to CompuServe?

I only heard about that controversy a couple of days ago and am currently
following the discussion in the 'Independent JPEG Group' mailing list
with great interest.

If I've understood things correctly, those Unisys patents are not valid
in Sweden (or has GATT changed that?). Even if they are, I'm not sure
how they would apply to something that is not really distributed or
charged for in any way.
Someone said on the IJG list that a decoder was not covered by the patents
and if that's true, I can easily remove the GIF write code.

It'll be very interesting to see how this turns out.
After all, the US patents office has granted some absolutely ridiculous
software patents. Maybe this is the one that will finally make them see
some sense (perhaps they could hire some programmers with half a brain).
(I'm not saying that the LZW patent is one of the really silly ones.)

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

527. Re: Calamus and PS

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 01:22:27 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0901951726030001@tsa-32.ucsc.edu>
Source record: 173276

In article <789599204snz@bigbox.demon.co.uk>, bjb@bigbox.demon.co.uk wrote:

> In article <bwanga-0701951237500001@tsa-38.ucsc.edu>
> bwanga@cats.ucsc.edu "Tim Seufert" writes:
>
> > One interesting thing is NeXT: it uses Display PostScript as the screen
> > imaging model, and PostScript as the printing model. That means that
> > printing is very simple for the programmer: you just send PS data to the
> > printer instead of the screen.
>
> GDOS works like this - you can open a workstation and draw to a printer,
> screen, memory, photographic film (apparently) and use the same commands
> on everything.

If you're lucky. GDOS never seemed to work too well, and its performance
was terrible.

```
+-------------------------------------------------------------+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+-------------------------------------------------------------+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+-------------------------------------------------------------+
```

528. Re: New MGIF 4.4beta available

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 01:33:21 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <3eso51$smp@nyheter.chalmers.se>
Source record: 173277

Replying to my own message here. I promise I won't make it a habbit.

In article <3esndh$sm0@nyheter.chalmers.se>,
Johan Klockars <d8klojo@dtek.chalmers.se> wrote:
>In article <D25oEv.52y@cix.compulink.co.uk>,
>John Watkins <jwatkins@cix.compulink.co.uk> wrote:
>>
>>Have you paid your GIF licence fee to CompuServe?
>
>I only heard about that controversy a couple of days ago and am currently
>following the discussion in the 'Independent JPEG Group' mailing list
>with great interest.

Just when I'd posted the last article the latest news dropped in on the
mailing list. This is supposed to be an official Unisys statement:

Unisys does not require licensing, or fees to be paid, for
non-commercial, non-profit GIF-based applications, including those for
use on the on-line services.

So, MGIF will continue to use GIF and it won't cost me anything. Puh!

At another point in the statement it's mentioned that Unisys will not
make _anyone_ pay for using the patents before 1995, so it looks like
all authors of ShareWare packages can now take a deep breath as well.
(I'd suggest double checking to make sure.)
To me it does not look like they can continue to use GIF, though.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

529. Re: What models/types of Atari ST computers?

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 01:44:03 UTC
From: selick@bu.edu
Message-ID: <3esop3$39l@news.bu.edu>
Source record: 173278

Gert van der Knokke (gert@ttgk.textlitho.nl) wrote:

: Atari 260 ST a stripped down version of the 520 ST (360 k floppy,
: optional mouse, TOS loadable from disk)

: Atari 520 STM (512k RAM, detached floppy 720k)

: Atari 1040 STF (inbuilt floppy drive, 1 Mb)

: Atari 1040 STFM (inbuilt floppy drive, 1 Mb and modulator)

: Atari STE (enhanced 1040 with stereo sound, blitter etc.)

: Atari Mega ST1 (detached keyboard, blitter, no fan, 1 Mb)

: Atari Mega ST2 (detached keyboard, blitter, 2 Mb)

: Atari Mega ST4 (detached keyboard, blitter, 4 Mb)

: Atari Mega STE (detached keyboard, TT style case, inbuilt HD, blitter,
: more serial ports, LAN port, 16 MHz CPU, VME slot)

: Atari TT 030 16 MHz (16 MHz CPU, early models, rest see below)

: Atari TT 030 32 MHz (all later models, 68030 CPU at 32 MHz, 68882
: FPU,'real' SCSI port, 2 or 4 Mb STRAM, FASTRAM
: optional, no blitter, inbuilt SCSI HD, LAN, 4 serial,
: VGA output, VME slot)

: Atari Stacy (laptop, ST compatible)

: Atari Book (laptop, I have no further specs)

: Atari Falcon (enhanced 1040 STE, no flames please... 4 to 14 Mb RAM
: 68030 CPU at 16 MHz, DSP at 32 MHz, LAN, programmable
: video system from monochrome upto 65536 colors, 16 bit
: stereo sound, enhanced blitter at 16 MHz, inbuilt 2,5"
: IDE, external SCSI-1 with a SCSI-2 connector...)

That's sort of like saying that the 68030 is an enhanced light switch :)

:
: Just some notes,

: Gert

: --

: -- --
: Atari TT-Point

: -- --

530. Power PC rumor squashed

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 01:48:18 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1995Jan10.014818.108007@zeus.aix.calpoly.edu>
Source record: 173279

I thought that some people here might be interested in this story.
Note source and message ID for all of you flamers out there.

From more@power.globalnews.com Mon Jan 9 14:58:16 1995
Date: Mon, 9 Jan 1995 22:55:09 GMT
Message-Id: <199501092255.WAA31540@power.globalnews.com>

======================
ATARI DISCOUNTS RUMOURS OF POWERPC LICENSING.
(January 6th 1995) Two people contacted us separately this week
asking whether we had heard of rumours that Atari will use the
PowerPC in a forthcoming machine. We hadn't - but an Atari spokesman
had, though he said there was no truth them.

There are a couple of variants to choose from. One story has Atari
re-entering the PC market with a PowerPC version of the ST. Atari
says it continues to monitor the PC market, but has no concrete plans
at the moment. The other rumour has the next generation of its Jaguar
games console using a PowerPC processor instead of its current
68k-family chip.
(C) PowerPC News - Free by mailing: add@power.globalnews.com

*steve

--
arise from beneath the remains before schizophrenia and morbid visions
create the new chaos a.d.

531. Emagic micro-logic?

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 02:13:35 UTC
From: ross@earth.usa.net
Message-ID: <3esqgf$dp2@earth.usa.net>
Source record: 173280

> Has anyone seen Emagic Micro logic? I have my eyes set on Logic Audio, but
> don't have the money right now. What kind of upgrade path is availabe
> between the two? Any other advice/information?
>
> Thanks,
> Russ

I am fairly sure that Micro Logic is only for the PC (IBM), not positive though. Logic Audio Falcon is not being sold. It was given away as a free upgrade to LOGIC users due to the decision not to release the program. There is no support for the users who did receive it but it did come with the MAC manual (for the meesily shipping price of $30). So at this point I would suggest if you want Audio recording on your Falcon that Cubase Audio is the only current way to go. I use LOGIC myself and LOVE it !! And although EMAGIC doesn't support LAF they do support ATARI with LOGIC, NOTATOR SL, SOUND SURFER and SOUND DIVER (I can't wait for this one).

Any more questions (I'd be happy to try and answer them.)

---
* Kivi (unregistered) 1.16 *
--

532. Re: Michtron BBS s/w: Works w/9600?

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 02:35:05 UTC
From: dpj@delphi.com
Message-ID: <xI2YBkB.dpj@delphi.com>
Source record: 173281

David Anderson <lando5@iii1.iii.net> writes:

>dpj@delphi.com (dpj@delphi) had the audacity to write:
>
>>Yes, Tim is still around on GEnie, but not always as visible (or responsive)
>>as we'd all like. I don't recall his having any disagreement with Atari
>>with regard to GemView, though.
>
> Er, Jake...I think Harry was referring to Aladdin, not GemView.
>
> Cheers! (Seeya back at the Hall)

That could very well be, David, but he did mention GemView in his message.
<g>

And, I will see ya back at the 'Hall!

533. Re: Michtron BBS s/w: Works w/9600?

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 02:37:07 UTC
From: dpj@delphi.com
Message-ID: <xq+6hiL.dpj@delphi.com>
Source record: 173282

"Harry Sideras" <sidcelery@cix.compulink.co.uk> writes:

>Sorry. That was a typo from me. I didn't mean GemView but Genie. I got
>the impression that the program was some kind of OLR, but like I said I'm
>not too sure what it actually was.

Oh, as David mentioned, you're thinking of Aladdin for GEnie. It is indeed
an OLR for GEnie users. To answer your question, though, I don't know
if there was a disagreement regarding it. Possibly.

-Dana

534. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 02:46:43 UTC
From: dpj@delphi.com
Message-ID: <xI34xAL.dpj@delphi.com>
Source record: 173283

Steve Wells <wells_s@kosmos.wcc.govt.nz> writes:

>Hardly much point is there? There's usually virtually noting in there
>for ST users, mostly mac' stuff. Nothing that we don't see in AEO
>anyway! :)

I don't know whether or not you were kidding or not, Steve. In case you weren't, there is certainly a point in doing so. If there weren't, I wouldn't be spending all of this time putting together the Atari section of STReport, week after week. <<grin>>

There is plenty of Atari news, both the computer and Jaguar. There are some weeks that the Atari news has more coverage than either the PC or Mac sections (there are other times when there's considerably less!).

If you want a well-balanced online magazine, wiith platform coverage of all types (many Atari users are multi-platform users these days!), on a _weekly_ basis - STReport is the magazine to read. Ask many of your fellow Internet users - I send out issues to over 100 members weekly and I just recently started this "service" to them.

Dana @ STReport International Online Magazine

535. Simple modeler/renderer?

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 03:27:32 UTC
From: darmok@leland.Stanford.EDU
Message-ID: <3esur4$gjs@elaine38.Stanford.EDU>
Source record: 173285

Is there a simple, _complete_ 3-D modeler /raytracer prog for the Falcon for very cheap. I just want to do _fast_ 16-color models of standard 3-D object formats. Anything free or cheap out there that hopefully uses DSP? Thanx.

536. Re: Mega/STe & BBS (mainly Ratsfot)

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 03:37:59 UTC
From: kfason@csn.net
Message-ID: <3esven$ckc@news-2.csn.net>
Source record: 173286

Kim Andersen (kim@dksoft.ping.dk) wrote:
: If it's not Lasse Eldrup in Denmark you're talking about, then you can add
: him to the list of people having problems. Please let me know if you find
: any solution to this, which i then will send to Lasse.

no, its called Ringworld here in the States. has 1.5 gig, and 3 CD-ROMs,
modem is a USR Dual Standard v.34, so you can see whty we both are itching
to get it going faster then 19200...

Does Octopus work fine on that port? I recall it was able to use the
other ports...

--

- Kevin Fason "kfason@csn.net"
I would love to sit here and watch my brain cells die one by one, but I CANT!

Go RAMMIES! AIESEC CSU
Atari Falcon030 14/1.5gig|USR Courier D.S. v.34|Atari Jaguar

537. Re: New MGIF 4.4beta available

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 03:52:31 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3et09v$cu3@golem.wcc.govt.nz>
Source record: 173287

] >For those of you who haven't heard about MGIF or believe it's just
] >another mono GIF viewer, I suggest looking in c.s.a.a.
] >(_fast_, colour, image processing, FreeWare, full sources available etc)
]
] Have you paid your GIF licence fee to CompuServe?

I'd reckon maybe 5% of people that write GIF utilities have.... Compuserve
come up with some pretty evil concepts at times....

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

538. Re: What models/types of Atari ST computers?

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 03:54:14 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3et0d6$cu3@golem.wcc.govt.nz>
Source record: 173288

] Atari 260 ST a stripped down version of the 520 ST (360 k floppy,
] optional mouse, TOS loadable from disk)

Believe it or not, there was even a 130 ST. VERY rare though! :)
External 360K floppy, and enough memory to get to the desktop, but not
enough to run any software!

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

539. STE PC Dos Emulation ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 04:32:42 UTC
From: Jonathan Pruitt <74140.2361@CompuServe.COM>
Message-ID: <3et2la$g0b$1@mhadf.production.compuserve.com>
Source record: 173289

What hardware or software is needed to have an Atari STE (2.5meg expanded)
do a PC Dos emulation. Where do I get it and how much should it cost?
what about used?
This would appear to be my best bet for running my STE with the local
internet provider. I'd like to save some $$$ compared to CI$, but I
don't want to have to use the unix interface all the time.

Jon

540. Re: Belgian Atari Convention

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 04:36:49 UTC
From: starlord@infi.net
Message-ID: <3et2t1$d4b@lucy.infi.net>
Source record: 173290

Emmanuel Sustronck (esustron@eduserv.rug.ac.be) wrote:
: B E L G I A N A T A R I C O N V E N T I O N

: ASGARD and the CIA (Club Informatique de l'Auberge) invite you
: to their first Atari convention.

: 18 march 10 am until 19 march 5 pm: 31 HOURS NON-STOP HACKING

: ST, TT, MEGA ST, MEGA STE, STE, LYNX, FALCON, JAGUAR, ...

: Address: Rue St.-Pierre 50, 7700 Mouscron, BELGIUM

It sounds like fun but I am so sorry that will not be able to attend...
I never attended a 31 hrs non stop event... and the one with a great
computer should be great!!

: INFO: Dial +32.56.34.94.98 after 7pm and ask for Mr. Debonnet

--
Duane Brankley... aka the
... Star Lord ...
StarLord@Infi.net...Richmond, Virginia, USA

541. Re: FAQ ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 04:39:01 UTC
From: starlord@infi.net
Message-ID: <3et315$d4b@lucy.infi.net>
Source record: 173291

Patrik Sanfridsson (t94patsa@ida.liu.se) wrote:
: Is anyone maintaining the c.s.a.st FAQs these days?

: If not, I'm willing to take over.

: /Patrik

All I can say is Go for it... their is a need and I don't see anyone
lining up to take over the Job... So "Just Do It"

: --
: __ __
: /_/ /_ / Computer student at University of Linkoping (LiTH)
: /atrik __/anfridsson / E-mail: t94patsa@und.ida.liu.se, z94patsa@isy.liu.se

--
Duane Brankley... aka the
... Star Lord ...
StarLord@Infi.net...Richmond, Virginia, USA

542. Is FAT messed up---how can I fix it

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 06:10:17 UTC
From: graphic@delphi.com
Message-ID: <xW36ReJ.graphic@delphi.com>
Source record: 173293

While trying to copy 4 files via my INTERSECT ram disk, 2 of the files gave a dialog box with the error message "invalid copy attempt". I tried to open the files in Wordplus (1stword) and then save them on the target disk. Well, I got a message that the specified directory (main) could not be found and therefore I couldn't get the files saved.
Now I tried to save the telecom buffer to this floppy tonight and I got the message "unable to open file" yet I could save to a different disk (no, the first disk was not full).
Have I messed up the FAT? How do I fix it? E-mail advice would be greatly appreciated.

543. Video Editing with the STe/Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 06:13:50 UTC
From: graphic@delphi.com
Message-ID: <xU-ZREO.graphic@delphi.com>
Source record: 173294

Does anyone have details on any video editing software/system that uses the
Atari Ste or Falcon? One person said they had heard that VideoMaster and
and that ScreenEye would be released later in U.S.
No other info was available.
Does anyone know a telephone number or address for the publisher or distributor?
Any other titles available?
E-mail note with details would be greatly appreciated.

544. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 07:01:57 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <D26GvA.7y6@hpbbrd.bbn.hp.com>
Source record: 173295

Kim Andersen (kim@dksoft.ping.dk) wrote:
> It would have been better to support the Falcon before anything else.

Better for you, that's right.

> Supporting the ST is something i do not understand at all. The ST is dead.
> Supporting a Mac is something i can understand, but it doesn't leave many
> hopes left for the Falcon.

Try to look at it from a developper's point of view: There are a lot
more STs (by several orders of magnitute, I guess) out there than
there are Falcons. So where is the biggest market for a new operating
system? Add to this the higher technical complexity of Falcon support,
and you know why the Falcon support has been rated second priority.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>--

545. Re: ST REVIEW NEWS: ANY ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 08:32:04 UTC
From: grillo@olivea.ATC.Olivetti.Com
Message-ID: <3etgm4$5sk@olivea.ATC.Olivetti.Com>
Source record: 173296

Harry Sideras (sidcelery@cix.compulink.co.uk) wrote:
: > Savino Grillo AB (grillo@olivea.ATC.Olivetti.Com) wrote:
: >: Any news on the fate of ST-Review ?
: >: I did not receive anything since the "Christmas" issue.
: >
: > STR has been bought out by the publishers of ST Format, pearsons. You
: > will now be getting ST Format with a little banner on the cover saying
: > "including ST Review".

: And the final January issue of STR came out before Christmas with
: confirmation in the editorial etc.

So the January 95 was on newstand around Christmas but did any
SUBSCRIBER receive that issue ?

Ciao

Savino

--

____
| |
| Savino Grillo - Olivetti - ITALY - grillo@iconet.ico.olivetti.com |
|____|

546. 50/60Hz swap TSR

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 10:03:45 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.79.000A1054@lobby.ti.com>
Source record: 173218

Is there a TSR that allows switching between 50/60 Hz sync?

Regards
William

+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

547. ST and Falcon items for sale, UK

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 10:12:13 UTC
From: djs@jet.uk
Message-ID: <1995Jan10.101213.21156@jet.uk>
Source record: 173297
Cross-posted to: uk.forsale,comp.sys.atari.st,jet.atari

```
A clearout of things I don't use any more. All included P&P to UK.
All are compatible with STs and Falcons unless state otherwise.
```

Calamus SL: A newish release, bought new about 8 months ago. £100.

Cubase v3.1: £150.

SpeedoGDOS v5.0c: £25

Maxtor 2.5" IDE drive, 127MB (incl Falcon internal mounting brackets if required). £110 It's IDE, not SCSI.

Atari Works: Word Processor with database and spreadsheet modules, requires SpeedoGDOS or NVDI3. £35 inc.

Clarity Falcon: Sound sampler for Falcon030, includes both in-memory and direct-to-disk editors, £35 inc

BlowUp Hard 2: Screen expander for Falcon030, it's 70 quid new, yours for £40 inc.

```
All include manuals, dongles etc where appropriate.

--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.
```

548. Re: Falcon GFX-cards

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 10:59:07 UTC
From: alpldbia@w254zrz.zrz.tu-berlin.de
Message-ID: <3etp9r$rse@brachio.zrz.TU-Berlin.DE>
Source record: 173298

In article <3erasn$9tn@ztivax.zfe.siemens.de>,
Hans-Peter Huth <huth@stack.zfe.siemens.de> wrote:
>
>There is a 'normal' Falcon gfx-card, from Hard&Soft. It costs about 800.-DM with
>1 Meg and about 1000 DM with 2 Meg Memory. It should be available now. OK, thats
>all i know about this card, so don't ask me more. It is *very* new, so we will
>probably see some reviews within the next month.

It's the NovaFalcon graphic card. AFAIK it can display up to 32k of colours at
640x480 and 70 Hz. I do hope to see a test in a mag in the next 2-3 months.

Andre

549. Re: Riemann II still available?

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 11:12:33 UTC
From: sanders@sci.kun.nl
Message-ID: <D26sGy.9vy@sci.kun.nl>
Source record: 173299

In <3erhrf$s6@matrix.fwi.uva.nl> mdekker@fwi.uva.nl (Martijn Dekker) writes:

>sanders@sci.kun.nl (Sander Stoks) wrote:

>:Hello,
>:
>: Does anybody know of a good symbolic algebra program (a la Maple)
>:for the ST? I know there used to be a Maple version, but only upto
>:version 4. Is that still avaiable? How expensive, and where?
>:As an alternative, I saw an advert for Riemann II in some mag, but
>:that was a few years ago. It had an interesting Student Rebate.
>:
>:Any info on this?

>I do not know Riemann II, but what about Reduce or Euler?
>I have both of them. I picked up Euler from some ftp site, but did not
>work with it a lot, as 1Mb RAM is tight for this kind of applications.
>I can send it to you if you can't find it on ftp sites.

I'll try to find them, and then try them out. They're on a.a?

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

550. Adresses?

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 11:23:30 UTC
From: iagaw@cluster1.urz.uni-halle.de
Message-ID: <9501101121.AA64255@cluster1.urz.uni-halle.de>
Source record: 173300

```
Can someone give me the adresses of the following developers:
(or even better, their E-Mail adresses)
Black Scorpion Software
Caspian Software
EKO
Unique Developments
Eclipse Software
Gremlin

Thanks in advance!
```

551. Re: STE & CUbase v.1

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 11:32:33 UTC
From: epdouden@cs.vu.nl
Message-ID: <D26tEA.71u@cs.vu.nl>
Source record: 173201

ejuv19@festival.ed.ac.uk (D Nicoll) writes:
: Hello, I need some advice. I've just recently returned to sequencing. I
: got a STE second hand, and tried to run Cubase v.1. The mouse don't
: work. I remebered there was a problem with this but can't remeber how to
: solve. COuld anyoine advise? Do I need an upgrade or another computer
: STE or STEFM?
:
: Much Obliged
:
: Derek

Are you using Warp9 (screen speeder) or so? I know that there is some problem with Warp9 and Cubase. I don't know exactly what goes wrong, but it's in the Warp9 doc files... somewhere! I'll look it over for you when I'm home.

Ewout

552. Re: Calamus and PS

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 11:33:30 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAKLFBVSUP@galaxy.owl.de>
Source record: 173221

In <bwanga-0701950313130001@tsa-39.ucsc.edu> Tim Seufert wrote:

>No - in this case, you have a software layer much like PostScript, only
>not as complicated - HP's PCL Level 5. You can use RET on those printers
>because the computer is sending vector data to the printer, too.

Nope. PCL uses standard images. Mostly RLL-compressed. PrinterControlLanguage
gives you the overall control of the commands and features available on the
particular machine.

HP-GL/2 is the vector-based language introduced by HP.

>> WYSIWYG, it's "not so good" in some cases, due to font substitution and
>> translating devices.
>That's why PS files are often made with embedded fonts, to avoid font
>substitution. I have no idea what you mean by "translating devices."

He's probably referring to those RasterImage Processors, you'll need to output
on high-end devices.

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

553. Re: MPEG Players

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 11:38:10 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAKLFBVVUP@galaxy.owl.de>
Source record: 173223

In <H.eg.349z&QXiHCQ@semprini.waterloo-rdp.on.ca> Chris Herborth wrote:

>In <3e95gr$44p@lastactionhero.rs.itd.umich.edu>, John T. Chung writes:
>>Are there any good MPEG or QUicktime players available for the ST?
>You're kidding, right? I've got a '486dx2/66 at work with 16M of RAM,
>OS/2, and a local-bus video card, and it can barely play MPEGs at a
>reasonable speed.

True words spoken here.

The MedusaT40 can handle something like 11 frames/second.

>Good luck doing it on an ST; even a TT would have problems. A Falcon
>could pull it off, but only if it used the DSP.

ST-Guide can decode MPEG's, but it's slooooooow.

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

554. Re: Calamus and PS

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 11:42:20 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAKLFBVYUP@galaxy.owl.de>
Source record: 173222

In <3em7ba$p5o@prime.mdata.fi> Pekka Saarinen wrote:

>>No - in this case, you have a software layer much like PostScript, only
>>not as complicated - HP's PCL Level 5. You can use RET on those printers
>Calamus SL sends the page as a TIFF-dump to my HPLJIIIP, and the curves get
>still RET'ted. HPLJIIIP has also PCL-5, I don't know how many programs

PCL is used to set the printer into the correct mode. (Printer Control
Language). It is not a describing language as PS.

On Plotters, HP-GL/2 is used for that. And has become a standard for plotters,
as PS has for printers.

NVDI send its images a RLL-compressed images, btw.

>I mean eg. PS-printer's inbuilt program which translates PS to raster.
>If you have older-level PS-printer, you get wrong output (or rather
>no output at all).

Yep.

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

555. Re: WWW browser for TOS?

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 11:47:12 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3ets40$3rr@whitbeck.ncl.ac.uk>
Source record: 173202

In article <avg.789663784@news.cwi.nl>, avg@cwi.nl (Annius Groenink) writes:
>(although it's definitely going steady). Chris Ridd is working on
>parts of what may become a Web browser in the future.
>
>My guess is that in any case, a version of Mosaic or Netscape
>running under X11R5+mint or X11Free68k+linux68 will be available
>earlier than a graphical web browser for Mint+GEM.
>
>Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:

I'm going to stick my neck out here & say that if someone has a 14Meg falcon
or a TT, then porting Mosaic to MiNT-X11 should be fairly easy (maybe
take a week or so). I say this having just port xvt to MiNT-X (get it
from my www page). This only really took a couple of days to port, and a
month of tinkering before realising that you had to use fixstk to set a
big default stack for X executables under MiNT.

My major problem is not having enough RAM (I only have 4Meg,
so until MiNT gets VM, or gcc decides to play ball with Outside, or someone
gives me a 14Meg expansion, thats it as far as my X-Windows tinkering goes -
at least under MiNT.

Linux is a different matter, and (although I've not tried it yet) I hear that
the X port for Atari Linux is at least as good as the MiNT one (ie. VERY).
And adding to that the fact that Linux already has VM, I think that Linux
Mosaic would currently be a much easier job than MiNT Mosaic (for me at least).

All that aside, I'm not doing it - I only have a bloody 2400Baud modem anyway,
so the pain of using SLIP is unreal......

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

556. Re: What are the HI-RES scanning frequencies? for ST.

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 12:02:56 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAKLFBWBUP@galaxy.owl.de>
Source record: 173224

In <3emffg$ha8@news2.delphi.com> MARSALONE@DELPHI.COM wrote:

> WHat are the scanning frequencies for the high resolution monochrome
>mode on the Atari ST. Both Horizontal and Vertical freqs...

I couple of days ago I posted a small table with some data I figured out
myself. Here now is the "real" stuff:

ST/STE:
=======

Color: 15,625 KHz, 50-60 Hz refresh
Mono : 35,700 KHz, 72 Hz refresh

TT030:
======

Color (VGA): 31,500 KHz, 60 Hz refresh
Mono : 72.000 KHz, 72 Hz refresh
(TTM194/TTM195/Protar 19" monitor with ECL-input)

Falcon030:
==========

Color (RGB/TV) : 15,625 KHz, 50 Hz refresh
Color (VGA) : 31,470 KHz, 61 Hz refresh
ST-high (VGA) : 31,470 KHz, 61 Hz refresh
ST-high (SM124): 35,700 KHz, 71 Hz refresh

So the horizontal frequencies should range from about 15 kHz to 36 kHz or even
higher. The low mark will be the problem for most newer models. They simply
won't sync.

The vertical-range should be from 50 to 72 Hz or higher. That should not be
the problem.

Pure VGA-screens do _not_ work with an ST/STE. One should always go for a
Multisync with the specs from above.

My thanks goes out to Michael Ruge (mr@wi2.maus.de) who provided me with the
data given above.

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

557. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 12:04:14 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAKLFBWEUP@galaxy.owl.de>
Source record: 173225

In <3ellr8$lv5@oden.abc.se> Martin Rossel wrote:

>Does anyone here know when Magic for Falcon will be released ?

Shouldn't be too long from what I've heard.

Perhaps them little Easter-Bunnies might bring it along.

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

558. Re: MicroVitec Cub 895 on an ST?

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 12:05:54 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAKLFBWHUP@galaxy.owl.de>
Source record: 173226

In <D20H09.Lrw@cix.compulink.co.uk> "Roland Givan" wrote:

>The way I understood it was that there are 2 sorts of RGB monitors,
>analogue and digital.

Ok.

>Analogue ones take analogue voltage RGB signals and hence provide almost
>infinite colours.

Like a TV.

>Digital ones have some sort of 'stepped' voltage, something like 7(? 3)
>gradients between 0v and 5v. The number of colours represented by this

Haven't seen those babies.

Bye.

/Hendr!K/

559. Re: Falcon GFX-cards

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 12:48:30 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAKLFBXYUP@galaxy.owl.de>
Source record: 173237

In <H.ekBL.AMN4zSY9riY@icon.pp.se> Daniel Eriksson wrote:

>in high resolutions and that could handle f.e. 1280*1024(NI) in 16 or 256

Dunno about this, but I doubt it'll be possible with the internal chips.

>colours. Since I`ve ordered the Barracuda accelerator (which once again
>has been delayed - now till the end of February) the card must be able to

Perhaps the Barracudda was bitten by a shark ...

>work together with the Barracuda. Is Wizztronics(sp?) planning any
>graphics-card especially for the Barracuda?

At the end of November, I've talked to the Wizztronics developer during the proTOS show in Hennef.

He mentioned that the Barracuda would have some kind of graphic enhancement on the board itself.

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

560. Re: Customizing TOS??

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 12:51:29 UTC
From: vctec@westminster.ac.uk
Message-ID: <D26x1t.n1y@westminster.ac.uk>
Source record: 173203

Hendrik Mylius (neptune@galaxy.owl.de) wrote:
: In <3eemv7$sc3@hasle.oslonett.no> Hallvard Tangeraas wrote:

: I've done all my patches with TOSPATCH. The filename is s. th. like

: TP206V38.*

: where the 206 indicates the version for TOS 2.06 and version 3.8 of the
: pachfiles itself. A TP306***.* is available as well and brand new TP404V10.*
: for the Falcon.

Where are these files to be found????

Regards
Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

561. Re: ST REVIEW NEWS: ANY ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 12:55:36 UTC
From: vctec@westminster.ac.uk
Message-ID: <D26x8o.6v@westminster.ac.uk>
Source record: 173204

Savino Grillo AB (grillo@olivea.ATC.Olivetti.Com) wrote:
: So the January 95 was on newstand around Christmas but did any
: SUBSCRIBER receive that issue ?
Yup, I did.

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

562. Re: 1 Gb Harddisk problems

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 13:00:54 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAKLFBYBUP@galaxy.owl.de>
Source record: 173239

In <3er06e$53f@infoserv.rug.ac.be> Emmanuel Sustronck wrote:

> Recently I bought myself an HP C2332A/101/300 1Gb SCSI2 harddisk for
>my ST. It has a jumper that should make it respond like a SCSI1. It works on
>a PC, a Mac, a Falcon, but *NOT* on my ST. I've tried it with the ICD-Link
>and another host adapter, but the result is always the same: the green LED
>starts flashing the moment my ST tries to address it, and the ST doesn't
>seem to notice there is a drive on the SCSI-bus. I've tried different
>harddisk utilities, but nothing seems to work.

Let's put all the problems of termination and termpower and stuff aside, as
you've probably checked it, haven't you?

The problem you're describing here, sounds very much like a problem with
BUS-ARBITRATION.

Only real SCSI-devices like PC, MAC, Falcon can handle the arbitration
properly. With the right drivers, that is. AFAIK, only HuSHI >= 6.08 and the
latest HDDRIVER (3.5x?) can handle arbitration.

The SCSI-via-ACSI-Link-connection isn't capable of arbitrating at all. If this
really is your problem, you're out of luck. It won't work.

Perhaps Julian and Uwe could add their points to this matter. They're the
specialists.

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

563. Re: Calamus and PS

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 13:07:14 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAKLFBYEUP@galaxy.owl.de>
Source record: 173238

In <1995Jan9.100236.26392@jet.uk> David Stevenson wrote:

>>What about the fonts? Are they stored in that PS-file, or does it require EPS?
>>(Could anyone explain the diff's between those two?) If the files are not...
>So you reckon you know enough about PS to criticise it, yet don't even know
>the difference between PS and EPS?

I now some parts of it, but not as much as I'd like to know.

You seem to be the wiseguy, so go ahead an tell me ...

My crtitizism is based on the things I've heard from a friend who's working in
the graphics industry. Interchanging larger documents with many fonts IS a
problem. It is often discussed in decent mag's like the german c't as well.

Do you deny there are possible problems at all?

>There is no font problem anyway if you get your package to include the fonts
>in the PS file. That's what I do with PageStream.

Which makes the files somewhat bigger, doesn't it?

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

564. WINX22 & Warp9

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 13:10:47 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.80.000D2E66@lobby.ti.com>
Source record: 173232

Is there anyone using WINX22 with warp9 ? I am think of using WINX22 but it's real slow without a screen accelerator.

Regards
William

+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

565. Re: STE & CUbase v.1

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 13:20:16 UTC
From: contacts@mits.mdata.fi
Message-ID: <3eu1ig$dv3@prime.mdata.fi>
Source record: 173205

In article <D23sLJ.1vn@festival.ed.ac.uk>,
D Nicoll <ejuv19@festival.ed.ac.uk> wrote:

>Hello, I need some advice. I've just recently returned to sequencing. I
>got a STE second hand, and tried to run Cubase v.1. The mouse don't
>work. I remebered there was a problem with this but can't remeber how to
>solve. COuld anyoine advise? Do I need an upgrade or another computer
>STE or STEFM?

Do you have a Cubase Lite version 1, or Cubase 1.0?

If you have Cubase 1.0, I strongly suggest that you upgrade it to 3.1
as 1.0 (as every 1.0 -version of new program) is full of bugs, and Ste
wasn't even there 6 years ago.

Cubase 3.x runs in Every Atari (ST, STe, MegaSTe, TT, Falcon) with 1Mb.

You can run versions up to 2.5 with the dongle that came with 1.0, with
version 3.0 and upwards you'll have to upgrade the dongle as well.
So, if you know anyone with 2.5, "borrow" the disks - it's worth it.

Try the Cubase in a "clean" machine (= booted without any ACC's or
AUTO-programs) - if the bug is still there, you'll have to update
the program; if mouse works fine, the problem is a collision with
one or more of your ACC's or AUTO-programs. Put them back one by one
and see what causes the problem. Without ACC's you'll get also more
memory, if memory shortage causes the problem.
This strategy works for pinpointing every ACC/AUTO/memory -related
problem.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

566. Re: Falcon Video info.

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 13:23:30 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAKLFBYHUP@galaxy.owl.de>
Source record: 173240

In <1995Jan9.110409.1541@honte.uleth.ca> brenjb@hg.uleth.ca wrote:

> Yes, Apex media is an excellent 2d animation/morphing/photo retouching
>package that will use the DSP as a slave processor yielding speed comparable to
>a pentium, and in the same order of magnitude as an SGI! Available right now

MegaROTFL. Calling for a reality-check here.

Does APEX use *anti-aliasing*? From what I've heard it does not. And so it is absolutely _worthless_ for any kinds of graphics or animation with a professional approach.

And comparing Apex on a Falcon with _anything_ on an SGI is more than rediculous. IMNSO (make that IM -not so humble at all- O).

>mind) including a 'toaster' like hardware deal called the "Video Funnel" which
>is being developed by Wizztronics (also developing the Barracuda 040 Falcon a

If VF is released as fast as the Barracude should've been released, it'll take time. Much time.

>>4. Any info on the TOS replacement Magic? Will this mean that we can run
>>TOS on a PPC?
>(like MultiTOS) but is much faster than MultiTOS or even SingleTOS! It is also
>faster than Geneva, but not as pretty. Currently it isn't written for PPC, but

What do you mean with "pretty"? The appearance of the OS is highly dependant on the *desktop* you're running on top. Compare Mag!C and Geneva with the same desktop and Geneva wouldn't stand a chance. Mag!C uses preemptive multitasking, Geneva kooperative MT.

>it is available for either Atari hardware or Macintosh '030 and '040 machines.
>I assume (but can't be sure) that it will work on Medusas and Eagles too. I'm

Mag!C 2.0 doesn't work on the Medusa. Version 3 will, as 2B have a Medusa in theit office ;-) Dunno about the Eagle. This one isn't even shipping yet.

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

567. Re: Falcon GFX-cards

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 13:26:38 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAKLFBYKUP@galaxy.owl.de>
Source record: 173241

In <1995Jan9.113638.2022@honte.uleth.ca> brenjb@hg.uleth.ca wrote:

>you install your Barracuda, wouldn't your entire Falcon motherboard just become
>a graphics and I/O board? The Barracuda would become the new "motherboard"
>since it has the CPU, the RAM and even has a faster DSP on it now (so I've

Nope, it doesn't. It accelerates the DSP like all the other speeders do.

Bye.

/Hendr!K/

568. Re: GFA (Was: Re: Sheppard is a Twit)

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 13:39:01 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <D26z92.A2F@hpbbrd.bbn.hp.com>
Source record: 173206

Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:
> Okay fine... I programmed for basic for many years before discovering C.
> I can never go back. Anything with the word "Basic" in it makes me cringe.
> I cannot think of one thing that could be done better in basic than in C, or
> C++ (which I'm currently learning) Perhaps I've simply not looked at
> "mopdern" basic packages, so if they offer all the useful stuff (inline
> assembly, real function calls, true structures, etc.) then what do you have?
>
> I'll tell you - It's C with differnet syntax, so why not just use C?

There are useful things even in the simpler BASIC dialects which C does
not offer. One such thing that comes to my mind right now is
the dynamic string management with the associated garbage collection -
C just doesn't have it. This has prevented many a program to be
converted from BASIC to C. In BASIC, a beginner just writes:

```
A$="FOO"
INPUT B$
A$=A$+B$
PRINT B$
```

And the program is absolutely correct. In C, you have to allocate
memory, move around string contents and free the string memory
explicitly, and that's often already beyond the skills or the
patience of a beginner.

Of course, once you've understood what strings really are, and even
more once you've run into performance problems due to the garbage
collector, you'll realize that "the C way" has significant advantages.

My point is: BASIC isn't just C in a nice syntactical wrapper; it
offers features which make it suitable for a beginner who
never wants to get into the fishy details of programming. For
everyone else, however, C (or just about anything else but BASIC)
is, IMHO, the better choice in the end.

GFABASIC is a very hideous flavor of BASIC. It has a very fast
interpreter, an attractive integrated development system (at least
for the time when it was written), and other nifty features.
This is what you see *first* from the system. Later,
you realize that both the interpreter and the compiler
are not too reliable and produce or execute "dirty" code, making
it hard for the developer to write programs which run on all
platforms or OS versions.

```
--
--clausb@hpbeo79.bbn.hp.com-----------------------------------------------
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>-----------------------------------------------
```

569. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 13:43:52 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAKLFBYQUP@galaxy.owl.de>
Source record: 173242

In <1995Jan9.181519.28109@ida.liu.se> Patrik Sanfridsson wrote:

>Couldn't these postings be done a bit more informative?

How could a "ls -whatever" be made more informative? It is an automated
message.

Bye.

/Hendr!K/

570. Genlocks for STs and Falcons

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 13:50:30 UTC
From: andrew@minster.york.ac.uk
Message-ID: <789745830.5573@minster.york.ac.uk>
Source record: 173207

Has anyone got any details about the availability of Genlocks for
Falcons and STs?

My uncle has had a genlock on order from Titan Designs for over 12 months
now and it still hasn't arrived. Apparently they are having trouble
with the software? (Did Titan merge with Compo or System Solutions?)

Can someone e-mail with some details?

-Andrew

Andrew Hague -- Researching Motivation in Human-Computer Interaction
Department of Computer Science. University of York, YORK. YO1 5DD
Tel: (+44/0)1904 432762 E-MAIL: andrew@minster.york.ac.uk
<Atari Falcon030, LynxII and Jaguar Owner and Prospective Developer>
Experimental WWW page: http://dcpu1.cs.york.ac.uk:6666/andrew/

571. Francophone ou etes_vous

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 14:04:45 UTC
From: mabillot@enssib.enssib.fr
Message-ID: <3eu45t$2p5@cismsun.univ-lyon1.fr>
Source record: 173208

Bonjour,

Y a-t-il des news ou des listes dedies ATARI en Francais?

Is there newsgroups or listservers french spoken?

Merci/Thanks
Bonne Annee/Happy New Year

Vincent Mabillot
mabillot@enssib.enssib.fr

572. .mid free or shareware

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 14:38:28 UTC
From: mabillot@enssib.enssib.fr
Message-ID: <3eu654$3pq@cismsun.univ-lyon1.fr>
Source record: 173209

Hello and have a happy new year.

-Is there someone here who can tell me if I can find a
software runnig on MegaSte to create files with extension
*.mid?

-Is the Atari "mid" files extension is the same as the mid
extension files using under windows?

Thanks and Best Regards

Note: Please tell me if you don't understand what I wrote

Vincent Mabillot
mabillot@enssib.enssib.fr

573. Student Discounts List

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 14:43:54 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3eu6fa$4bs@dux.dundee.ac.uk>
Source record: 173210
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

This list is correct at 10/12/94.

==========

LEXICOR SOFTWARE CORPORATION
36 Queensberry street, suite 6
(617) 437 0414 service@lexicor.com, info@lexicor.com
(617) 437 9413

(510) 848 7621
(510) 848 7613

PRODUCT INFORMATION:

Lexicor Software imports several products and developes several too,
discount rates for students only apply to some products that are not on
special sales.

DTP software/Graphics Hardware and Software such as NOVA Graphics Board,
Medusa Computer system, Phoenix 2.0 Object Renderer, Raystart, DA Picture,
DA Vector (and Pro), Metamorphosis 24, Chronos-3D, Utility Pack, CAD 3D
Design and Illustration Disk, Prism Paint plus more.

DISCOUNT RATES & MIN ORDER: Student
Educational

please call or email for information

RESTRICTIONS ON DISCOUNTS:

please call or email for information (U.S.A. only)

December 8th, 1994

==========

TEAM Software
POB 7332, Washington, DC 20044, USA
TEL 703-533-2132, FAX 703-538-4598

email address mlake@dgs.dgsys.com

PRODUCT INFORMATION: Entertainment, simulation of the horse racing track

DISCOUNT RATES & MIN ORDER: Student any quantity, $10 off list
which comes to $29.95 plus
shipping
Educational ditto

RESTRICTIONS ON DISCOUNTS: no restrictions

December 7, 1994

==========

--

==========
| Roderick McCall : 3nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ Atari Falcon 030 4/65 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "I'll be back, sometime, someplace, somewhere ..." |
|==========

"Oh and good luck against those elephants!"

574. Re: Llamazap- What kind of controllers?

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 15:43:26 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950110163759.994B-100000@bull.mimuw.edu.pl>
Source record: 173211

On 6 Jan 1995, Requiem wrote:

> David Stuart (stuart@cs.ualberta.ca) wrote:
> : I really really really really really need to know....
>
> : does this game REQUIRE use of the Jag controllers (or similar digital devices),
> : or can I use my regular analog joystick (perhaps in conjunction with the
> : numeric keypad?) to play?
>
> You NEED a Jag controller, believe me. They only cost about 20 quid over
> here now and seeing as you need one for Steel Talons, Dino dudes and lots
> of other new games coming out its worth buying one I guess.

You NEEDN'T a Jag controller. Just connect _oridinary_ joystick (NOT
analog, but this from second mouse/joy port) to correct lines of Jag-Pad
port (Its something like in F030 reference guide). If you have any
problems please write - my friend has done it and it works...

regards,

Simon.

575. Re: MacBongo....

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 16:05:59 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3eub97$8js@whitbeck.ncl.ac.uk>
Source record: 173212

I got a copy of this from a PD library when I first got an ST back in the 80's. It didn't work on my 520 (I didn't have a mono monitor at the time) so I wiped the disc thinking it was just a piss take. I'm kicking myself now 'coz it got pulled from all the PD libraries shortly after that for having a copy of the Mac ROMs included in the distribution.....

I think things would be a little different now, as there's a generally available Mac emulator for the PC with a copy of the ROM's included with it, and Apple don't appear to mind this....they are real old ROMs after all.

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

576. Virus on my Hard Disk

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 16:10:48 UTC
From: dgilden@kora.pn.com
Message-ID: <H.ekBL.X&e9Ic_aN0k@kora.pn.com>
Source record: 173213

```
Lately things have been crashing here.....
I think there is a bug on my Hard Drive
what should I do?
--
. . Dave Gilden ----> dgilden@kora.pn.com
. . . . . ... ....
. . . .... ..... .... out a'here till mid April!
```

577. NoDESK ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 16:19:13 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3euc21$8qb@whitbeck.ncl.ac.uk>
Source record: 173214

Has anyone got the NoDesk program to work? It looks to be a really
good replacement desktop, but when I run it I get a message complianing about
missing libraries......

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7
```

578. Good Mail Reader ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 16:29:17 UTC
From: Rod@ivecoft.demon.co.uk
Message-ID: <789755357snz@ivecoft.demon.co.uk>
Source record: 173215

These mail readers that are being quoted around here. Does anybody know
if they work with MagiC? The list of progs that aren't multi task friendly
seems to be growing weekly.

```
|~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
| Rod Keen. Std disclaimer applies |
| to all comments made above |
| e-mail to Rod@ivecoft.demon.co.uk |
| |
| Greed is at the root of deception - Bajoran proverb |
| |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

579. Misc. Atari stuff for sale (Software, TOS chips)

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 17:27:47 UTC
From: dtarico@OCF.Berkeley.EDU
Message-ID: <3eug2j$imv@agate.berkeley.edu>
Source record: 173216

Please e-mail or call if you are interested in any of the following stuff.
Note that my asking prices don't include shipping if necessary (I am in the
San Francisco area). Feel free to make offers, especially if you
are interested in multiple items. Thanks.

<< MISC >>

TOS 1.2: 2-chip set. This is the standard Mega ST TOS version. Will work
in any ST model. Offers a few new features over TOS 1.0 such as keyboard
reset and blitter support, but does not have all the features of TOS 1.4.
$8

<< SOFTWARE >>
(Note: A * by the name indicates that I don't have the documentation.)
The list format is:
Title, Vendor, Price: Description

*MichTron BBS 1.8, MichTron, $3: Electronic bulitten board host software.
Financial Cookbook, Electronic Arts, $3: Financial planning.
HabaCom 1.06, Haba, $2: Telecommunications, terminal emulator.
*Flash 1.6, Antic, $5: Telecommunications, terminal emulator, nice.
*Kermit & Remote Control accessory for Flash, Antic, $2: Adds the Kermit
file transfer protocol and remote access capabilities to Flash.

Doug Tarico
dtarico@ocf.berkeley.edu
(510)669-9839 <-- (during the day, please leave a message)
---

580. Looking for UNIX-QWK Read

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 17:50:16 UTC
From: Don.Schmidt@f79.n105.z1.fidonet.org
Message-ID: <789889536.AA04262@jina.rain.com>
Source record: 173217

DK> I'm looking for a QWK-Reader to read Pakets created with uqwk
DK> V1.8.

Mountain Reader II ver 2.5 will handle any packet I've tried
includiing Bluewave. Suggest you give it a try. Its on many BBS's
as, M_READ25.LZH or, send a message to the author, Anthony Watson
on Genie, address: a.watson6@genie.geiscom

If Mountain Reader won't work, Anthony would probably appreciate a
QWK packet and consider adding the coding to his program. Mountain
Reader gets very high marks for reliability and performance and
features. The best for Atari computers, from the STs to the Falcons.

... Mountain Reader II, the offline reader that handles them all!
___ Mountain Reader II - #Beta 001

581. Mac MagiC?

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 18:11:22 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <789761482snz@bigbox.demon.co.uk>
Source record: 173219

I have heard that MagiC is being written to run on the Mac. Are there any details on the pricing of this?

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+--+

582. Re: DIP switches (jumpers) in 5.25 floppy drive (HELP !!!!)

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 18:18:04 UTC
From: npetrlik@public.srce.hr
Message-ID: <3euj0s$af@nippur.irb.hr>
Source record: 173220

Neven Petrlik (npetrlik@public.srce.hr) wrote:

: I have 5.25 inch internal PC drive, and I've connect
: him to my STE (connections are all OK, and the power
: supply for 5.25 is taken from the connector on motherboard.
: That's all well and fine, but, how I must set
: the DIP switches (jumpers) in 5.25 drive ?
: Without setting thing obviously don't work ..

: The DIP switches (jumpers):
: ----------------------------

: In 5.25 drive there are 8 jumpers.

: The marks besides are:
: -----------------------

: 1st Group:
: ----------

: DD
: HR
: IL
: IS
: MM
: MS
: IR
: IU
: RI
: RD
: DC
: SR

: In 1st group the used slots are: MS, IU, RI, RD, DC, SR
: Used means that the jumper is in the slot.

: 2nd Group:
: ----------

: In this group one slot is used, and besides the slots
: there are no marks at all.

: 3rd Group:
: ----------

: TD
: DS2
: DS1

: DS0
: MX
: DS3

: The used ones are: TD, DS1

: The only thing that I maybe figure it out is that
: the marks beginning with DS (DS0, DS1 ..) are for
: the disk selection (which one should be B, etc ..)

: I want 5.25 (external) to be 'B', and the internal 3.5 inch
: to be 'A'.

: HOW must I set the jumpers ?
: ----------------------------
: ----------------------------

: Any help would be wellcoming ..

: THANKS.

I JUST want to add that drive type is MITSUBISHI.

583. MiNTnet

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 19:34:54 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <789766494snz@chowgar.demon.co.uk>
Source record: 173227

Hello there,

I downloaded the mintnet archive but I can't extract it. It's extension is tgz. Can anybody help?

Thanks.

--

Simon Moore
smoore@chowgar.demon.co.uk

584. Re: ***MagiCMac information wanted***

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 19:35:57 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.78.000E99CA@cfcsc.dnd.ca>
Source record: 173228

>No, the Spectre GCR lets you run Mac software on Ataris. MagiCMac lets
>you run Atari software on Macs (ie the reverse).

>Gadgets by Small have gone bankrupt, by the way, which is not too
>surprising as they didn't support their customers for several years,
>and never got around to upgrading their software (maybe they did, but
>they never released any of it).

>--
>--Chris
>Other email addresses:
>X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
>Cix: chrisridd@cix
OOOPppss! I just saw the request for Atari/Mac info, so gave him my Atari/Mac
info.

585. Re: GOOD ATARI WORDPROCES

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 19:46:53 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <1995Jan10.134654.6628@atlas.tntech.edu>
Source record: 173229

In article <256_9501032236@tor250.org>, Patrick.Brown@balmybeach.gryn.org (Patrick Brown) writes:
> Looking for a good shareware wordprocessor? I have just recently
> started using the Marcel wp and found it to be excellent (haven't
> scratched the surface of the features, really). Drivers for many
> printers too. hope this helps.

Have you ever managed to get it to import files properly? I have tried importing WordPefect 4.1 files, STWriter and RTF files into Marcel, and all it seemed to do was strip out all of the formatting codes.

Also, when I last tried it, the spell checker was S-L-O-W. I finally just loaded the document into WP 4.1, and it zipped it out in no time.

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

586. Re: WWW browser for TOS?

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 19:53:06 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-FAKUDJVA@ttgk.textlitho.nl>
Source record: 173151

In <3ets40$3rr@whitbeck.ncl.ac.uk> Craig Graham wrote :

>Linux is a different matter, and (although I've not tried it yet) I hear that
>the X port for Atari Linux is at least as good as the MiNT one (ie. VERY).
>And adding to that the fact that Linux already has VM, I think that Linux
>Mosaic would currently be a much easier job than MiNT Mosaic (for me at least).

Any ideas where to get the X for the Atari (TT)

I've got Linux up and running on the TT, still don't know how to get the
serial ports to work though... (or keep the lp0 from generating 'kernel
panics')

Gert

--

-- --
Atari TT-Point
-- --

587. GDOS

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 20:06:28 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAKUEJVKUP@galaxy.owl.de>
Source record: 173155

In <bwanga-0901951726030001@tsa-32.ucsc.edu> Tim Seufert wrote:

>> GDOS works like this - you can open a workstation and draw to a printer,
>> screen, memory, photographic film (apparently) and use the same commands
>> on everything.
>If you're lucky. GDOS never seemed to work too well, and its performance
>was terrible.

Not anymore. With the arrival of NVDI3 this isn't true anymore. Now it's fast,
reliable, high-quality. It should've been like this from the beginning.

But it came from Atari ...

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

588. Re: Power PC rumor squashed

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 20:09:46 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAKUEJVNUP@galaxy.owl.de>
Source record: 173153

In <1995Jan10.014818.108007@zeus.aix.calpoly.edu> Sepulturiad Soldier wrote:

>at the moment. The other rumour has the next generation of its Jaguar
>games console using a PowerPC processor instead of its current
>68k-family chip.

ROTFL.

The 68k in the Jag is used for controlling the custom-chips. Nothing further.
It'll be some kind of over-achieving to use a PPC, wouldn' it?

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

589. Re: New MGIF 4.4beta available

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 20:10:56 UTC
From: neptune@galaxy.owl.de
Message-ID: <FAKUEJVQUP@galaxy.owl.de>
Source record: 173154

In <3et09v$cu3@golem.wcc.govt.nz> Steve Wells wrote:

>] >For those of you who haven't heard about MGIF or believe it's just
>] >another mono GIF viewer, I suggest looking in c.s.a.a.
>] >(_fast_, colour, image processing, FreeWare, full sources available etc)
>]
>] Have you paid your GIF licence fee to CompuServe?
>
>I'd reckon maybe 5% of people that write GIF utilities have.... Compuserve
>come up with some pretty evil concepts at times....

Could someone please fill me in on this license-fee matter?

TNX!

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

590. [Q] german TOS US keyboard?

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 20:11:32 UTC
From: gl055@appl2.hrz.uni-siegen.de
Message-ID: <3euplk$evq@si-nic.hrz.uni-siegen.de>
Source record: 173230

Hello all!
I recently perchased an old Mega ST 1 with german TOS but an US-like
keyboard. Now TOS thinks the keyboard the keyboard to a german-style one and
most key-mappings of special keys are now wrong.
What can I do now?
Getting an english TOS is one choice, but it's difficult to get. Is there
any software around to change the key-mapping or keyboard-type?
Thanx to everyone who will hopefully respond!
CU
nils

P.S.: I do not read this group very often, so, if you are so kind to
respond, could you do it by eMail? Thanx again!

--
Nils Faerber (Linux Nils) eMail: gl055@appl2.hrz.uni-siegen.de
Student of computer science
University of Siegen, Germany

Siegen ... the arctic rain forest!
--

591. Re: Spectre GCR 3.1 ad in Toad catalog???

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 20:39:38 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <17322B210S86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 173231

In article <3ek99o$b8t@news.bu.edu>
selick@acs2.bu.edu () writes:
(blah blah blah) . . .
>Didn't I just read that Gadgets went under? How can one obtain this new
>version?

I am also trying to squeeze every last bit of use out of my Atari STe computer before it becomes totally obsolete (in the U.S., that is), and I have Spectre GCR to allow me to swap files between my Mac at work and home. Another thing I use Spectre GCR for is logging onto America On-Line. (AOL only provides software for PCs and Macs). I loaded AOL software 2.01, which comes on a 750K floppie (DS,DD). Now AOL has come out with its latest version - 2.5, and it comes on, you guessed it, a 1.44mb (DS,HD) floppy. Of course, Spectre GCR won't read a high density Mac disk, even if you have a high density disk drive, like I do with my Mega STe. Does anybody know of a way I can load on the new AOL software? Can it be put on two 750k floppies? Or, is it a lost cause? I suspect the latter. Post a response, or E-mail me at:

Markvanwyk@AOL.COM

Thanks in advance. --- Mark van Wyk

592. MUNCH mono arts package -

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 21:01:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <da7_9501120832@tor250.org>
Source record: 173156

For all of those interested in doing your own graphics or doing graphics manipulation in monochrome, and find the current art packages to be lacking in features or confusing to configure, I've got something to recommend!

I've downloaded MUNCH, a Norwegian program by Vegard Hosfey, from GEnie last week, and I've become pretty enamoured with it. As a matter of fact, in one afternoon I was able to knock up some fairly simple (with my drawing talent, that is) but effective looking graphics.

MUNCH runs in monochrome mode, and imports a number of different graphics files (among them .IMG, .PAC, .PI*, and .NEO). As well as the stock drawing tools, there are special 3-D effects and gradient fill functions, the ability to load custom fills, manipulation and effects tools included which will allow you to stretch, squeeze, outline, wrap around a cylinder, emboss, fade out....it's like a version of CRACKART for mono users.

Even better, it's possible to take the graphics and save them in GFA code, C, and assembler for use in your programs.

It does have a few restrictions, being that it is a demo and shareware (you can only save your work in its native .MNC format, the full program offers the ability to save in other formats), but this is one program to give a try . I know I'M registering it.

... It is not I who am crazy, it is I who am MAD! - Ren
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

593. Re: Synth editors & librarians

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 21:14:49 UTC
From: contacts@mits.mdata.fi
Message-ID: <3eutc9$f1e@prime.mdata.fi>
Source record: 173233

In article <515_9501100913@clipper.de>,
Al Huyghe <Al.Huyghe@p55.f5500.n240.z2.fidonet.org> wrote:
>
>pgl@draco.bison.mb.ca (Paul Linton) writes:
>
>> I'm looking for a good libarian and editor for my Wavestation, Boss
>> DR-660 and Ensoniq SQ-80. Which one is the best? X-or? Please reply by
>> mail only. Thanks!
>
> I too am looking for a good editor/librarian but for an EMU PROteus
>M.P.S. and a Roland D110. Any suggestions? I currently have Super
>Librarian but sunce i upgraded to a Falcon, it doesn.t seem to operate
>correctly. and therefore cannot be trusted.
>
>Al Huyghe

XOR 2 works well on a Falcon, and it looks quite cool.
You can do your own drivers if your synth is not supported, but I
think all the possible machines are there :-)

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

594. Archival copying

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 21:18:12 UTC
From: foltin@cherokee.nsuok.edu
Message-ID: <D27KID.MFH@cherokee.nsuok.edu>
Source record: 173234

Help, please. A couple of my game disks no longer load, which caused me to panick. I have several original commercial disks of games that I purchased and want to make sure that I have a copy before they, too, go bad. Could someone suggest good copying programs that would deal with various protection schemes. For instance one of them was analyzed to have an interleave factor of 4. What is that?

I will appreciate any and all help from y'all.

Happy new year!

Bela Foltin

foltin@cherokee.nsuok.edu

595. Accelerators for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 22:11:11 UTC
From: kucik@Leo1.zlin.vutbr.cz
Message-ID: <3ev0lv$b0o@rhino.cis.vutbr.cz>
Source record: 173235

Hello,

I need infos how to speed up some important parts of Falcon. I don't want to upgrade CPU (040 or so) or think about TT-RAM as these are too expensive for me.

So, I wanna to speed up CPU, bus, Videl, FPU and DSP. Is any commercial product with all these enhancements available? Or is it possible to combine several simply accelerators? (e.g. Blow Up for Videl, Skunk for CPU and I don't know what for the rest)

Can somebody told me what is accelerated by ddd card? (don't know exact name)

And what about communication problems between CPU and DSP on high clock? Is it common or just spec of some accelerators?

Thanks in advance.

596. Re: NoDESK ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 22:23:54 UTC
From: frank@tachyon.demon.co.uk
Message-ID: <789776634snz@tachyon.demon.co.uk>
Source record: 173236

In article <3euc21$8qb@whitbeck.ncl.ac.uk>
Craig.Graham@ncl.ac.uk "Craig Graham" writes:

> Has anyone got the NoDesk program to work? It looks to be a really
> good replacement desktop, but when I run it I get a message complianing about
> missing libraries......

Yeah, it did that to me, too. I junked it it a fit of stupidity, I think
;>

--
###
Frank Charlton : Demon Internet Atari Tech Support
Email : support@tachyon.demon.co.uk
NeST : 90:100/308.2 AtariNet : 51:6/208.2
FishNet : 777:400/2.2 FidoNet : 2:256/502.28
###

597. Re: TOS 1.0 on disk ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 23:19:07 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9501102219.AA01351@ilmen.lanl.gov>
Source record: 173243

In a previous article, wells_s@kosmos.wcc.govt.nz (Steve Wells) wrote:

>] >At least get v1.2 anyway! OW :) 1.0 is horrible!
>]
>] Actually, TOS 1.2 (the MegaST TOS) is no better than 1.0 as it retains most
>] if not all, of the original quirks and bugs. 1.4 was the first -real- fix.
>
>You'd be surprised in the difference between the two, v1.2 is noticably
>quite a bit quicker! :) Using a hard-drive and not using NVDI with
>TOS 1.0 makes the system unbearable!

Hmmmm, no kidding, eh? I always thought TOS 1.2 was same-old 1.0 in
MegaST 'clothes.' I know the BUGS are still there but didn't know it
was appreciably faster. Well, good info to have. Thanks, Steve!

-Hutch- @ Fair Dinkum Tech

598. Re: What models/types of Atari ST computers?

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 23:26:11 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9501102227.AA01354@ilmen.lanl.gov>
Source record: 173244

In a previous article, selick@bu.edu (Steven Selick) wrote:

> Gert van der Knokke (gert@ttgk.textlitho.nl) wrote:
>
[... lots deleted ...]
>
>: Atari Falcon (enhanced 1040 STE, no flames please... 4 to 14 Mb RAM
[...]
>
>That's sort of like saying that the 68030 is an enhanced light switch :)

Actually, I thought Gert's analogy was right on the money. It's how I've always considered the Falcon, anyway. At any rate, it made a LOT more sense than duplicating his entire message just to add your 1-line quip!

-Hutch- @ Fair Dinkum Tech

599. PC to ST disk problems. PLEASE HELP!!

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 23:35:09 UTC
From: joneil@infi.net
Message-ID: <3ev5jd$sok@lucy.infi.net>
Source record: 173245

I've been told that I can download files on my
PC (BBS,Internet , etc.), copy them to a 720kb
2S/2D 3.5" disk and put that disk in my ST and
copy the files to its hard drive. So far I've had
only limited success. I've been able to call up and
read a text file using this method (sometimes), but
copying or trying to run anything larger like a
program file returns the message "Data on the disk
in drive A: may be damaged. You must use the right
kind of floppydisk; you must connect your hard disk
properly." I've tried several disks including new ones
both DD and HD at 720kb, I've cleaned the heads on both
drives and I've tested the ST drive with disks formatted
by it and it seems to work fine on it's own. This is very
frustrating because I have access to so much software for
the ST on the A.A. but just can't get it onto the ST.

PLEASE HELP!

Thanks Very Much!!!
joneil@infi.net

600. Re: NoDESK ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 23:40:14 UTC
From: neptune@galaxy.owl.de
Message-ID: <FALADFUVUP@galaxy.owl.de>
Source record: 173158

In <3euc21$8qb@whitbeck.ncl.ac.uk> Craig Graham wrote:

>Has anyone got the NoDesk program to work? It looks to be a really
>good replacement desktop, but when I run it I get a message complianing about
>missing libraries......

You probably didn't d'l the nosys.lib. I dunno the exact name of that file,
but I'd guess it's around where you've got the other stuff from.

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

601. Re: falcon dislikes NEC3D ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-10 23:58:28 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D27rxG.DDE@cix.compulink.co.uk>
Source record: 173246

In message <3erfli$339@merkur1.fb1.fhtw-berlin.de>, s6354@FB1.FHTW-Berlin.DE said:

>i recently plugged my 3D to a folcon and was rather dissapointed about
>the 'shadows' on the screen ...

1 Have you tried the NEC3D on another machine?

2 Is it connected to the Falcon via a VGA or RGB adaptor, and have you
tried that adaptor with another monitor?

3 Have you tried any other monitor on the Falcon?

Barry wilsontjb@cix.compulink.co.uk

602. Re: Unix/Network software on ST??

Newsgroup: comp.sys.atari.st
Date: 1995-01-11 00:21:50 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D27t0F.G7J@cix.compulink.co.uk>
Source record: 173247

In message <richards-0901952338300001@line01.gunn-du.pavilion.co.uk>,
richards@pavilion.co.uk said:

> Can anyone point me in direction of Unix or Network software for 1040ST
> ???

Your best best is MiNT (which is a Unix BSD like extension for TOS) and
MiNT-Net (which gives BSD like sockets and TCP/IP) for MiNT. A Utilites
package (MiNTOS) gives things like 'init' and 'login', whilst an extended
file system driver (MINIXFS) gives Unix like drives with long file names
and links.

In addition to these there are many networking tools which run on top of
these. So far I've only tried NFS, but with very encouraging (partial)
results connecting to a Linux PC.

Many unix utilites have also been ported to MiNT, so it is possible to set
up a very unix like system on even a 1040ST, though if you want to try
running the X server you willl need 4 Mbs and probably a faster processor.

All this stuff is available on most FTP sites. A few worth looking at are:

micros.hensa.ac.uk

src.doc.ic.ac.uk

I could probably find the exact file names and directories - but I'm sure
somebody will have posted them already.

:-)

Roland.

@CiX

603. Mitsubishi Internet address

Newsgroup: comp.sys.atari.st
Date: 1995-01-11 00:49:34 UTC
From: npetrlik@public.srce.hr
Message-ID: <3ev9uu$44k@nippur.irb.hr>
Source record: 173248

Hi !

Does anyone know the Internet address of Mitsubishi ?
(The firm which sells informatic equipment)

I need somehow to contact them cause I have
5.25 floppy drive Mitsubishi, and I need the
explanations for the DIP switches on drive.

Thanx.

604. Re: Michtron BBS s/w: Works w/9600?

Newsgroup: comp.sys.atari.st
Date: 1995-01-11 00:57:50 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D27uoE.K14@cix.compulink.co.uk>
Source record: 173249

In response to lando5@iii1.iii.net's message:
> dpj@delphi.com (dpj@delphi) had the audacity to write:
>
> > Yes, Tim is still around on GEnie, but not always as visible (or
> > responsive) as we'd all like. I don't recall his having any
> > disagreement with Atari with regard to GemView, though.
>
> Er, Jake...I think Harry was referring to Aladdin, not GemView.

Thanks David. That was the one. Was that resolved in the end, or just
dumped?

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/140.16@nest.ftn #

605. MicroDeal software publisher---how do I contact?

Newsgroup: comp.sys.atari.st
Date: 1995-01-11 03:02:23 UTC
From: graphic@delphi.com
Message-ID: <pCxb5WX.graphic@delphi.com>
Source record: 173250

Does anyone now an address/phone number for MicroDeal software publisher?

606. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-11 04:06:51 UTC
From: garnet@fred.net
Message-ID: <3evlgr$ocv@bigdog.fred.net>
Source record: 173152

blade01@pplnet.com wrote:

: Yes, one can get used to haning, if one hangs long enough. Doesn't make
: it much more fun, though.

I always thought that if you hang long enough you die. Can't see myself
getting used to death.
--
Garnet Harris work:gharris@hns.com play:garnet@fred.net
And I feel like picking a fight, with everyone who thinks they are right.
All the preacher men, the politicians, all the critics, and the things
they write. -Rainmakers-

607. Re: Programmers of BaseTwo sought.

Newsgroup: comp.sys.atari.st
Date: 1995-01-11 05:36:52 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <hq84JyU.johnhechtman@delphi.com>
Source record: 173157

Timo Haanp{{ UPR <thaanpaa@aton.abo.fi> writes:

>I'm looking for information on how to contact the creators of the
>Atari ST BaseTwo program (published by Antic). Their names are
>Stanley Crane and Daniel Matejka. Please e-mail me if you have
>ANY information.

If you find these guys, let ME know! BaseTwo was my favorite personal database program. But it breaks on TOS 2.06 (sob)! Even stranger, it's reported NOT to break on the Falcon TOS's. :^/

608. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-01-11 07:57:58 UTC
From: neptune@galaxy.owl.de
Message-ID: <FALIFCURUP@galaxy.owl.de>
Source record: 173174

In <D26GvA.7y6@hpbbrd.bbn.hp.com> Claus Brod wrote:

>> Supporting the ST is something i do not understand at all. The ST is dead.
>> Supporting a Mac is something i can understand, but it doesn't leave many
>Try to look at it from a developper's point of view: There are a lot
>more STs (by several orders of magnitute, I guess) out there than
>there are Falcons. So where is the biggest market for a new operating

I've talked to Wilfried about this recently.

The decision for MagiCMac was made for commercial reasons only. Every year
about 50,000 users leave the Atari-platform. Most of 'em around X-Mas.

The only logical decision was to give the MagiCMac the priority, in order to
stay in business. There are most definetely more 68k MAC's out there than
Falcons. Their decision makes perfect sense to me.

But from what I've heard, Mag!C3 shouldn't be too long ...

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

609. Re: What models/types of Atari ST computers?

Newsgroup: comp.sys.atari.st
Date: 1995-01-11 08:42:42 UTC
From: neptune@galaxy.owl.de
Message-ID: <FALJBBVPUP@galaxy.owl.de>
Source record: 173181

In <9501102227.AA01354@ilmen.lanl.gov> Hutch wrote:

>Actually, I thought Gert's analogy was right on the money. It's how I've
>always considered the Falcon, anyway. At any rate, it made a LOT more

Yep.

>sense than duplicating his entire message just to add your 1-line quip!

Most certainly so. But that happens quite often, doesn't it?

Bye.

/Hendr!K/

610. Re: MiNTnet

Newsgroup: comp.sys.atari.st
Date: 1995-01-11 10:14:53 UTC
From: ducleroi@ufr-info-p7.ibp.fr
Message-ID: <3f0b2t$f07@vishnu.jussieu.fr>
Source record: 173159

Simon Moore (smoore@chowgar.demon.co.uk) wrote:
> Hello there,

> I downloaded the mintnet archive but I can't extract it. It's extension is
> tgz. Can anybody help?

> Thanks.

> --

> Simon Moore
> smoore@chowgar.demon.co.uk

tgz means tar.gz, it's a file which
has been 'tared' (make a single file with several files) and then 'zipped'
with gnu ZIP.

You can find the TTP progs to handle these archive file formats on the ftp site :

ftp.cnam.fr, in pub/atari/sthing... or in any ftp site for Atari, I think.

Have a good Year,

STeb the froggy man (Hey, I'm french!)

--
Sebastien Ducleroir (STeb) Universite PARIS 7
Falcon030/Tower/4Mb/~400Mb HD/15' Multisync/BlowUp Hard II
Plus... STE/4Mb/TOS 1.62/2.06/2DD/SC1425
FalcOwners Rules for ever !!!
Alias STebKiller The NetMaze Maniac.

"L'imagination est plus importante que le savoir" A. Einstein.

611. Re: Atari -> Unix

Newsgroup: comp.sys.atari.st
Date: 1995-01-11 10:15:39 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3f0b4b$9ql@lyra.csx.cam.ac.uk>
Source record: 173160

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>In <3eou8m$ft8@dux.dundee.ac.uk>, Rod McCall writes:
>>Does anyone know of autility for UNIX machines which will remove atari
>>control characters. E.g "^M"

>flip -u foo.txt
>will remove the ^M's from foo.txt. Source for flip should be easily
>available (ftp over to gatekeeper.dec.com and use the search util that's
>there to find it, for example), and easy to compile.

Isn't this what unix2dos and dos2unix do? (Or am I missing something?)

Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of
cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

612. ATARI ST games for SALE!

Newsgroup: comp.sys.atari.st
Date: 1995-01-11 10:39:23 UTC
From: ranma@mercury.sfsu.edu
Message-ID: <3f0cgr$2fl@news.csus.edu>
Source record: 173161

```
Sale of Atari ST games!! Buyer pays shipping.

a) Wanderer (a 3d space shooter).............$6
b) Mr.Heli...................................$6
c) Obliterator...............................$6
d) Terrorpods................................$6
e) Deep Space................................$6
f) Forgotten Worlds..........................$6

Compilations:

a) GIANTS....................................$10
(Outrun, Gauntlet II, 1943, Street Fighter)

b) TRIAD 2...................................$10
(Menace, Tetris, Baal)

c) TRIAD 3...................................$10
(Speedball, Blood Money, Rocket Ranger)

Misc. stuff:

a) Spectre GCR 3.0 Update manual.............$3

All games complete with boxes, manuals, disks...

E-mail ranma@mercury.sfsu.edu if interested!
Thanx! =)
```

613. Falcon and 2 floppy drives

Newsgroup: comp.sys.atari.st
Date: 1995-01-11 10:47:55 UTC
From: ducleroi@ufr-info-p7.ibp.fr
Message-ID: <3f0d0r$ffi@vishnu.jussieu.fr>
Source record: 173162

Hi everybody !

Few weeks (months?) ago someone asked for installing 2 floppy drives in a Falcon030...

But The Force Wasn't with Me, so that I lost the lighting explanation given.

So if anyone could repeat the answer, I'll be very pleased....

Thanks a lot, and I beg Your Pardon for my poor english...

email: ducleroi@amertume.ufr-info-p7.ibp.fr

STeb.

--
Sebastien Ducleroir (STeb) Universite PARIS 7
Falcon030/Tower/4Mb/~400Mb HD/15' Multisync/BlowUp Hard II
Plus... STE/4Mb/TOS 1.62/2.06/2DD/SC1425
FalcOwners Rules for ever !!!
Alias STebKiller The NetMaze Maniac.

"L'imagination est plus importante que le savoir." A. Einstein.

614. Re: MiNTnet

Newsgroup: comp.sys.atari.st
Date: 1995-01-11 11:29:34 UTC
From: Markus Vicari <vicari@chemie.fu-berlin.de>
Message-ID: <7J8VBMPQ@math.fu-berlin.de>
Source record: 173163

smoore@chowgar.demon.co.uk (Simon Moore) wrote:
>
> Hello there,
>
> I downloaded the mintnet archive but I can't extract it. It's extension is
> tgz. Can anybody help?
>
> Thanks.
>
> --
>
> Simon Moore
> smoore@chowgar.demon.co.uk
Hi,

You need gzip and gtar to uncompress. gzip/gnutar aviable on
ftp-server ftp.fu-berlin.de in pub/atari/gnu/
To extract, make the folloing steps:
1. start gzip, option -d <file.tgz> and an .tar-file is created
2. start gtar, option -xvf <file.tar>, archive is complet extracted

Altenative: move .tgz to .gz and after call gzip move nameless file
to .tar

That all and worked under MiNT and TOS

So long, Markus vicari@chemie.fu-berlin.de

615. Re: Llamazap- What kind of controllers?

Newsgroup: comp.sys.atari.st
Date: 1995-01-11 12:00:13 UTC
From: contacts@mits.mdata.fi
Message-ID: <3f0h8d$i60@prime.mdata.fi>
Source record: 173164

In article <Pine.BUL.3.90.950110163759.994B-100000@bull.mimuw.edu.pl>,
Szymon Stasik <stasik@bull.mimuw.edu.pl> wrote:
>On 6 Jan 1995, Requiem wrote:
>
>> David Stuart (stuart@cs.ualberta.ca) wrote:
>> : I really really really really really need to know....
>>
>> : does this game REQUIRE use of the Jag controllers (or similar digital devices),
>> : or can I use my regular analog joystick (perhaps in conjunction with the
>> : numeric keypad?) to play?
>>
>> You NEED a Jag controller, believe me. They only cost about 20 quid over
>> here now and seeing as you need one for Steel Talons, Dino dudes and lots
>> of other new games coming out its worth buying one I guess.
>
>You NEEDN'T a Jag controller. Just connect _oridinary_ joystick (NOT
>analog, but this from second mouse/joy port) to correct lines of Jag-Pad
>port (Its something like in F030 reference guide). If you have any
>problems please write - my friend has done it and it works...

Why not put an optional keyboard control to these games? For us
recreational games-players it would do just fine.

Think about that, games-programmers!

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

616. Re: DAT machine and AD/DA converters on the FALCON.

Newsgroup: comp.sys.atari.st
Date: 1995-01-11 12:13:57 UTC
From: contacts@mits.mdata.fi
Message-ID: <3f0i25$i88@prime.mdata.fi>
Source record: 173165

In article <3ev7uk$gfi@aton.abo.fi>,
Timo Haanp{{ UPR <thaanpaa@aton.abo.fi> wrote:
>Using a SP/DIF by Steinberg I am able to use a DAT machine that has SP/DIF
>outs for the AD conversion.
>
>Is it worth it?

It's worth it. You get a softer sound with no noise at all. And you can use
DAT's level meters. If you record digitally from eg. a CD-player, you don't
have to set the recording level, and you get an exact copy of the original
material.

>How good are the converters on the Falcon compared to consumer/pro DATs?

I have info that the converters in Falcon are quite good, but the
electronics (wiring/pre-amplifier) are ruining the sound.
If you listen to it really loud, you can hear all sort of whistle and
pops, and FDI is the cure for those too.

All new DAT's have better converters, as in them a bigger percentage of
the machines cost is put to converters, than in Falcon.

If you use a portable DAT, you can also record wherever you want (in
the bathroom ;-)) using a headphone click, away from the fan noise,
and then dump the stuff into Falcon, and put it to a right place.

And you can also do Audio/HDD -backups to a DAT (optical cable is
recommended (by me!) for that function).

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

617. Re: Atari ST keyboard Wanted!

Newsgroup: comp.sys.atari.st
Date: 1995-01-11 13:08:55 UTC
From: kfoley@h649.eeo.fob.ford.com
Message-ID: <3f0l97$3hr@eccdb1.pms.ford.com>
Source record: 173166

In article <3eph9d$4b7@hermes.achilles.net>, James Kleist <jkleist@achilles.net> writes:

> I have a 520 ST that has faulty mouse/joystick ports.
> I have tried changing the keyboard processor with a good one
> from my 1040 but no luck. Instead I just swaped keyboards, and
> there was no problem.

Sounds to me like the solder joints have gone on the ports themselves.

What you need to do is to open the keyboard up and resolder the joints. Be very careful when you do this else you will lose some of the rubber keycaps.

The return key only has one rubber cap under it BTW.
--
Karl Foley - Contractor, Telephone: +44-268-405231
EEO Systems Fax: +44-268-404400
Ford Motor Company, Pager: +44-893-286286
Dunton, UK. Email: kfoley@h649.eeo.fob.ford.com

618. Re: Mint-NET

Newsgroup: comp.sys.atari.st
Date: 1995-01-11 13:21:17 UTC
From: kfoley@h649.eeo.fob.ford.com
Message-ID: <3f0m0d$3hr@eccdb1.pms.ford.com>
Source record: 173167

> MiNT-NET and MiNTOS is running now for over half a year on my system,
> I'am making SLIP connections to the net almost every day.
>
> I'm preparing a HOWTO for installing and running MiNT-NET, I think I can
> post in one or two weeks.

I look forward to this with great interest. I have installed MiNT, MinixFS and MiNTNet but have yet to figure out how to make a connection between the ST and the real world.

u:\dev\ shows the divices SOCKET, PP0 etc so I'm making slow porgress!

--
Karl Foley - Contractor, Telephone: +44-268-405231
EEO Systems Fax: +44-268-404400
Ford Motor Company, Pager: +44-893-286286
Dunton, UK. Email: kfoley@h649.eeo.fob.ford.com

619. Cherche materiel pour ST

Newsgroup: comp.sys.atari.st
Date: 1995-01-11 13:40:46 UTC
From: hubert@vcnam.cnam.fr
Message-ID: <3f0n4u$ng5@sheckley.cnam.fr>
Source record: 173168

Bonjour a tous

Je suis a la recherche d'un clavier pour un 520 ST (avec un lecteur externe donc).

Je recherche aussi une mecanique 3.5" pour un 520 STF. Je me demande si une mecanique PC fonctionnerait.

J'etudierais toutes les propositions mais celle de machines completes.

A bientot

Stephane HUBERT

E-mail: hubert@vcnam.cnam.fr

520 ST (upgraded 1040)/mono, deux lecteurs et un clavier en panne.

620. Re: New MGIF 4.4beta available

Newsgroup: comp.sys.atari.st
Date: 1995-01-11 14:04:23 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <3f0oh7$gu8@nyheter.chalmers.se>
Source record: 173169

In article <FAKUEJVQUP@galaxy.owl.de>,
Hendrik Mylius <neptune@galaxy.teuto.de> wrote:
>In <3et09v$cu3@golem.wcc.govt.nz> Steve Wells wrote:
>
>>] Have you paid your GIF licence fee to CompuServe?
>>
>>I'd reckon maybe 5% of people that write GIF utilities have.... Compuserve
>>come up with some pretty evil concepts at times....
>
>Could someone please fill me in on this license-fee matter?

The GIF format uses technology patented by Unisys.

Check out http://www.unisys.com.
Under 'Front Page News' you'll find the (whole?) story.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

621. Re: GDOS

Newsgroup: comp.sys.atari.st
Date: 1995-01-11 15:05:39 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3f0s43$i4m@dux.dundee.ac.uk>
Source record: 173170

Hendrik Mylius (neptune@galaxy.owl.de) wrote:
: In <bwanga-09019517260300001@tsa-32.ucsc.edu> Tim Seufert wrote:

: >> GDOS works like this - you can open a workstation and draw to a printer,
: >> screen, memory, photographic film (apparently) and use the same commands
: >> on everything.
: >If you're lucky. GDOS never seemed to work too well, and its performance
: >was terrible.

: Not anymore. With the arrival of NVDI3 this isn't true anymore. Now it's fast,
: reliable, high-quality. It should've been like this from the beginning.

: But it came from Atari ...

I use Speedo 4.x and NVDO 2.5 and I get reasonable performance on my
Falcon, but not perfect. Having said that GDOS (the original) was
crap, slow and VERY buggy.

Rod

--

==
| Roderick McCall : 3nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ Atari Falcon 030 4/65 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "I'll be back, sometime, someplace, somewhere ..." |
|==

"Oh and good luck against those elephants!"

622. Re: Atari Falcon030 + ST Software for Sale

Newsgroup: comp.sys.atari.st
Date: 1995-01-11 15:08:38 UTC
From: Rob <robo28@delphi.com>
Message-ID: <5l34Jye.robo28@delphi.com>
Source record: 173171

Jonah Schwartz <jschwart@soda.CSUA.Berkeley.EDU> writes:

> Games:
> Ishtar 2 (Falcon only) $20

Yes, I would like to get this from you. Also I would like Civilivation
and personal Pascal..... I'll give you $40.00 for them. What do ya say?

(P.S. If there was a way I could buy AtariWorks from ya I would. I got
my Falcon w/o HD, thus no cool software :-(.....)
--
*** | Rob Oslund |
*** | Atari Falcon 030 |
* * * | 4MG/52m SCSI/80m IDE | I want a TOWER CASE (cheap!)
* * * | Acer Multiscan |
* * * | |

623. Re:Cherche materiel pour ST

Newsgroup: comp.sys.atari.st
Date: 1995-01-11 15:38:23 UTC
From: hubert@vcnam.cnam.fr
Message-ID: <3f0u1f$sdt@sheckley.cnam.fr>
Source record: 173172

Hello

I'm terribly confuzed by my first post.

It seems I sent it to the wrong group (due to my lack of use of this news-reader).
The first post was in French for French people in the group fr.comp.sy.atari.

So don't bother to understand what it means.

Thanks

Stephane HUBERT (hubert@vcnma.cnam.fr)

624. Re: ***MagiCMac information wanted***

Newsgroup: comp.sys.atari.st
Date: 1995-01-11 17:12:41 UTC
From: clive@netmag.cityscape.co.uk
Message-ID: <clive-110195171241@cparker.futurenet.co.uk>
Source record: 173173

In article <FAFXBIVUUP@galaxy.owl.de>, neptune@galaxy.owl.de (Hendrik Mylius) wrote:

> He was looking for MagiCMac. That would enable him to run Atari-stuff on a MAC
> Not MAC-stuff on an Atari like in Spectre. Forthermore Gadgets by Small went
> belly up, didn't it?
>
> Bye.
>
> /Hendr!K/

Magic Mac is developed by Application Systems Heidelberg in Germany and is supported by Apple Germany. I was at the ProTOS show in Germany last November, and I can confirm that MagiC Mac running on an Apple Mac works very well indeed.

Phone Application Systems Heidelberg 00 49 6221 300002.

Of course, the software you use with MagiC Mac and Ease must be 'correctly written' to run on TOS machines. As a general rule of thumb, any software that runs under MagiC on the ST or Falcon030 should run without problems on the Mac.

It's bloody fast too! On a Mac LC475 (68040 25/50Mhz), Falcon software typically runs three times faster than on the Falcon and ST software runs up to ten times faster than on an 8MHz ST. All this for 300DM, that's about 129 UKP.

Put it this way. I'm going to buy it!

Clive Parker
--
.net: The Internet Magazine - issue four on sale 2nd February 1995
Future Publishing Tel: +44 (0) 1225 442244

625. Re: MiNTnet

Newsgroup: comp.sys.atari.st
Date: 1995-01-11 19:19:20 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <789851960snz@bigbox.demon.co.uk>
Source record: 173175

In article <789766494snz@chowgar.demon.co.uk>
smoore@chowgar.demon.co.uk "Simon Moore" writes:

> I downloaded the mintnet archive but I can't extract it. It's extension is
> tgz. Can anybody help?

tgz is the abreviated, DOS friendly quivelant of .tar.gz. This means that it
has been compressed with gzip, and archived with tar. To uncompress it first
run gzip -d archive.tgz, then do tar -x -f archive.tar

I can't rememember where I got gtar and gzip, but I think HENSA has both of
them.

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+--+

626. Re: What models/types of Atari ST computers?

Newsgroup: comp.sys.atari.st
Date: 1995-01-11 19:24:22 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <789852262snz@bigbox.demon.co.uk>
Source record: 173176

> Atari 260 ST a stripped down version of the 520 ST (360 k floppy,
> optional mouse, TOS loadable from disk)

How much memory did this have?

> Atari STE (enhanced 1040 with stereo sound, blitter etc.)
More correctly, an enhanced ST(F)(M) either 520 or 1040,

> Atari Mega STE (detached keyboard, TT style case, inbuilt HD, blitter,
> more serial ports, LAN port, 16 MHz CPU, VME slot)
Some have internal Hard disks. They are available with 1, 2 or 4 megs.
Nice machine :-)

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+--+

627. Re: Michtron BBS s/w: Works w/9600?

Newsgroup: comp.sys.atari.st
Date: 1995-01-11 20:08:07 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D29BxK.ECx@cix.compulink.co.uk>
Source record: 173177

In response to dpj@delphi.com's message:
> David Anderson <lando5@iii1.iii.net> writes:
>
> > Er, Jake...I think Harry was referring to Aladdin, not GemView.
>
> That could very well be, David, but he did mention GemView in his
> message. <g>

Err.. not really. I think I typed Geniew (supposed to have said Genie).
Just a typo, sorry for the confusion.

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/140.16@nest.ftn #

628. Re: Adresses?

Newsgroup: comp.sys.atari.st
Date: 1995-01-11 21:58:00 UTC
From: christian.andersson@tnogobl.ct.se
Message-ID: <ftn_2.203.611.5_2f1454c8_Christian.Andersson@ct.se>
Source record: 173178

> Can someone give me the adresses of the following developers:
> (or even better, their E-Mail adresses)
> Black Scorpion Software

This One I can help you with! :-)
You can reach Doug Little (a member of Black Scorpion) with this adress!

dlittle@nest.demon.co.uk

Chris.

629. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-01-11 22:00:36 UTC
From: kim@dksoft.ping.dk
Message-ID: <FALVEAWMUP@dksoft.ping.dk>
Source record: 173179

In <D26GvA.7y6@hpbbrd.bbn.hp.com> Claus Brod wrote:

>Better for you, that's right.

Better to the whole atari enviroment i'll say, cause the atari enviroment
isn't going to be based on ST's any more.

>Try to look at it from a developper's point of view: There are a lot
>more STs (by several orders of magnitute, I guess) out there than
>there are Falcons. So where is the biggest market for a new operating
>system? Add to this the higher technical complexity of Falcon support,
>and you know why the Falcon support has been rated second priority.
>

Looking at it from the developers point of view, i only spot profit. This
may start a major argument, but i only see one benefit in buying NVDI3.0
and that is alot of money for the NVDI team. Look at it this way, when
Magic is released, you probably don't need NVDI at all.

I know there is alot of of ST owners out there, but what is the idea in
getting/creating a new computer if it isn't going to be supported with
software. And if you keep on suporting old (outdated) computers, you'll
end up beeing the loser, as people will start seek other alternatives,
(why do you think so many people has left the atari platform ?).

Atari co. made the Falcon more than a year ago. Look at the lack of support
it's getting, and start wonder why it doesn't sell that good. I blame
Atari Co. as well as the developers and the programmers for this.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

630. I saw this on the Hot Wired help wanted board....

Newsgroup: comp.sys.atari.st
Date: 1995-01-11 22:47:18 UTC
From: smiller@hertz.elee.calpoly.edu
Message-ID: <1995Jan11.224718.156226@zeus.aix.calpoly.edu>
Source record: 173180
Cross-posted to: comp.sys.atari.st,rec.games.video.atari

Computers

Atari/Commodore Assembly Programmer

Job description Work on video games for Atari Jaguar. Creativity and
experience with 680x0 Assembly
programming a must. C beneficial.
Salary
Company Gorilla Systems Corporation
Contact person Jonathan Browne (v) (f) (813)854-1320 (email)
gorilla@packet.net
Address 4025 Tampa Road Suite 1101 Oldsmar, FL 34677
Date posted: 11.12.94
Computers

I hope they don't mind me putting this here....

*steve

--
arise from beneath the remains before schizophrenia and morbid visions
create the new chaos a.d.

631. Tapebios/dump problem (for real this time)

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 04:25:27 UTC
From: zrollinso@cc.curtin.edu.au
Message-ID: <1995Jan12.132527@cc.curtin.edu.au>
Source record: 173182

Woops.. It appears my editor has gone walkabout and the local news server is doing wierd things - even by my standards.....

...anyway (as I type without an editor)... recently I got hold of tapebios for my Atari STe (4meg with 2 20meg apple drives and a viper 250 archive tape drive) I can run the tapetest utility without problem and the viper goes through its paces without flaw, but when I try using the DUMP utility (comes with tapebios) the system just sits there and hangs. The tape drive light comes on then nothing.

I am using an Adscsi plus card and the version of tapebios is from 1992. I tried to mail Alanh@logitek.co.uk but cant get through (he's the author apparently)

Oh yes, the viper is set to SCSI id 5 and the two HDs are 0 and 1 for drives C and D respectively.

What sort of alternative backup softare is there? I am contemplating writing a backup utility myself (anyone want a file based backup?) but it would be nice to NOT reinvent the wheel and my Atari programming experience is not vast.

Post or email replies (to the address below, not this account)

thanks in advance

Steven Rollinson
Steve.Rollinson@MIS.WMC.wmc.telememo.au

Disclaimer: My employer does not care what my opinions are -
as long as I keep them to myself.

632. Re: WWW: HTML-VIEWER wanted!

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 08:08:04 UTC
From: michi@pluto.ping.de
Message-ID: <H.ekBL.9oNWjAAbQOE@pluto.ping.de>
Source record: 173183

Hi,

In <FALTBIUXUP@galaxy.teuto.de>, neptune@galaxy.teuto.de (Hendrik Mylius) writes:
> Howdy Folx!
>
> I'm looking for a HTML-viewer to display those WWW-pages on my MegaSTE.
>
> I can request those pages via email, so that's not the problem. And I don't
> want to mess around with a complete installation of Lynx or whatever.
>

Installing lynx isn't that hard!
All you need are vconsd, /usr/lib/terminfo/* and lynx. Dont't use the
lynx.cfg file, it crashes the system (at least mine).

cu, michi
--
* Michael Plonus michi@pluto.ping.de *
* D-44143 Dortmund Michael_Plonus@do2.maus.ruhr.de *
* Germany *

633. Price Catalog

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 08:10:40 UTC
From: mmariott@acs.ryerson.ca
Message-ID: <3f2o60$4e7c@hermes.acs.ryerson.ca>
Source record: 173135

[No readable article body recovered]

634. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 09:18:57 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950112100816.4446A-100000-100000@bull.mimuw.edu.pl>
Source record: 173184
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Sat, 7 Jan 1995, Chris Herborth wrote:

> In <DARYL.95Jan4205744@elf.adept.ih.att.com>, 55000-Daryl Monge(ih1439 writes:
> > >Mac has the same problem, however F030 is quite new product so the
> > >applications for it are new too. Then what would be a problem to
> > >recompile it to PPC?!?
> > [...]
> > naively believe, why are so little applications available as PPC-native
> > binary? 68k's and PPC's are not binary compatible. A simple re-compilation
> > wouldn't be enough.
> > [...]
> Unfortunately, you're overlooking one other problem... all of the
> developers are gone. Who'd recompile Atari apps to be PowerPC-native?
> I'll bet the source code for things like WordWriter II and other older
> Atari apps have disappeared.
>
> Newer apps like Papyrus could be recompiled, but who'd be buying the
> systems?

Big number of users of oridinary pc's becouse there will be no clones of
PPC (or DEC/SIG and others) systems ever (maybe a small amount, but not
so much as now) and I think that in oridinary ps'c world there will be
nothing more, then mc68060 or 686 (?-). So peoples will be buing
'original' systems.

regards,

Simon.

635. Good Mail Reader ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 10:21:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <dd4_9501122330@tor250.org>
Source record: 173106

R > These mail readers that are being quoted around here. Does
R > anybody know if they work with MagiC? The list of progs that
R > aren't multi task friendly seems to be growing weekly.

I don't know about with MagiC, but I DO know that Mountain
Reader II (which I don't ever hesitate to recommend as a reader
program) works fine under Geneva in multitasking mode, and it has
been designed to work under MultiTOS.

In any case, why not download the demo Anthony's put out and try
it out under MagiC. Wouldn't hurt - and then you could give us a
report on how it works. :)

You could also ask Anthony Watson himself if he knows of any
incompatibilty under MagiC - he can be contacted at
a.watson6@genie.geis.com . He's pretty good at response to E-mail
regarding his products - and has been pretty good at coming up with
upgrades to his products for his users.

... Intel inside. Idiot outside.
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

636. [Q] german TOS US keyboar

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 10:21:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <dd3_9501122330@tor250.org>
Source record: 173107

```
G > I recently perchased an old Mega ST 1 with german TOS but an
G > US-like keyboard. Now TOS thinks the keyboard the keyboard to
G > a german-style one and most key-mappings of special keys are
G > now wrong. What can I do now? Getting an english TOS is one
G > choice, but it's difficult to get. Is there any software
G > around to change the key-mapping or keyboard-type?

You're in luck - there is a desk accessory and AUTO program
floating around that will allow you to re-map your keyboard to the
proper setup you need. It's called CKBD_13.LZH , and it's been a
recent upload to a number of bulletin boards here in Toronto in the
past couple of weeks. I would imagine that it's also somewhere on
the Internet.

... Leave everything to me! _ Powdered Toast Man
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.
```

637. Re: Tapebios/dump problem (for real this time)

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 10:22:28 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-120195102228@ngalm099.gal.nt.com>
Source record: 173129

In article <1995Jan12.132527@cc.curtin.edu.au>, zrollinso@cc.curtin.edu.au wrote:

******* Tapebios problem text Deleted *******

I use Tapebios for backups to a Viper 2150S, I've had problems when Chamelon.acc is installed, I can't restore partitions.

I have also found a problem with the shell (Okami15) I run Tapebios from, it hangs the ST when you try and exit to the desktop (this only happens with Tapebios).

Is the Tapebios.INF file set correctly, you need to have the SCSI ID and a timeout value in there.

Otherwise, everythings fine & I've used it for a few years now.

The author is not contactable via the old e-mail address, I presume he has also left the ST scene. He also ported a version of GNUTAR which works with tapebios.

NB: the readme files mention that he had many problems with Viper 2150S units & semed to believe that there would always be errors.

> Steven Rollinson
> Steve.Rollinson@MIS.WMC.wmc.telememo.au
>
> Disclaimer: My employer does not care what my opinions are -
> as long as I keep them to myself.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

638. Re: Calamus and PS

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 10:42:32 UTC
From: djs@jet.uk
Message-ID: <1995Jan12.104232.2241@jet.uk>
Source record: 173131

In <FAKLFBYEUP@galaxy.owl.de> neptune@galaxy.owl.de (Hendrik Mylius) writes:

>Do you deny there are possible problems at all?
No.

>Which makes the files somewhat bigger, doesn't it?
Yes, but the size of font files is usually fairly small compared to, say,
24-bit colour images. PostScript files do tend to be fairly big, yes.
--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

639. Re: ST REVIEW NEWS: ANY ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 10:43:44 UTC
From: David.White@ee.surrey.ac.uk
Message-ID: <1995Jan12.104344.7841@ee.surrey.ac.uk>
Source record: 173130

> Any news on the fate of ST-Review ?

> I did not receive anything since the "Christmas" issue.

There has been one issue since the one with Santa on the front cover,
the editorial in that last issue explained that the magazine had been
sold to the makers of ST Format. The two magazines will now merge,
presumably with the useless editorial of ST Format.

-David White

640. Re: Mac MagiC?

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 10:48:58 UTC
From: hoenig@chclu.chemie.uni-konstanz.de
Message-ID: <3f31eq$abi@eurybia.rz.uni-konstanz.de>
Source record: 173185

In article <789761482snz@bigbox.demon.co.uk>, bjb@bigbox.demon.co.uk (Ben Bell) writes:
>I have heard that MagiC is being written to run on the Mac. Are there any
>details on the pricing of this?
>
Yes! In Germany it costs 298,- DM (Do the math)

Greetings
Daniel

641. 2.5Mb simm problems

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 10:52:44 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9501111413.AA00143@montp.cirad.fr>
Source record: 173127
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

CEO file contents:
Hi and Happy New Year!

I have an STE with TOS 1.6 fitted with 2.5Mb. Due to a bug with the MMU, I have to use run SIMMFIX.PRG in the auto folder if I want the memory to be correctly recognised.

Now, up to here I've had no problem, only some progs crash when they attempt to access the higher memory if SIMMFIX hasn't run. This only happens with games that autoboot without an AUTO folder on the disk (eg: EPIC).
All I can do in such cases is open the machine, remove the shielding, take out the extra simms, put the thing back together again.

So I was wondering if there was any (easy) way to put in some switch that would disable/enable bank 1. Another solution could be a program like simmfix, but would be reset resistant...

Any ideas suggestions out there?

Thanks in advance

Nick.

)III(/ "I'm a poor lonesome cowboy..."
.o'o. Nicholas Bales - Montpellier (France) : Bales_N@montp.cirad.fr
(-)
\u/ Has anybody seen Sam Lowry ?

642. FOR SALE : Falcon030

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 10:56:36 UTC
From: acr2@doc.ic.ac.uk
Message-ID: <3f31t4$ajm@oak65.doc.ic.ac.uk>
Source record: 173128

Sorry about posting this here - thought you might be interested...

Atari Falcon030 4/65 for sale...London UK area.

Any offers around 250 gbp considered

BARGAIN OF THE CENTURY!!!!!

Adam Reeve

acr2@doc.ic.ac.uk

643. Re: Mac MagiC?

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 10:57:38 UTC
From: djs@jet.uk
Message-ID: <1995Jan12.105738.2527@jet.uk>
Source record: 173132

In <FALWABWJUP@galaxy.teuto.de> neptune@galaxy.teuto.de (Hendrik Mylius) writes:

>In <789761482snz@bigbox.demon.co.uk> Ben Bell wrote:

>>I have heard that MagiC is being written to run on the Mac. Are there any
>>details on the pricing of this?

>In Germoney (pun intended) it sells for around 300,-- DM with the
>EASE-desktop. From what I've heard it is considerably more expensive in the
>UK.
Does it not run with NeoDesk?
--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

644. Re: Accelerators for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 11:03:35 UTC
From: hoenig@chclu.chemie.uni-konstanz.de
Message-ID: <3f32a7$abi@eurybia.rz.uni-konstanz.de>
Source record: 173186

In article <3ev0lv$b0o@rhino.cis.vutbr.cz>, kucik@Leo1.zlin.vutbr.cz (Jiri Kucik; st) writes:
>Hello,
>
>I need infos how to speed up some important parts of Falcon. I don't want to
>upgrade CPU (040 or so) or think about TT-RAM as these are too expensive for
>me.
>
>So, I wanna to speed up CPU, bus, Videl, FPU and DSP. Is any commercial
>product with all these enhancements available? Or is it possible to combine

I've accelerated my falcon with the "Speed Resolution Card" from Hard&Soft
in Germany. This card accelerates the bus clock to 18 or 20 MHz, the CPU-clock
to the same or the double of it. Maximum speed is then 20Mhz bus/40Mhz CPU.
FPU is at 32 MHz.
The pixel-clock is continuously adjustable -> better resolutions than Blow Up
or Screenblaster!
But this card has some problems with its software though.
In my falcon it's impossible to work with the DSP and the blitter
with 20Mhz bus-clock (but other falcons can).

Daniel

645. Re: Llamazap- What kind of controllers?

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 12:10:00 UTC
From: christian.andersson@tnogobl.ct.se
Message-ID: <ftn_2.203.611.5_2f151c93_Christian.Andersson@ct.se>
Source record: 173187

> It _needs_ the analog Jaguar controller. (_regular_ analog joystick?
> Do you mean _digital_?). Stupid, but true, (unless he put in a not-too-
> well documented-option to use, as you say, the idea of joystick &
> keypad.

Just a correction! The Existing Jaguar-Controller is NOT Analog!
It is Digital, but The Ports can utilize Analog Joysticks too, if there ar any made, and the games use them to!

Chris.

646. Re: Apex Media Demo?

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 12:22:00 UTC
From: christian.andersson@tnogobl.ct.se
Message-ID: <ftn_2.203.611.5_2f151f54_Christian.Andersson@ct.se>
Source record: 173188

```
>> Hi, I'd like to know if there's a demo version of Apex Media?
>
> Not at this time Pat, the guys are working on putting one together
> now.

Yes there is! It is A German Demo-version and its uploaded to most of the
FTP-sites which have a Falcon section!
I don't Think that BSS is the Source of this Demo-version thoe!

Chris.
```

647. Books for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 12:24:19 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3f371j$nbn@dux.dundee.ac.uk>
Source record: 173143

Can anyone recommend a good book for the Falcon which will help me learn O/S calls in both C and Assembler. It should also hopefully contain some information on the hardware.

Rod

--

```
================================================================================
| Roderick McCall : 3nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ Atari Falcon 030 4/65 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "I'll be back, sometime, someplace, somewhere ..." |
|================================================================================
```

"Oh and good luck against those elephants!"

648. Re: Llamazap- What kind of controllers?

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 12:27:00 UTC
From: christian.andersson@tnogobl.ct.se
Message-ID: <ftn_2.203.611.5_2f15209d_Christian.Andersson@ct.se>
Source record: 173189

> You NEEDN'T a Jag controller. Just connect _oridinary_ joystick (NOT
> analog, but this from second mouse/joy port) to correct lines of Jag-
> Pad port (Its something like in F030 reference guide). If you have any
> problems please write - my friend has done it and it works...

Well, If you want to utilize every bit of Llamazap, You NEED the Jaguar
controller, since it uses AVERY Button on th Controller!
All three Firebuttons, Pause, Option and Also the "Phone-pad"

Chris.

649. Calamus

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 12:48:38 UTC
From: Caroline@dunian.demon.co.uk
Message-ID: <412390602wnr@dunian.demon.co.uk>
Source record: 173001

In article: <D1trzI.xq@cix.compulink.co.uk> hoagy@cix.compulink.co.uk ("David Stevenson") writes:
>
> >>Do you here by mean the common atari user are into publishing ?
> >Lots of them are.
> Not outside of Germany, it seems.
>
Don't be silly. We are a UK based PD Library (OK so we're not exactly some huge company but we are an Atari based company if nothing else) and we've used Calamus for at least a year in out opening months.

> >Calamus is a _very_ powerful tool.
> But still no PostScript. Unless you buy a half-baked PS module which
> costs as much as SL itself.
>

Please be fair to ole' Calamus. I used it for a number of years and it really was quite good in it's time and it's not one of those products that still insists on the huge price tag. You can buy it at less than 60 (from us of course) which I personally think is very fair for it.

Okay so it doesn't have Postscript compatibility but it DOES use a vector font format which gives a pretty good print output. It certainly gets my thumbs up as being the best value DTP package on the current market. I am talking about the original 1.09 version.....

Caroline Price

/***\
* New Age PDL - the best PD for ST and Falcon *
* E-mail me for the latest FREE catalogue.... *
* INTERNET: caroline@dunian.demon.co.uk *
***/

650. Re: Riemann II still available?

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 12:53:10 UTC
From: cordes@ac.dal.ca
Message-ID: <1995Jan12.085310.32337@ac.dal.ca>
Source record: 173190

```
In article <D26sGy.9vy@sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
> In <3erhrf$s6@matrix.fwi.uva.nl> mdekker@fwi.uva.nl (Martijn Dekker) writes:
>
>>sanders@sci.kun.nl (Sander Stoks) wrote:
>
>>:Hello,
>>:
>>: Does anybody know of a good symbolic algebra program (a la Maple)
>>:for the ST? I know there used to be a Maple version, but only upto
>>:version 4. Is that still avaiable? How expensive, and where?
>>:As an alternative, I saw an advert for Riemann II in some mag, but
>>:that was a few years ago. It had an interesting Student Rebate.
>>:
>>:Any info on this?
>
>>I do not know Riemann II, but what about Reduce or Euler?
>>I have both of them. I picked up Euler from some ftp site, but did not
>>work with it a lot, as 1Mb RAM is tight for this kind of applications.
>>I can send it to you if you can't find it on ftp sites.
>
> I'll try to find them, and then try them out. They're on a.a?
>
> Regards,
> --
> /* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMP
L%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
> int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*
6+k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */

But Euler is not a symbolic algebra program; it's strictly numeric (a
little like matlab). Reduce is a commercial product. Form is capable
of some symbolic work, and there is a version available for anonymous
ftp (I forget where I got it; if you need to know, mail me).

John
```

651. Yet More MiNT/Minixfs queries. :)

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 12:58:04 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <D2AMot.D0r@exeter.ac.uk>
Source record: 173002

Yesterday I did a very silly thing and turned the computer off before
minixfs completed a delayed write. Realising immediately what I had
done, I turned it back on and ran fsck over the minix drive.
It reported "Orphaned Inode 22" and asked if I wanted to reconnect it.
As far as I can tell, the files on the drive are ok at the moment, so the
question is, what does this mean and what will happen if I tell fsck to
reconnect it?

--

+-------------+---+
| {{{ Dan }}} | Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI |
+-------------+---+

| Looking for a Falcon sample editor? Get SuperSam v1.08! |
+---+

652. Re: Nova card

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 13:08:52 UTC
From: Lexicor@world.std.com
Message-ID: <D2An6s.6GF@world.std.com>
Source record: 173191

In article <D1yGGy.Dy3@cix.compulink.co.uk>,
BARRY WILSON <wilsontjb@cix.compulink.co.uk> wrote:
>In message <789169738snz@chowgar.demon.co.uk>, smoore@chowgar.demon.co.uk said:
>
>>I've just bought a Maga ST with a Nova card fitted inside but the lad I
>>bought the computer off has lost his original disks for it and I
>>re-partitioned the drive before I realised this so I now can't use the
>>card at all.
>>
>>Any ideas on how I can get hold of the software I need????
>
>Try asking Nick Harlow of 16/32 Systems who sells Nova in UK, email to
>nharlow@cix.compulink.co.uk

or FTP to the Lexicor Software support site at ftp.std.com in
/pub/atari/Graphics/Lexicor/Nova and you will find the latest english
software update for the NOVA Megabus (amongst other nova graphic boards.)

Cheers

Yat @ Lexicor

653. Re: MiNTnet

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 13:43:58 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FAMODDUUUP@galaxy.teuto.de>
Source record: 173192

In <3f08hg$hhd@styx.uwa.edu.au> Dave Cook wrote:

>This has been compressed twice. The first by TAR and the second Gnu ZIP.

The intention of your mail goes in the right direction, however it is not
quite right.

TAR doesn't compress it just makes _one_ archive of whatever files you've
selected. Now you've got only one *large* file to handle.

This archive is compressed using GNU-Zip, then.

>So to reverse this, un-Gnu-zip it and then de-tar it.

That's right ;-)

Isn't there an option to call TAR from within GZIP? With a special parameter?

```
--
/Hendr!K/
''~``
( o o )
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
\_) ) /
(_/
```

654. REPOST: Falcon Spec Sheet

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 14:49:28 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3f3fho$2tv@dux.dundee.ac.uk>
Source record: 173193
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st

```
Okay, here it comes...again!!!

Atari Falcon 030 Specifications
------------------------------

CPU: Motorola 68030 32-bit microprocessor @ 16MHz w/ 32-bit bus
FPU: Motorola 68881/68882 @ 16MHz (optional)
DSP: Motorola 56001 Digital Signal Processor running in parallel @ 32MHz
w/ 32kWords (24-bit) of local zero wait state static RAM
ROM: 512kB
RAM: 1, 4 or 16MB(14MB usable) on daughterboard (RAM is 32-bit wide)

Expansion bus: Internal 'Processor-Direct' slot for 386SX emulation
(third party 386SX emulator nearly completed) or other
co-processors/etc.

Video: (See below for specific video modes/resolutions.)
16-bit BLiTTER @ 16MHz (also handles hard drive access)
Accepts external video sync to allow high quality genlocking
Overlay mode for easy video titling and special effects
Overscan support
Hardware-assisted horizontal fine scrolling
VIDEL (video controller) sits on 32-bit bus

Audio: Stereo 16-bit Analog-to-Digital DMA input
Stereo 16-bit Digital-to-Analog DMA output
Eight 16-bit audio DMA record/playback channels
SDMA sound/DMA co-processor

Ports: 128kB cartridge port
2 9-pin mouse/joystick ports
2 15-pin STe enhanced analog/digital controller ports (Atari also
has new analog controllers w/ a joystick, 3 fire buttons, and a
12-key keypad)
MIDI IN, OUT/THRU
Bi-directional parallel port
RS232C serial port
SCSI II w/ DMA
Analog RGB/VGA/composite video connector
Stereo headphone out (1/8" mini-jack)
Stereo microphone in (1/8" mini-jack)
DSP port (up to 1MHz data transfer rate)
RF modulator for TV hookup
Localtalk compatible LAN (up to 250kbaud transfer rate)
```

Misc: Internal 1.44MB 3.5" HD floppy
Internal IDE 2.5" hard drive (optional)
Pre-emptive mulitasking OS (MultiTOS) w/ adaptive prioritization
and inter-process communication (also 68040 compatible)
Realtime clock and battery backed up RAM
1040ST-style case w/ internal fan
North American availability in mid-October

Price: 1MB/no HD - $799 list
4MB/65MB - $1399 list

Resolutions available on the Atari Falcon030 (c) 1992 Atari Corp.
Written by John Townsend
==========
This document may be re-printed again and again as long as the Atari
copyright remains intact.
==========

A couple of notes: Unlike previous machines, there are just too many
resolutions to give each resolution a name. Therefore, I will do my best
to describe what the resolution is and which monitor it is on.

- NOTE: TV and a Color Monitor are the same.. by Color Monitor, I am
talking about the standard SC1224. By VGA, I mean a standard VGA
Monitor.

40 column modes ("column" means the number of x pixels divided by 8)
---
4 color, normal, TV: 320x200, 4 colors, 2 planes
16 color, normal, TV: 320x200, 16 colors, 4 planes
256 color, normal, TV: 320x200, 256 colors, 8 planes
True color, normal, TV: 320x200, true color

4 color, interlace, TV: 320x400, 4 colors, 2 planes
16 color, interlace, TV: 320x400, 16 colors, 4 planes
256 color, interlace, TV: 320x400, 256 colors, 8 planes
True color, interlace, TV: 320x400, true color

4 color, normal, VGA: 320x480, 4 colors, 2 planes
16 color, normal, VGA: 320x480, 16 colors, 4 planes
256 color, normal, VGA: 320x480, 256 colors, 8 planes
True color, normal, VGA: 320x480, true color

4 color, line-doubling, VGA: 320x240, 4 colors, 2 planes
16 color, line-doubling, VGA: 320x240, 16 colors, 4 planes
256 color, line-doubling, VGA: 320x240, 256 colors, 8 planes
True color, line-doubling, VGA: 320x240, true color

80 column modes
---
2 color, normal, TV: 640x200, 2 colors, 1 plane
4 color, normal, TV: 640x200, 4 colors, 2 planes
16 color, normal, TV: 640x200, 16 colors, 4 planes
256 color, normal, TV: 640x200, 256 colors, 8 planes

True color, normal, TV: 640x200, true color

4 color, interlace, TV: 640x400, 4 colors, 2 planes
16 color, interlace, TV: 640x400, 16 colors, 4 planes
256 color, interlace, TV: 640x400, 256 colors, 8 planes
True color, interlace, TV: 640x400, true color

2 color, normal, VGA: 640x480, 2 colors, 1 plane
4 color, normal, VGA: 640x480, 4 colors, 2 planes
16 color, normal, VGA: 640x480, 16 colors, 4 planes
256 color, normal, VGA: 640x480, 256 colors, 8 planes

4 color, line-doubling, VGA: 640x240, 4 colors, 2 planes
16 color, line-doubling, VGA: 640x240, 16 colors, 4 planes
256 color, line-doubling, VGA: 640x240, 256 colors, 8 planes

and lastly.. there are compability modes for ST Low, ST Medium, and ST High on both VGA monitors and SC1224 monitors. (On a color monitor, ST High is achieved by using the interlace mode).

Also, the ST Monochrome monitor (the SM124) will work with Falcon030 as well. However, it only supports one resolution: ST High Resolution.

All modes on a TV can be overscanned. This means multiplying the X and Y resolution by 1.2. For example, modes with 320 pixels of horizontal resolution (X res) will become 384 pixels across, and modes with 640 pixels will become 768 across. Overscanning is done in the X and Y resolution. You can't do them independently. Special Note: On a VGA monitor, overscan is "faked".. since the video hardware doesn't have the capability to do overscan on a VGA monitor, we made it so that if a overscan mode is set on a VGA monitor, you still see the normal size screen, but the screen is a window onto the bigger overscanned image. Make sense? We did this for compatibility. This way if a game that has an overscanned starup picture can use the same pic on both the VGA monitor and the TV monitor. Pretty cool, eh? <grin>

BTW.. Overscan can NOT be set from the desktop. The AES and Desktop will work just fine with it, but because you can't see the parts of the screen, we thought that that option shouldn't be available from the desktop. We don't want to confuse people. However, Overscan can be set using a new XBIOS call (Vsetmode()).. so it is still available.

I hope I haven't made any mistakes. I triple-checked this document in search of errors and I couldn't find any. If you do find some, send me Email on GEnie (to TOWNS) or CIS (70007,1135) and let me know.

-- John Townsend, Atari Corp.

P.S. Anyone who would like to reprint this message, please do so! The smaller the number of times I have to type that message, the more my fingers with thank you! ;-)

After looking at this one more time.. one point to clear up: By saying SC1224 Color Monitor, I mean any Color Monitor that Atari

have manufactured for the ST/Mega/STE/MegaSTE computers. Clear
as mud? ;-)

Article: 33384 of comp.sys.atari.st
Path: i2unix!corton!mcsun!sun4nl!alchemy!piet
From: piet@cs.ruu.nl (Piet van Oostrum)
Newsgroups: comp.sys.atari.st
Subject: Re: The REAL Falcon specs wanted!
Keywords: Falcon specs.
Message-ID: <1992Sep1.120211.6162@cs.ruu.nl>
Date: 1 Sep 92 12:02:11 GMT
References: <1992Aug31.123840.1064@ludd.luth.se>
<1992Aug31.195705.18207@athena.cs.uga.edu>
Sender: network-news@cs.ruu.nl
Reply-To: piet@cs.ruu.nl (Piet van Oostrum)
Organization: Dept of Computer Science, Utrecht University, The Netherlands
Lines: 470
In-Reply-To: kjohnson@castor.cs.uga.edu (Kristopher Johnson)

I found this file on the local ATARI Company's BBS : (original in Dutch)

This article is written by Wilfred Kilwinger (Support Manager) for
Atari Briefing, the newsletter by Atari (Benelux) B.V. for the Atari
user groups. It was specifically stated that it could be reproduced. I have
translated it in English with the assumption that an English translation
would be considered the same as the original.

The original also contained a description of all the features of the Falcon
which have been reproduced here a zillion of times so I did not include
these.

Atari custom chips

VIDEL

The VIDEL takes care of the video functions of the system including
overscan, overlay mode and true color graphics

COMBEL

The COMBEL is the system manager of the Atari Falcon030. This chip controls
all system functions. Also the BLITTER is built in in this chip.

SDMA

The SDMA is the Sound DMA and controls the sound part. We have built in a
unique matrix switch function in this chip (more details in the second part)

KEYBOARD PROCESSOR

The keyboard processor has been improved and is now also suitable for high
resolution mice.

Besides the above custom chips the Atari Falcon030 has a number of standard chips like the Motorola 68030 and 56001 DSP. Another important chip is the CODEC in which the 16 bit AD and DA converters are located.

Video modi

As you can see in the survey of Operating System calls
the video hardware is complete sotware controllable. The following
combinations can a.o. be chosen:

Mode Resolution Bit planes Colors Palette

ST LOW 320x200 4 16 4096
ST MED 640x200 2 4 4096
ST HIGH 640x400 1 2 4096

True Color 640x480 8 256 262144
320x200 15bpp 32768 N/A

The last mode asks for some explanation. Here there is no color palette but
15 bits per pixel to describe the pixel itself. The format is
RRRRRGGGGGXBBBBB. VDI supports this mode thus programs that have not been
written for this mode specifically can use it nevertheless.
X is the overlay bit and can be used for video titling and special effects.

320x200 16bpp 65 N/A

This mode is called the slideshow mode, is not supported by the VDI, you
are on you own. X is an extra green bit.

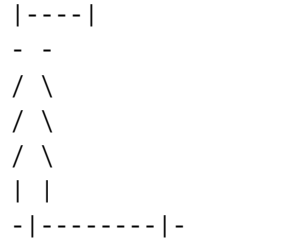
True Color in 640x480 is not possible because of the bandwidth of VGA monitors.

Mode Resolution Bit planes Colors Palette

VGA 320 of 640 1,4,8 2,16,256 262144 (Overscan
Video 200 of 400

With Video we mean the Atari SC-monitors, the TV modulator and/or the
composite video output.

All modes can be gegenlocked. With adaptors we convert
the 15-pole video bus to thee standard Atari or VGA connections.



Matrix coupling

To make the system performance in the audio part as good as possible Atari
designed a miniature 'telephone exchange' that can easily connect the
source devices to the receiving devices. Also it is possible to make more

than one connection at a time.

Source devices

EXT INPUT ---*-------*------*------*
CHANNEL | | | |
| | | |
DSP ---*-------*------*------*
TRANSMIT | | | |
| | | |
ADC ---*-------*------*------*
| | | |
| | | |
DMA ---*-------*------*------*
PLAYBACK | | | |
DMA DAC DSP EXT OUTPUT
RECORD RECEIVE CHANNEL

Receiving Devices

Ports andn interfacing

DSP CONNECTOR (DB26 Female)

Pin Signal Pin Signal

1 GP0 14 GND
2 GP1 15 SRD
3 GP2 16 GND
4 P_DATA 17 +12V
5 P_CLK 18 GND
6 P_SYNC 19 R_DATA
7 n/c 20 R_CLK
8 GND 21 R_SYNC
9 +12V 22 EXT_INT
10 GND 23 STD
11 SC0 24 SCK
12 SC1 25 GND
13 SC2 26 EXCLK

SCSI CONNECTOR (flat 50 pins SCSI II Female)

Pin Signal Pin Signal

1-10 GND 37 Not Connected
11 +5V 38 +5V
12-14 Not Connected 39 Not Connected
15-25 GND 40 GND
26 SCSI 0 41 ATN
27 SCSI 1 42 GND
28 SCSI 2 43 BSY
29 SCSI 3 44 ACK
30 SCSI 4 45 RST

31 SCSI 5 46 MSG
32 SCSI 6 47 SEL
33 SCSI 7 48 C/D
34 Parity 49 REQ
35-36 GND 50 I/O

SERIAL PORT (DB9 MALE)

Pin Signal

1 Carrier Detect 5 GND
2 Receive 6 Data set ready
3 Transmit 7 Request to Send
4 Data Terminal Ready 8 Clear to Send
9 Ring Indicator

PARALLEL PORT (DB25 Female)

The parallel port has extra signal to ease the connection of scanners.

Pin Signal

1 Strobe 8 Data 6
2 Data 0 9 Data 7
3 Data 1 10 Acknowledge
4 Data 2 11 Busy
5 Data 3 12-16 Not Connected
6 Data 4 17 Select
7 Data 5 18-25 GND

MONITOR CONNECTOR (DB19 Male)

Pin Signal Pin Signal

1 Red 11 GND
2 Green 12 Composite Sync/Video
3 Blue 13 Horizontal Sync
4 Mono/Overlay 14 Vertical Sync
5 GND 15 External Clock Input
6 Red GND 16 External SYNC Enable
7 Green GND 17 +12V
8 Blue GND 18 M1
9 Audio out 19 M0
10 GND

SCC LAN-port CONNECTOR (8-pin Mini DIN Female RS-422)

Pin Signal

1 Handshake Output (DTR RS 423) 5 - Received Data
2 Handshake Input or External Clock 6 + Transmitted Data
3 - Transmit Data 7 General-purpose Input
4 GND 8 + Receive

ENHANCED JOYSTICK (DB15 Male)

Port A Port B

Pin Signal Pin Signal

1 UP 0 1 UP 1
2 DOWN 0 2 DOWN 1
3 LT 0 3 LT 1
4 RT 0 4 RT 1
5 PAD0Y 5 PAD1Y
6 FIRE 0 / LIGHT GUN 6 FIRE 1
7 VCC (+5 VDC) 7 VCC
8 Not Connected 8 Not Connected
9 GND 9 GND
10 FIRE 2 10 FIRE 3
11 UP 2 11 UP 3
12 DOWN 2 12 DOWN 3
13 LT 2 13 LT 3
14 RT 2 14 RT 3
15 PAD0X 15 PAD1X

MIDI PORT (DIN 5 Female)

MIDI OUT MIDI IN

Pin Signal Pin Signal

1 Thru Transmit 1 Not Connected
2 GND 2 Not Connected
3 Thru Loop Return 3 Not Connected
4 Out Transmit 4 In Receive
5 Out Loop Return 5 In Loop Return

New Operating System calls

This information is not complete, maybe subject to change and is certainly
not meant as documentation for programmers

DSP-calls

Dsp_DoBlock(a,b,c,d) (void) xbios(500,a,b,c,d)
Dsp_BlkHandShake(a,b,c,d) (void) xbios(501,a,b,c,d)
Dsp_BlkUnpacked(a,b,c,d) (void) xbios(502,a,b,c,d)
Dsp_InStream(a,b,c,d) (void) xbios(503,a,b,c,d)
Dsp_OutStream(a,b,c,d) (void) xbios(504,a,b,c,d)
Dsp_IOStream(a,b,c,d,e,f) (void) xbios(505,a,b,c,d,e,f)
Dsp_RemoveInterrupts(a) (void) xbios(506,a)
Dsp_GetWordSize() (int) xbios(507)
Dsp_Lock() (int) xbios(508)
Dsp_Unlock() (void) xbios(509)
Dsp_Available(a,b) (void) xbios(510,a,b)
Dsp_Reserve(a,b) (int) xbios(511,a,b)
Dsp_LoadProg(a,b,c) (int) xbios(512,a,b,c)
Dsp_ExecProg(a,b,c) (void) xbios(513,a,b,c)
Dsp_ExecBoot(a,b,c) (void) xbios(514,a,b,c)

```
Dsp_LodToBinary(a,b) (long) xbios(515,a,b)
Dsp_TriggerHC(a) (void) xbios(516,a)
Dsp_RequestUniqueAbility() (int) xbios(517)
Dsp_GetProgAbility() (int) xbios(518)
Dsp_FlushSubroutines() (void) xbios(519)
Dsp_LoadSubroutine(a,b,c) (int) xbios(520,a,b,c)
Dsp_InqSubrAbility(a) (int) xbios(521,a)
Dsp_RunSubroutine(a) (int) xbios(522,a)
Dsp_Hf0(a) (int) xbios(523,a)
Dsp_Hf1(a) (int) xbios(524,a)
Dsp_Hf2() (int) xbios(525)
Dsp_Hf3() (int) xbios(526)
Dsp_BlkWords(a,b,c,d) (void) xbios(527,a,b,c,d)
Dsp_BlkBytes(a,b,c,d) (void) xbios(528,a,b,c,d)
Dsp_HStat() (char) xbios(529)
Dsp_SetVectors(a,b) (void) xbios(530,a,b)
```

De volledige beschrijving van bovenstaande functie's staat in de Falcon030 Developers Documentation.

VIDEO SETMODE

```
int setmode( int modecode );
```

The setmode(int modecode) call is used to place the Falcon/030 SHIFTER into a specific mode. A bit-encoded value (called a "modecode") is passed to setmode() to set the mode. setmode() returns the previous mode that was set.

To help make the building of modecode values easier, here is a table of defines:

```
#define VERTFLAG 0x100
#define STMODES 0x80
#define OVERSCAN 0x40
#define PAL 0x20
#define VGA 0x10
#define TV 0x0

#define COL80 0x08
#define COL40 0x0
#define NUMCOLS 7

#define BPS16 4
#define BPS8 3
#define BPS4 2
#define BPS2 1
#define BPS1 0
```

Using these defines, you can build a modecode for any possible mode. For example:

For True Color Overscan:
modecode = OVERSCAN|COL40|BPS16;

For ST Medium Compatibility mode on a Color Monitor/TV:
modecode = STMODES|COL80|BPS2;

For ST Low Compatibility mode in PAL on a Color Monitor/TV:
modecode = STMODES|PAL|COL80|BPS2;

For 256 color, 80 column mode on a VGA monitor:
modecode = VGA|COL80|BPS8;

If you have a modecode and wish to know how many bits per pixel it
has, use the following:

if(modecode & NUMCOLS) == BPS16)
do_something_cool(); /* You have true color mode */

The setmode() call will return the previous modecode set. You must use
this value to get back to whatever mode you were in before you made your
setmode call.

int mon_type(void)

The mon_type() function will return the kind of monitor that is currently
in use. Here are the possible return values:

0 = ST monochrome monitor
1 = ST color monitor
2 = VGA monitor
3 = Television.

void ext_sync(int flag)

This function sets or clears external sync. If flag is set, external
sync is enabled. If flag is clear, then internal sync is used.

SOUND-calls

locksnd();
Used as a semiphore to lock the sound system. From other applications.

unlocksnd();
Used to release the sound system for other applications to use.

soundcmd(mode,data);
This command is used to get or set the following sound parameters.
If a negative number is used as the input then the current setting us
returned.

MODE OPERATION MEANING

0 LTATTEN Sets the current left channel output

1 RTATTEN Sets the current right channel output

2 LTGAIN Sets the current left channel input gain.

3 RTGAIN Sets the current right channel input gain.

4 ADDERIN Set the output of the 16 bit signed adder to
receive it's input from the ADC, Matrix or
both.

5 ADCINPUT Set the input the the ADC. The input can either
be the left and right channel of the PSG or the
left and right channel of the microphone.

6 SETPRESCALE Used for compatability. This prescale value
is used when the DEVCONNECT() internal
prescale value is set to zero.

setbuffer(reg,begaddr,endaddr);
This function is used to set the play or record buffers. REG selects
playback or record, while begaddr and endaddr are the buffers beginning
and ending locations.

(int) reg - (0) Sets playback registers.
- (1) Sets record registers.
(long) begaddr - Sets the beginning address of the buffer.
(long) endaddr - Sets the ending address of the buffer.

setmode(mode);
This function is used to set record or playback mode. The modes are as
follows:

MODE OPERATION
(int) 0 8 Bit Stereo
(int) 1 16 Bit Stereo
(int) 2 8 Bit Mono

settracks(playtracks,rectracks);
This function is used to sets the number of record or playback tracks.

setmontracks(montrack);
This function is used to set the output of the internal speaker to one of
the four tracks currently playing. The internal speaker is only capable of
outputing ONE track at a time.

setinterrupt(src_inter,cause);
This function is used to set which interrupt that will occur at the end of a
frame. If the frame repeat bit is on, this interrupt is used to allow for
double buffering the playing or recording of sound. Interrupts can come from
TimerA or the MFP i7.

buffoper(mode);
This function is used to control the operation of the play or record buffers
in the sound system. The input to this function is a bitmap. If mode is set
t0 -1 then the current status of the buffer operation bits is returned.

NOTE: The sound system contains a 32 byte FIFO. When transferring data to
the record buffer, software MUST check to see if the record enable (RE) bit
was cleared by the hardware. If the bit was cleared then the FIFO is flushed,

if not then software must flush the FIFO by clearing the record enable (RE)
bit.

dsptristate(dspxmit,dsprec);
This function is used to tristate the DSP from the data matrix.

gpio(mode,data);
This is used to communicate over the General Purpose I/O on the DSP connector.
Only the low order three bits are used. The rest are reserved. This call,
depending on the mode, can be used to set the direction of the I/O bits, read
the bits, or write the bits.

devconnect(src,dst,srcclk,prescale,protocol);
This function is used to attach a source device to any of the destination
devices in the matrix. Given a source device, this call will attach that one
source device to one or all of the destination devices. This call also sets
up the source clock and prescaler, protocol and protocol source if used.

sndstatus(reset);
This function gets the current status of the codec.

buffptr(pointer);
This function returns the current position of the play and record data buffer
pointers. These pointers indicate where the data is being read/written within
the buffers themselves. This function is also used to determine how much
data has been written to the record buffer. See buffoper().

The above is not yet complete. Atari has also routines for
JPEG and andio conversion.
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

Article: 6027 of comp.sys.atari.st.tech
Path: i2unix!corton!mcsun!uunet!van-bc!jonh.wimsey.bc.ca!jhenders
From: jhenders@jonh.wimsey.bc.ca (John Henders)
Newsgroups: comp.sys.atari.st.tech
Subject: Re: DSP in the Falcon
Message-ID: <H.op5odQJVpyw@jonh.wimsey.bc.ca>
Date: 1 Sep 92 01:20:24 GMT
References: <H.H8xksAVnXI6@kynes.bison.mb.ca> <469@muller.loria.fr>
Reply-To: jhenders@jonh.wimsey.bc.ca
Organization: One of these days for sure
Lines: 27
X-Software: HERMES GUS 1.03 Rev. Apr 14 1992

In <469@muller.loria.fr>, Steven Eker writes:
>
>Things which the 56001 should be useful for include software sound synthesis
>& matrix*vector multiplcation (the basis of 3D vector games).
>

>If the DSP DMA is implemented right (does anyone have a programmer eye view of
>this yet?) is should be possible to use it as an extremely fast graphics
>processor for polygons/phong shading/texture mapping (I wonder if anyone
>will bother to write an "Ultima Underworld" type game for the Falcon?).
>I worry about this though - the DSP is 24 bits and the 68030 is 32 bits
>so there's plenty of room for Atari to screw up...
>
For anyone who hasn't seen the latest AEO, the Falcon appears to
have been design as a 24 bit computer, partly to maintain compatability
with existing software. This doesn't mean third party boards etc can't
extent that, but it explains the 14 meg memory limit. The other captures
from Jim Allen posts to GEnie say that the Falcon chips all seem to talk
at 16mhz. Another poster mentioned here that there's an 8bit processor to
dsp channel, I guess for uploading code into the dsp, though I don't
know if that means you can't tell the dsp to load a program from a memory
location itself, which would be faster, I'd guess.
Motorola says the top speed the 56001 is clocked at is 33mhz, so the
ad/da converters must be the parts clocked at 50mhz.

--
jhenders@jonh.wimsey.bc.ca

Article: 6050 of comp.sys.atari.st.tech
Path: i2unix!corton!mcsun!sunic!dkuug!imada!micro
From: micro@imada.ou.dk (Klaus Pedersen)
Newsgroups: comp.sys.atari.st.tech
Subject: Re: DSP in the Falcon
Message-ID: <1992Sep3.182630.19435@imada.ou.dk>
Date: 3 Sep 92 18:26:30 GMT
References: <H.H8xksAVnXI6@kynes.bison.mb.ca> <469@muller.loria.fr>
<H.op5odQJVpyw@jonh.wimsey.bc.ca> <262@artech.UUCP>
Sender: news@imada.ou.dk (USENET News System)
Organization: Dept. of Math. & Computer Science, Odense University, Denmark
Lines: 20

clint@artech.UUCP (Clinton Keith) writes:

>The adc/dac channel is driven off the DMA clock, which is driven off a
>sub-divided horizontal scan rate. The 525 scan line rate sub-divided
>by 12, 24, 48 and 96 give the 6250, 12500, 25000 and 50000 bytes per
>second DMA/CODEC rate. This is the same as the STE/TT.

In the very techie "test" of the Falcon in the German C'T you can read a
differend story:

"[external/internal clock, prescale 4-24 or 128]. Internally there is a
27.175MHz clock to select the for the STe known sampling rates of
12.5KHz, 25KHz and 50KHz, or 32MHz in order to use the full bandwidth of
the memory transfer, with an sampling rate of 62.5KHz on eight 16bit
channels. This is also the upper limit for the external clock."

(if the about dosn't make any sense then it is probaly because my german
is even worth than my english)

-Klaus

--

```
================================================================================
| Roderick McCall : 3nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ Atari Falcon 030 4/65 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "I'll be back, sometime, someplace, somewhere ..." |
|================================================================================
```

"Oh and good luck against those elephants!"

655. Re: TOS 1.0 on disk ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 15:20:45 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9501121421.AA01569@ilmen.lanl.gov>
Source record: 173194

In article vqc@news.nevada.edu, amsler@nevada.edu (JOHN AMSLER) writes:
>Kevan Winch (kevan@empyr.dircon.co.uk) wrote:
>: Hi, does anyone know where I can get a copy of TOS 1.0 on disk ?
>
>Contact Daniel Osborne [100337.3613@compuserve.com] (let him know I
>recommended him to you) and let him know your predicament.
[...]
>
>(Daniel's an American Navy sailor, currently stationed at some British
[...]

Hmmmm... I guess this 'Daniel Osborne' guy must be a REAL pirate, eh?
Seeing as how he's in the navy and all. :)

But seriously, gang... how about a little discretion here? Like I said
before, I doubt if even Atari cares very much if anyone pirates an old
disk copy of TOS 1.0, but that's no reason to rub their face in it!
Try using email instead of making a public post about pirating goods, OK?

After all, piracy costs, courtesy is free.

Cheers,

-Hutch- @ Fair Dinkum Tech

P.S.: Good luck in getting any of your old games to run from a disk
version of TOS 1.0, anyway. Few have had any success.

656. Re: GDOS

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 15:30:38 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FAMQAGYRUP@galaxy.teuto.de>
Source record: 173195

In <3f1bi0$600@golem.wcc.govt.nz> Steve Wells wrote:

>Is there any advantage in NVDI 3 over v2.5 apart from Speedo support?

TrueType as well ;-)

>uses to display its archive listings onto the scren has never worked
>with any NVDI, (DC's fault probably).

Probably.

The first minor bugfix-update for NVDI 3.01 is expected in a couple of weeks.
Perhaps some problems with your publisher are solved then. Hava you reported
the problems to anyone?

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )-------------------+
_)) /
(_/

657. q

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 15:34:07 UTC
From: ctc150@aixrs1.hrz.uni-essen.de
Message-ID: <3f3i5f$9o0@sun1.uni-essen.de>
Source record: 173196

[No readable article body recovered]

658. Re: Books for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 15:35:33 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9501121436.AA01584@ilmen.lanl.gov>
Source record: 173197

In article nbn@dux.dundee.ac.uk, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>Can anyone recommend a good book for the Falcon which will help me learn
>O/S calls in both C and Assembler. It should also hopefully contain some
>information on the hardware.

Hmmmm... to the best of my knowledge, there isn't such a book as you describe,
at least not one specifically for the Falcon.

One of the best hardware books out there (which contains a wealth of info
about all sorts of things Atari) is 'The Atari Compendium.' Available at more
enlightened book stores everywhere, or by mail order, anyway. :) I'm not sure
who the UK distributor is but I'm sure it's available somewhere there.

-Hutch- @ Fair Dinkum Tech

659. Re: Riemann II still available?

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 16:35:29 UTC
From: sanders@sci.kun.nl
Message-ID: <D2Awr5.JBH@sci.kun.nl>
Source record: 173198

In <1995Jan12.085310.32337@ac.dal.ca> cordes@ac.dal.ca (John Cordes) writes:

>In article <D26sGy.9vy@sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
>> In <3erhrf$s6@matrix.fwi.uva.nl> mdekker@fwi.uva.nl (Martijn Dekker) writes:
>>
>>>sanders@sci.kun.nl (Sander Stoks) wrote:
>>>: Does anybody know of a good symbolic algebra program (a la Maple)
>>>:for the ST? I know there used to be a Maple version, but only upto
>>>:version 4. Is that still avaiable? How expensive, and where?
>>>:As an alternative, I saw an advert for Riemann II in some mag, but
>>>:that was a few years ago. It had an interesting Student Rebate.
>>>:Any info on this?
>>>I do not know Riemann II, but what about Reduce or Euler?
>>>I have both of them. I picked up Euler from some ftp site, but did not
>>>work with it a lot, as 1Mb RAM is tight for this kind of applications.
>>>I can send it to you if you can't find it on ftp sites.
>> I'll try to find them, and then try them out. They're on a.a?
> But Euler is not a symbolic algebra program; it's strictly numeric (a
>little like matlab). Reduce is a commercial product. Form is capable
>of some symbolic work, and there is a version available for anonymous
>ftp (I forget where I got it; if you need to know, mail me).

I already found out that Euler wasn't what I wanted. Never mind, I'll
write a symbolic algebra program myself. It's always more fun than
simply buying it, if your need for it is not too high.

Expect a PD version before 2000! :-)

Regards,
--
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */

660. Re: NoDESK ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 16:45:46 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FAMRAFVLUP@galaxy.teuto.de>
Source record: 173199

In <3f1idm$jo7@brachio.zrz.TU-Berlin.DE> Andre Leistner wrote:

>>You probably didn't d'l the nosys.lib. I dunno the exact name of that file,
>>but I'd guess it's around where you've got the other stuff from.
>nosys.lzh if I remember correctly. To run noDesk you have to put a cookie
>program (nosystem.prg) in your auto folder and configure it with the

Well Andre,

I wonder how big a thread this is going to be around here. I can hardly stand
this thread over in Maus ...

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

661. Re: WWW browser for TOS?

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 16:46:15 UTC
From: avg@cwi.nl
Message-ID: <avg.789929175@news.cwi.nl>
Source record: 173200

gert@ttgk.textlitho.nl (Gert van der Knokke) writes:

>Any ideas where to get the X for the Atari (TT)

>I've got Linux up and running on the TT, still don't know how to get the
>serial ports to work though... (or keep the lp0 from generating 'kernel
>panics')

Isn't is time for a full distribution in the spirit of Slackware?
I.e., something moderately easy to install? One of the reasons
I never really got into MiNT for example is because it is such
a mess. Let's not make that mistake again with Linux...

If there was a nice full distribution I'd install Linux on my
TT *today*.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

662. Re: 1 Gb Harddisk problems

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 16:52:06 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FAMRAFVRUP@galaxy.teuto.de>
Source record: 173101

In <Pine.SOL.3.91.950111162531.25768A-100000-100000@eduserv> Dracula wrote:

Sorry, I've missed the first part of the conversation. Whcih drive are yoo
talking about?

>> Try disabling the parity check on the hard disk. There should be a
>> jumper for this.
>There is no parity jumper anywhere on the drive. The small booklet
>doesn't provide any information either.

If you're lucky, the parity generation can be disabled by command. ICD ships a
tool BOOTFIX to do exactly this. Other HDD-software, e. g. SCSI.Tools or
HDDRIVER do the trick as well (usually, that is ;-).

A computer capable of generating/handling parity is required for the step.
TT's, Falcon's, or the newer ICD's, GE's will be fine.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

663. Re: ***MagiCMac information wanted***

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 16:58:02 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FAMRAFVUUP@galaxy.teuto.de>
Source record: 173102

In <clive-110195171241@cparker.futurenet.co.uk> Clive Parker wrote:

>It's bloody fast too! On a Mac LC475 (68040 25/50Mhz), Falcon software

Just to make absolutely sure:

There is no double-clock version of the 040 around. The IU and the FPU use
BClock. _Some_ internal logic-units use the doubled clock, but that doesn't
improve performance.

```
+-------------------------------------------------------------------------+
| Feature | 68000 | 'EC000 | 68010 | 68020 | 68030 | 68040 | 68060 |
+---------------+---------------------------------------------------------+
| Data bus | 16 8/16 16 8/16/32 8/16/32 32 32 |
| Addr bus | 23 23 23 32 32 32 32 |
| Virtual memory | - - Yes Yes Yes Yes Yes |
| Instruct Cache | - - 3 256 256 4096 8192 |
| Data Cache | - - - - 256 4096 8192 |
| Memory manager | <+ (68451 or 68851) +> 68851 Yes Yes Yes |
| FPU interface | - - - 68881 or 68882 Internal FPU |
| built-in FPU | - - - - - Yes Yes |
| Burst Memory | - - - - Yes Yes Yes |
| Bus Cycle type | <++++++++ asynchronous +++++++> both synchronous |
| Data Bus Sizing| - - - Yes Yes use 68150 |
| Power (watts) | 1.2 .13-.26 .13 1.75 2.6 4 - 6 3.9-4.9|
| at frequency of| 8.0 8-16 8 ? ? 25-40 50-66 |
+-------------------------------------------------------------------------+
```

This is only a marketing hoax from Apple!

```
--
/Hendr!K/
''~``
( o o )
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
\_) ) /
(_/
```

664. FS: Atari HW and SW

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 17:02:42 UTC
From: wgg@col.hp.com
Message-ID: <3f3nbi$o6k@nonews.col.hp.com>
Source record: 173103

Atari hardware and software for sale. I am offering everything below for
$200. Shipping not included.

W. Grant Grovenburg
(wgg@col.hp.com)

Atari hardware stuff:

Atari 520 STfm with 1 mg RAM, internal 720K floppy, 1040 motherboard
OS version 1.2

Atari SM124 Black & white monitor

Future Sys Inc. GTS100 DS-SD 3.5" 720k floppy drive

354 single sided floppy drive

354 single sided floppy drive, read only

Old 520 ST, w/ external power supply, the 520 doesn't work

Software:

Laser C + Laser DB

Electronic Courseware Systems Midi-Musicware Series: Keyboard Chords
(by G.D. Peters) (orginally $64)

Keyboard Intervals(by G.D. Peters)

Quick ST II + Quick Tools v.1
NEOchrome
Compute! - Atari ST disk 6/87 Vol 2 n3
Start
Aerco easieST RAM Utilities Ver 1.0

Mean 18
Dungeon Master
Triad: Defender of the Crown, Barbarian, Starglider
Marble Madness
Hitchhiker's Guide to the Galaxy

Magical Math 1
Spelling Bee
1st Math (Stone & Assoc.)
My Letters & Numbers (Stone & Assoc.)

Books:
Atari ST Basic
Atari St Basic to C
Atari ST Graphics & Sound
Intro to Midi

665. Good Mail Reader ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 18:09:25 UTC
From: artoj@mits.mdata.fi
Message-ID: <3f3r8l$4ck@prime.mdata.fi>
Source record: 173104

> These mail readers that are being quoted around here. Does anybody know
> if they work with MagiC? The list of progs that aren't multi task friendly
> seems to be growing weekly.

Kivi QWK should work OK. It works fine with MultiTOS, but I haven't tested
with MagiC because I don't own one. I can't see any reason why it wouldn't,
as it is a clean GEM program.

---
* Kivi 1.21 *

666. Looking for software

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 18:14:38 UTC
From: Jim Roth <jroth@ctc.ctc.edu>
Message-ID: <Pine.HPP.3.91.950112101324.22418G-100000@ctc.ctc.edu>
Source record: 173105

I'm looking for any ST arcade games you might want to sell. Winter games, world games, summer games, any other arcade games would be appreciated.

Please send email to

jroth@ctc.ctc.edu

thanks

667. Need OCTOPUS bbs software

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 18:26:27 UTC
From: bryanw@best.com
Message-ID: <bryanw.789935163@shell1.best.com>
Source record: 173108

Hello,

I was told there is a bbs program named OCTOPUS that works well with 9600 baud on Atari ST's. If you know where I could locate this program (I believe it is a demo), by someone named KOOS KUIL in Holland, please send email.

thanks
b

--
Bryan Woodworth (bryanw@best.com) Try The WWW Graphics Page today!
URL: http://www.best.com/~bryanw
Need a WWW browser? FTP to ftp.best.com:/pub/bryanw/wwwfaq.zip
Info on WWW browsers for all platforms -- even Unix dial-up

668. Re: Apex Media Demo?

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 19:09:16 UTC
From: bbaird@cs.strath.ac.uk
Message-ID: <3f3uos$1fa@hunter-03.cs.strath.ac.uk>
Source record: 173109

In article <3eqia9$t5o@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>
>The original was Chroma, but the authors had a "falling out" and
>development was (after much hassle) continued by the current team, with
>a new name (to remove legal hassles from the original authors), and
>a fair chunk of rewrite. And, almost a year after it's original
>hoped-for-release date, Chroma is now available as Apex Media.

Apex Media is a _complete_ rewrite of Chroma. It is _much_ more advanced, with tons more features, and is probably the most important piece of software to be released for the Falcon in a _long_ time.

If you don't believe me, go grab the _official_ demo which has just been released. This is not the German only beta that's making the rounds, but the official demo released by BSS in the past day or so. I've just uploaded it to ftp.cnam.fr, expect it elsewhere _real_ soon.

Brian

669. Re: Mac MagiC?

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 19:19:06 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D2B4Bv.MyD@cix.compulink.co.uk>
Source record: 173110

>>In Germoney (pun intended) it sells for around 300,-- DM with the
>>EASE-desktop. From what I've heard it is considerably more expensive in the
>>UK.
>Does it not run with NeoDesk?

No idea, but you get Ease anyway.

Ofir ogal@cix.compulink.co.uk
---

670. Minix Wanted

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 19:41:04 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1995Jan12.194104.8402@bradford.ac.uk>
Source record: 173111

Does anyone have a copy of Minix for sale or point me in a direction where
I could obtain a copy in the UK?

Does anyone use Minix? Is it any good? How hard is it to install?

Are there any advantages of using it over MiNT?

What are the latest/best versions?

Questions questions :-)

Cheers,

Paul.
--
\|/ ____ \|/ \|/ ____ \|/
@~/ ,. \~@ Paul Anthony Booth @~/ ,. \~@
/_(__/)_\ Email: P.A.Booth@Bradford.ac.uk /_(__/)_\
__U_/ __U_/

671. Re: NEON DEMO HAS ARRIVED

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 19:42:49 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3f40np$o59@golem.wcc.govt.nz>
Source record: 173112

```
] Hi Robert ! no as my message says it's a "paydemo" wich means that
] you can order it from Team Computer DISC+VIDEO or just DISC (or video I gue
] nd then you get the money back if you buy the whole program. It's 50 DM for
]
] +video and I think 15 DM for the disc (75 sp nn! :-)These guys are doing so
]
] ing great for us Atari/Falcon users so I'm not going to UL it anywhere. I'l
]
] them about this the next time I talk to them though. The video (wich has t
]
] *seen*) is harder to upload with any today known technology :-)
] This is a great new program.
```

How about telling people WHERE to send the money etc.!

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

672. Re: What models/types of Atari ST computers?

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 19:48:37 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.88.000ECFE6@cfcsc.dnd.ca>
Source record: 173113

>I'm interested in buying an Atari ST computer. I'd like to get whichever
>machine was at the high-end of the line. The ones that I know of are:

>Atari 520 ST
change to STf
>Atari 1040 ST
>Atari Mega ST ?
same as above, except STe instead of STf
>Are there any others?
the TT(68030)
the Falcon 030(68030)
>What I really need are the technical specifications of these machines, is
>there an ATARI ST FAQ that has this information?

>Please send replys via email or post a followup to this message.

>Thanks
>--BK

673. Re: Virus on my Hard Disk

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 20:02:56 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.89.000F0CF4@cfcsc.dnd.ca>
Source record: 173114

>Lately things have been crashing here.....
>I think there is a bug on my Hard Drive
>what should I do?
>--
> . . Dave Gilden ----> dgilden@kora.pn.com
> . . . .
> . . . . out a'here till mid April!

1) Have you a backup of your hard drive?
2) If so, try to back up those files new since your last backup
3)go to another virus free atari and make a virus checker boot disk. This
would be a floppy with your hard drive boot file on it, and a virus checking
program, and a disk formatting program.
4)Boot from this disk and check for virus's
5)OR just reformat your hard drive, and restore your backups[much more fun :)]

674. Re: AMOS pro for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 20:13:59 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3f42i7$o59@golem.wcc.govt.nz>
Source record: 173115

] I know this may sound a bit strange but in an official peace of
] Atari literature they mention that Amos pro will be released for the
] Falcon. Does any one know if this (like many other plans) has been axed?

I take it you mean STOS not AMOS (Why would we want the Amiga version? :)

It has indeed been axed. The program is apparently finished, they just
don't want to support Atari anymore.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

675. Re: 50/60Hz swap TSR

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 20:20:51 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.90.000F596B@cfcsc.dnd.ca>
Source record: 173116

>Is there a TSR that allows switching between 50/60 Hz sync?

>Regards
>William
>+===+
>William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
>Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
> MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
> "I can't quite make a PC sing, but roll over and play dead is easy!"
>+========================== Disclaimer: What I say here is my own view =====+
YES
Golldarnit, I can't remember any specific names though! goto a.a and you
should find something in the games area as that is where those sync switchers
are more commonly used.
aside: to bad that american had to leave university there, eh? geting sued by
the former (pres.?) of Singapore is bad for your health :-)

676. Modem speed

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 20:23:36 UTC
From: jeremyh@needa
Message-ID: <3f4348$cn4@ftp.amcc.com>
Source record: 173117

I seem to recall reading or hearing that a stock 520ST can only handle up to a 9600 bps modem, but that a modification to the system can clock-double the port and allow higher-speed communication (14.4k desired). Any help would be greatly appreciated!

--
Jeremy Hansen jeremyh@amcc.com
Technology Group
Applied Micro Circuits Corp.

677. Atari www-pages

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 20:33:00 UTC
From: rolf.johansson@space.ct.se
Message-ID: <ftn_2.203.202$fidonet.org_2f15925e_Rolf.Johansson@ct.se>
Source record: 173118

If YOU know anything about www-pages concerning ATARI, then please write to:

patrick.reinthal@pandora.ct.se

He's interested in such pages as he's doing some work with it.

/Rolf

678. Re: Spectre GCR 3.1 ad in Toad catalog???

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 20:55:07 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.91.000FEBA2@cfcsc.dnd.ca>
Source record: 173119

>In article <3ek99o$b8t@news.bu.edu>
>selick@acs2.bu.edu () writes:
> (blah blah blah) . . .
>>Didn't I just read that Gadgets went under? How can one obtain this new
>>version?
> a high density disk drive, like I do with my Mega STe. Does anybody know
> of a way I can load on the new AOL software? Can it be put on two
> 750k floppies? Or, is it a lost cause? I suspect the latter. Post a
> response, or E-mail me at:
>
> Markvanwyk@AOL.COM

Try uploading the AOL software to a local BBS, and then downloading it to
your "Mac" or send it from a friends machine over the modem.
BUT _why_ can't you just download the new software directly from AOL???

> Thanks in advance. --- Mark van Wyk
>
>

679. Free/Shareware Comms Packages.

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 21:18:30 UTC
From: frank@tachyon.demon.co.uk
Message-ID: <789945510snz@tachyon.demon.co.uk>
Source record: 173120

I'm compiling a guide to freeware and shareware comms terminals, and I'd like to ask you all for input. If you know of any comms programs which aren't on the list, or can add any details such as latest version numbers, ftp sites which have them etc, I'd be grateful.
Thanks in advance for any help.

TeddyTerm 2.14
CoNnect 2.46
AnsiTerm <version?>
STorm 1.02
STarcall <version?>
Rufus <version?>

I know of older ones such as FZDT, vanterm and Uniterm, but any info on others would be appreciated. If you've written a freeware or shareware terminal, I'd especially like to hear from you.

Replies via email are preferred.

Cheers,
Frank.

--
Frank Charlton : Demon Internet Atari Tech Support
Email : support@tachyon.demon.co.uk
NeST : 90:100/308.2 AtariNet : 51:6/208.2
FishNet : 777:400/2.2 FidoNet : 2:256/502.28

680. Docs for the AVI file format?

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 22:05:36 UTC
From: ab164@yfn.ysu.edu
Message-ID: <3f493g$mmv@news.ysu.edu>
Source record: 173121

A friend of mine, Dr. Bob of Dr. Bobware and Author of MVG
and sundry other software, is looking for some documentation of the
AVI file format. Any help would be appreciated! Post it here or send
it to me E-Mail.
Tom Lamparty (ab164@yfn.ysu.edu)
--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

681. MegaSTe Keycaps

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 23:17:47 UTC
From: amsler@nevada.edu
Message-ID: <3f4dar$pa1@news.nevada.edu>
Source record: 173122

Hello. Does anyone know which company or companies, if any, sell replacement keycaps for the MegaSTe? The lettering on several of my keys is wearing out.

Thanks for your help!

- John J. Amsler 1981 - Atari 800
Atari: Motorola Inside! 1986 - Atari 1040ST
======== 1991 - Atari MegaSTe
(MIDI Inside, Too!) 1995 - Medusa 040 or GEMulator 4.0?

682. Re: Anyone know how to Towerize a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 23:23:59 UTC
From: amsler@nevada.edu
Message-ID: <3f4dmf$pa1@news.nevada.edu>
Source record: 173123

Rob (robo28@delphi.com) wrote:
: I really need to get my Falcon in a tower case and I want to do it myself
: So if anyone knows where I can get technical instructions...PLEASE..let me
: know. I would actually even pay to get a document on this (pictures would
: be GREAT!) I know many companies will towerize a Falcon for you so I know
: it can be done. I just need to know the size of case, how to get the ports
: to exit the system, etc.....
: Any help will be GREATLY appreciated.... Thanks....
:
: --
: *** | Rob Oslund |
: *** | Atari Falcon 030 |
: * * * | 4MG/52m SCSI/80m IDE | I want a TOWER CASE (cheap!)
: * * * | Acer Multiscan |
: * * * | |

Rob:

Contact Simon J. Churchill (100126.2777@compuserve.com); he's done it.

Here is the article he posted on CompuServe:

[100126,2777]
TOWER2.TXT/Text Bytes: 10639, Count: 46, 22-Nov-94

Title : The LightHouse Tower - STFM upgrade by a user
Keywords: TOWER UPGRADE HARDWARE ST FALCON

The Light House Tower - a user's do it yourself upgrade for the
STFM. This article has been written to show what your system can be
made into with the aid of the LIGHTHOUSE Tower case and keyboard
kit. Available for STFM, STE, Mega and Falcon computers.

The Light House Tower - A User's Do it yourself upgrade!
^^
This article has been written to show what your system could be
made into with the aid of the LIGHTHOUSE Towersystem.

What is it?
^^^^^^^^^^^
I will assume here you all know what a tower case is. The main
tower comprises of three metal component's, The first is the
internal frame. Imagine a suitcase with it's lid turned over and
the front removed. You have a top and bottom, hinged at the
back. The mother board fit's into the base section while
floppies, Hard Drives, Extra PSU's and interfaces go in the top
section. Next we have the two outer Metal shell's. These give

the tower it's 'case' and makes it look like a proper tower.
Lastly is the front plastic pannel which contain's the holes for
the floppy drive cover's, which are cut to the required size.
There is also a hole for the Power switch and reset button.
Other bit's include a multi-board which control's the floppies,
reset switch and thermo sensor. A replacement power switch and
reset button are included along with a keyboard connection
socket. A bag of nut's, bolt's and other such item's is included
along with the tower's own rubber feet. Also included is the
keyboard kit, this comprises of a metal base shell for the
computers original keyboard to sit into, a small curcuit board, a
plastic cover and the essential rubber feet!. Also included is a
cable to connect the keyboard to the tower system.

Who's it from and how much.
^^^^^^^^^^^^^^^^^^^^^^^^^^^

In England the Tower is available from:
System Solutions, Windsor Business Centre, Building 2,
Vansittart Estate, Vansittart Road, Windsor, Berkshire, SL4 1SE,
UK.
TEL: 01753 832212 FAX: 01753 830344 (U.K. Dialing Codes!!!)

The manufacturer:
LIGHTHOUSE, A&G Sexton GMBH, Riedstr. 2, 7100 Heilbronn.
TEL: 071 31/9 57 20 FAX: 95 72 34
(If the above mean's nothing to you then join the club.)

The Price's vary for each system's requirements.
The STFM Tower Cost's L200, but a Falcon Tower is slightly less.

The Clause and comment's.
^^^^^^^^^^^^^^^^^^^^^^^^^

This is not an instruction manual or in any part designed to
help in the construction of the above tower. The writer takes no
responsibility and is not liable for anyone attempting to follow
these documents. This is for information only and no part
herein may be published as instruction's or a guide for assemble.
I am a qualified electrical engineer and have used standard
static provention to ensure the long life of my I.C's.

There is one MAJOR problem with the Tower kit. It's the Manual,
What can I say realy, It's in German (I think!). I can't read
another language so the manual was no use to me. You will
probably find the same. However there are plenty of drawing's
included and these help a great deal in the assembly of the
tower. System solution's will give telephone help or will make
your system if you send you computer to them. (Cost's more!)

I could not afford the expense of sending them my ST and also I
had a few of my own item's to fit, so took a few day's off work
and built the system with music and solitude. It took me 5 day's
to build the complete system and a few week's to iron out all the

bug's in the sound system. Find out more about that later.

The Original STFM. (Before dissassembly.)
^^

Inside the STFM we have the mother board, Tos 1.02/2.06, 4Mb Memory, High density controller module, one High density drive, T28 accelerator board, my personal mono/stereo bit's, PSU and the keyboard. An external high density drive was connected and took it's power and HD signal from the ST. (Added power port)

The Dissassembly.
^^^^^^^^^^^^^^^^^^

My first task was to check I had all the bit's with the new tower case. Then a hour or so looking at the diagram's in the manual, the text was no good to me. Once I had and idea of what went were and how, I started to dissassemble my STFM......
...... O.k. we have all the internal's of the ST safely on the table ready for reassembly.

The Keyboard.
^^^^^^^^^^^^^

The original keyboard is used to give a PC like free moving keyboard. The mouse and joystick still connect to it. The keyboard metal base had a interface PCB put into it for the connecting cable from the tower. The keyboard was pluged into the PCB and the plastic cover placed over the top. This was screwed together and the feet stuck on. This is the easy part of the kit.

The Main Tower.
^^^^^^^^^^^^^^^^ (M-B = Multi-Board.)

First the stand off bolt's were put into the base of the tower system and the mother board mounted on to these. Once the mother board was securely in place other connection's could be made.

The M-B was screwed into place where the internal floppy would normally sit. The power and ribbon cable were connected to this. The reset button was fitted at the front (The old one is left on the mother board.) It's wires were lead back to the M-B at the back. A wire was soldered near the original reset switch and was lead back to the M-B. The M-B can hold the computer for an extended reset on power up to enable a hard disk to start up.

The power supply was fitted into it's normal place after having the power switch removed and some connection block's attacked to the wires. The new power switch was inserted at the front of the case and the wires lead back to the connector block's and connected accordingly. A new metal cover was bolted above the PSU. The thermo sensor was attached to the metal above the PSU and it's wires lead back to the M-B. It's accompanying LED was wired across to the front and fitted. The M-B had all the wires connected to it. The thermo sensor not only light's the LED when the system get's to hot, but will also switch on up to 4 fan's to

cool the system down and will then switch them off again. Like the reset this is variable.

The floppy Drives were mounted in the Top of the case on stand off mount's and a power cable and ribbon cable connected between each and the M-B. To get drive B working I needed to solder a wire onto the Yamaha chip. However I could not do this as I have the high density driver module attached, but I did get the connection in the end. This wire connect's to the M-B. If you do add two drives make shore BOTH drives have the jumper set to '0'.

The keyboard socket was bolted into place next to the cartridge slot and it's wires taken across the mother board to the keyboard plug on the mother board. An earth wire was attached under a bolt holding the mother board down.

The T28 and Tos 2.06 have a switching capablility, one for 28Mhz/8Mhz, one for the cache and the Tos for 1.02 and 2.06. An LED was wired from the T28 to the front pannel to see when we are operating in 28Mhz mode, the cache work's on the fly so can be switched at will. As the front panel comes off I needed a way of connecting the switched with the ability of separating them from the system. Also I have my extra special sound system.

The Sound System.
^^^^^^^^^^^^^^^^^
What is it? Well, what I did was:
I removed all three sound channel's from the mother board and connected them to some ribbon cable. The switches were also connected to this ribbon cable. I used 25 way ribbon cable and a male and female low profile 25 way 'D' connector's. This mean's the mother board and front plastic panel could be disconnected easily.

The three channel's were wired to the front panel and through a switch, resistor and capacitor network which takes all three channel's and makes them mono for sampled sound's and put's channel A on the left, B on both and C on the right. This makes a faked stereo and chip music sound's great! The switch makes the change from mono to stereo and stereo to mono.

So in my boxes of bit's I found an old walkman PCB and 3 band graphic equalizer. The sensitive input's had to be grounded and the left and right were connected in the next stage of the amplifier. The output was connected to a large stereo jack on the front panel. (A lot of cutting to get the volume control, 3 band graphic, switch and jack was needed in the 3rd spare bay cover. The jack is a switching type. If you plug into it, it will disconnect the next stage. The next stage went back down the ribbon cable and terminated in a left and right speaker din. Two 2Watt speaker's were connected and the ground lines and +5Volt's

for the amp were wired accordingly.

There we have it a sound system that gives mono digital samples and stereo chip music. There is one hell of a difference when playing games, the music sound's alive and the graphic enables me to wind up the bass in those MOD files. Let's groove!!!!!!!!!

Finishing the system.
^^^^^^^^^^^^^^^^^^^^
The mother board is in place, all extra's have been connected, the front panel can be connected at will and the power supply and floppies are installed. Let's make it look like a tower. First I had the fun of putting about 20 little sprung nut's into square holes in the side of the internal frame. Once done the outer base section was found and the internal frame lowered into it and bolted together. A check to see that all was well was done and testing could start.

Connecting the power, video and keyboard left me fealing like I had missed a cable or two. Power up time. Apart from drive B not wanting to worked all was well. The High density module worked, the Toses worked, The T28 changed modes. Getting the sound system just right did take me a few week's.

To finish the system the top shell was bolted on (After I powered it down.) then the front panel was connected and slotted into place. Last of all was to stick on it's feet and there we have it a completed tower system. Plenty of room inside for a hard disk of two and other extras. An expensive upgrade? Yes, But worth every penny in my view. Hope you have enjoyed reading this and hay, get a tower get some space!

(C) S J Churchill 1994

- John J. Amsler 1981 - Atari 800
Atari: Motorola Inside! 1986 - Atari 1040ST
======== 1991 - Atari MegaSTe
(MIDI Inside, Too!) 1995 - Medusa 040 or GEMulator 4.0?

683. Re: Calamus and PS

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 23:47:24 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FANABHVOUP@galaxy.teuto.de>
Source record: 173124

In <1995Jan12.000213.3679@honte.uleth.ca> brenjb@hg.uleth.ca wrote:

> I have absolutely zero complaints about Speedo GDOS, either 4 or 5, and

Speedo4 is still slow and buggy. Speedo5.0c seems to be quite stable.

> Speedo GDOS 5 supports more font formats than any other font scaling
>programme on any other platform currently. Bitstream Speedo fonts load *much
>faster than Type1 or TruType fonts. Speedo GDOS is quite fast, and can take
>advantage of NVDI to become very fast. The instalation program and

If you don't need the Type1-fonts, NVDI is the better way to go. Not only the
fonscalers are faster than SpeedoGDOS5 ones, but you have the overall VDI
acceleration as well.

>Custom Speedo drivers come with all major fax programs, and are a cinch to use.

NVDI allows you to create your own drivers easily with a nice tool. That's
very handy in case you have an "exotic" printer or want to add some special
features.

> Really, what's the problem?

No problem any more ;-)

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

684. Re: Michtron BBS s/w: Works w/9600?

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 23:50:27 UTC
From: lando5@iii1.iii.net
Message-ID: <2f156b3a17a3e31@iii1.iii.net>
Source record: 173125

sidcelery@cix.compulink.co.uk (Harry Sideras) had the audacity to write:

>In response to lando5@iii1.iii.net's message:
> > Er, Jake...I think Harry was referring to Aladdin, not GemView.
>
>Thanks David. That was the one. Was that resolved in the end, or just
>dumped?

Honestly, I don't know, Harry. I gave up my GEnie account about 6
years ago, and while I'm pretty sure Aladdin is still around in
some form, I have no idea to what extent Tim Purves is/was involved.

--
+-------------------------------+-----------------------------+
David Anderson	"Excuse me...what does God
Producer-type Guy	need with a starship?"
"Addams & Doyle"	--James T. Kirk
WBCS-FM (Country 96.9)/Boston	
+-------------------------------+-----------------------------+

685. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 23:51:12 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FANABHVRUP@galaxy.teuto.de>
Source record: 173126

In <532@stork.ukc.ac.uk> Martin Griffiths wrote:

>heres a possibility... (it involves using a Mac though...)

I've heard worse ideas ;-)

>what might be viable would be to compile MacMagic PowerPC native, but still
>run code running under the OS with 680x0 emulation... since a large portion

There is no MM for PPC. The *decision* about the PPC-port isn't even done yet.
Not to mention the actual development.

>(it also helps the the PPC emulates near 040 speed, which means itwould be several
>times faster than any Atari to start with

But the PPC-emulation lacks the physical PMMU, which is essential for MM.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+--------------------\ (----( )--------------------+
_)) /
(_/

686. Re: WWW browser for TOS?

Newsgroup: comp.sys.atari.st
Date: 1995-01-12 23:58:44 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-FANACEVA@ttgk.textlitho.nl>
Source record: 173141

In <avg.789929175@news.cwi.nl> Annius Groenink wrote :

>
>Isn't is time for a full distribution in the spirit of Slackware?
>I.e., something moderately easy to install? One of the reasons
>I never really got into MiNT for example is because it is such
>a mess. Let's not make that mistake again with Linux...
>
>If there was a nice full distribution I'd install Linux on my
>TT *today*.

I just got a CD-ROM disk called 'Yggdrasil Plug & Play Linux' it's for the PC world though, but maybe it is possible to set up something similar for Atari (and Amiga)
The CD-ROM contains a installation program to set up a complete Linux system, but you can also just play around at first without installing huge amounts of data on your HD, it just runs a little slower as all the data is coming from CD. Looks great and works great too, has some minor bugs still in it, but all in all it's quite easy to do. I rigourously deleted all the MS-DOS and OS2 stuff from my PCs HD and let the thing install itself.
It now boots up Linux straightaway and gives all the bells and whistles like X-Windows, C-Compiler, Emacs, Tex, Multimedia, Networking, CD-ROM support (hehe..) Communications (Full internet and BBS stuff included, UUCP, Fax)

If we combine the Atari and Amiga on one CD it should give Linux a massive push to become the 'next' OS for those 68030/68040 (and up) based home computers.

All in favour say aye !

Gert

--

-- --
Atari TT-Point
-- --

687. clipart needed

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 03:26:08 UTC
From: thaanuj@CSOS.ORST.EDU
Message-ID: <3f4rsg$qoq@CSOS.ORST.EDU>
Source record: 173133

This isn't completely an Atari-related question, but the readers of c.s.a.st have been so helpful in the past, I thought I might as well ask here.

I need a couple simple clipart images for work. One of a peacock, another of an owl. There are so many clipart collections out there, I don't know where to start. I would appreciate it very much if one of you out there could email these images, or direct me towards a site that may have them. I know of the files at a.a, but they are so huge I can't take the time to download unless I have some certainty that the time won't be wasted.

I'm even willing to pay for them. The company I work for is building some custom plaques to be awarded soon, and all the images I've found so far are too complicated for my engraving machine to cope with.

Thanks!

--
******** John Thaanum thaanuj@csos.orst.edu *********
Devoted fan of American Musclecars, Atari computers,
large calibre handguns, and similarly
unfashionable pursuits.

688. Re: FOR SALE : Falcon030

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 03:36:49 UTC
From: ALLEN FOGLESON <afogleson@delphi.com>
Message-ID: <5o3ZJip.afogleson@delphi.com>
Source record: 173134

Adam Charles Reeve <acr2@doc.ic.ac.uk> writes:

>Atari Falcon030 4/65 for sale...London UK area.
>
>Any offers around 250 gbp considered
>
>BARGAIN OF THE CENTURY!!!!!

what does that equate to in american $$ and any idea on shipping $$?

689. ROCK BOTTOM prices on ST games!

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 04:40:53 UTC
From: ranma@mercury.sfsu.edu
Message-ID: <3f508l$5eu@news.csus.edu>
Source record: 173136

```
Sale of Atari ST games!! Buyer pays shipping.
Prices in US dollars.

a) Wanderer (a 3d space shooter).............$4
b) Mr.Heli...................................$4
c) Obliterator...............................$4
d) Terrorpods................................$4
e) Deep Space................................$4
f) Forgotten Worlds..........................$4

Compilations:

a) GIANTS....................................$9
(Outrun, Gauntlet II, 1943, Street Fighter)

b) TRIAD 2...................................$9
(Menace, Tetris, Baal)

c) TRIAD 3...................................$9
(Speedball, Blood Money, Rocket Ranger)

Misc. stuff:

a) Spectre GCR 3.0 Update manual.............$2

All games complete with boxes, manuals, disks...

E-mail ranma@mercury.sfsu.edu if interested!
Thanx! =)
```

690. Re: FTP Sites

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 05:30:26 UTC
From: Jackdeth@voyager.cris.com
Message-ID: <3f535i$1ev@voyager.cris.com>
Source record: 173137

JOHN AMSLER (amsler@nevada.edu) wrote:
: Terry May (Terry.May@rebel.genesplicer.org) wrote:
: : Does anyone know of some good FTP sites that allow e-mail access?

: Do you have the 22 Dec 94 issue of Mark Smith's Atari ftp site list?

: One of the sites on his list might.

: - John J. Amsler Dyslexia strikes every five wrods.
: Atari: Motorola Inside!
: ========
: (MIDI Inside, Too!)

Where can i ftp this list from?

Jack Deth

691. ROM Image Program...!!

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 06:35:12 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3f56v0$4qc@golem.wcc.govt.nz>
Source record: 173138
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

*** PATCHING ROMS ***

Hi, I wish to put some patches into TOS ROMS 1.4 and 1.6 and 2.06,
what is the best software to copy these ROM's into a file...

I have used a debuger in the past (Raid) but some times it does not
work...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

692. Re: WWW browser for TOS?

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 06:51:34 UTC
From: mike@medsun.unige.ch
Message-ID: <1995Jan13.065134.13752@news.unige.ch>
Source record: 173139

>>>Any ideas where to get the X for the Atari (TT)
>>
>>>I've got Linux up and running on the TT, still don't know how to get the
>>>serial ports to work though... >>

>>Isn't is time for a full distribution in the spirit of Slackware?
>>I.e., something moderately easy to install? One of the reasons
>>I never really got into MiNT for example is because it is such
>>a mess. Let's not make that mistake again with Linux...
>>
>>If there was a nice full distribution I'd install Linux on my
>>TT *today*.
>>
>>--
>>Annius V. Groenink

Well said Annius! This thread has been very active for a couple of
months now - surely the interest has been proven?

Mike Morris

****
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

693. NVDI3 drivers (was Re: Calamus and PS)

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 06:58:51 UTC
From: mike@medsun.unige.ch
Message-ID: <1995Jan13.065851.13813@news.unige.ch>
Source record: 173140

Hendrik Mylius says:

>>NVDI allows you to create your own drivers easily with a nice tool.
>>That's very handy in case you have an "exotic" printer or want to
>>add some special features.

Does this go only for printers? Or would a non-programmer be able
to produce a driver for a slide maker (SCSI-interfaced)?

(Incidentally, why do so few people change the Subject of their
posts when they change the subject of their posts?)

Mike Morris

****
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

694. Re: FOR SALE : Falcon030

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 08:25:22 UTC
From: gbccljlb@ibmmail.com
Message-ID: <gbccljlb-1301950829020001@146.105.1.8>
Source record: 173142

Adam,

I am interested in this please can you E-Mail me if you read this and it
is still available.

Regards

Julian

In article <3f31t4$ajm@oak65.doc.ic.ac.uk>, acr2@doc.ic.ac.uk (Adam
Charles Reeve) wrote:

> Sorry about posting this here - thought you might be interested...
>
>
> Atari Falcon030 4/65 for sale...London UK area.
>
> Any offers around 250 gbp considered
>
> BARGAIN OF THE CENTURY!!!!!
>
>
> Adam Reeve
>
>
> acr2@doc.ic.ac.uk

695. ST Upgrades No.2

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 09:40:56 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3f5hr8$69q@golem.wcc.govt.nz>
Source record: 173144
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well this is a followUp to the Upgrades that I had to fix up..

These are the Marpet Xtra-RAM Deluxe and the AMITAR TOS 2.06 Upgrade..

Well After chamfering the pins on the header plugs so that they
would not damage the PLC sockets of the Glue and MMU, well after fitting the
Ram upgraded all was ok...

The AMITAR Doc's refer to a Automatic reset, but the logic is not
fitted, no mention of this in the doc's...

A had a small problem with a bent pin in one of the header rom sockets,
but with a help of a soldering iron you can replace a damage pin...

The BIG problem with the AMITAR is that you can't fit the shielding
back on, it will have to be cut were the HI ROM is and were the Glue is,
this is a REV. D type board, one with Blitter pads fitted...

I ran Gembench to se how fast TOS 2.06 was, all the GEM things were faster,
but the best one was only by 6%, the otheres were 4 and 3%, that being the New
Dialogs, 3 items only that is..

The Marpet RAM upgrade is well made, the AMITAR is not so good, but is simple
and does work...

The other BIG gripe with the Marpet was the clip leads used to pull up
4 resistors to disable the built in ram, these should never ever be used,
they can fall off and cause a short, I soldered a small piece of wire to
these resistors, then to the 5 volts...

So have a think before you rush out and buy these upgrades...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

696. Re: 520ST to PC file Xfer?

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 09:42:09 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.86.0009B423@lobby.ti.com>
Source record: 173020

In article <3eqo5t$ofu@lucy.infi.net> joneil@infi.net (John O'Neil) writes:

Hi John,

> What is the best way to transfer files between my 520ST
>an PC? I've checked some of the FAQ's with no luck.

I am surprise that the FAQ does not have this information. It's is indeed very frequently asked.

Any Atari ST can read IBM formatted DD disk (720K). The best and probably easiest is just format a DD disk on the IBM and use it to do all your file transfer. This is easiest because you don't need any other software to do it. Make sure that the disk is DD and not HD as ST cannot read HD disk.

Another way is to get a formatter on the ST that formats to IBM standard. Most of the PD formatter program have these type of capability. Again only DD disk.

Yet another method is to get a ST program that will change the boot sector of a disk formated on the ST to be IBM compatible. Note that this only works for normal 720K format not one of those extended ones for 820K or 920K. There are some around, but I forgot the name. Check out aaue.

Yet yet another method is to get TOS 2.06 as it will format to IBM DD standard. If you get a AJAX chip and HD drive, you will able to do 1.44 Mb disk :-) on Tos 2.06.

>Also, my computer is a 520STfm. What does the "fm"
>mean?

fm = frequency modulator, that's to say you can plug it a TV into the RF out. This way, you don't need a monitor.

HTH

Regards
William

+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

697. Re: FAQ ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 09:43:35 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.87.0009BA45@lobby.ti.com>
Source record: 173021

In article <3et315$d4b@lucy.infi.net> starlord@infi.net (Duane Brinkley) writes:

>Patrik Sanfridsson (t94patsa@ida.liu.se) wrote:
>: Is anyone maintaining the c.s.a.st FAQs these days?

>: If not, I'm willing to take over.

>: /Patrik

> All I can say is Go for it... their is a need and I don't see anyone
>lining up to take over the Job... So "Just Do It"

Yeah ... and add that "reading IBM disk on an Atari ST" information in it!!

Regards
William

+==+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

698. Re: PC to ST disk problems. PLEASE HELP!!

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 09:53:36 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.88.0009E503@lobby.ti.com>
Source record: 173022

In article <3ev5jd$sok@lucy.infi.net> joneil@infi.net (John O'Neil) writes:
>I've been told that I can download files on my
>PC (BBS,Internet , etc.), copy them to a 720kb
>2S/2D 3.5" disk and put that disk in my ST and
>copy the files to its hard drive. So far I've had
>only limited success. I've been able to call up and
>read a text file using this method (sometimes), but
>copying or trying to run anything larger like a
>program file returns the message "Data on the disk
>in drive A: may be damaged. You must use the right
>kind of floppydisk; you must connect your hard disk
>properly." I've tried several disks including new ones
>both DD and HD at 720kb, I've cleaned the heads on both
>drives and I've tested the ST drive with disks formatted
>by it and it seems to work fine on it's own. This is very
>frustrating because I have access to so much software for
>the ST on the A.A. but just can't get it onto the ST.

>PLEASE HELP!

Hi jones,

I am doing it everyday ... like I said try format a DD disk on an IBM. The DD disks are those with only one hole on the top RHS, that's the write protect hole. You need to use these type ... and they are somewhat hard to find.

If you are using a HD disk (those with two hole, top LHS & RHS) formatted to 720K, then you need to cover the top LHS hole. The top LHS hole is for auto HD detection. New disk drive have a auto density detector and will detect that it's a HD disk and start writting/reading in high density standard. All the IBM 1.44Mb drive behave this way. So your large data files are written to track/sectors that are not available to the ST drive which is a true DD only drive. If you recently changed the drive on the ST then chances are that it's also one of this type.

HTH ... it works for me until I got a HDD for my ST.

Regards
William

+==+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

699. Re: Software for a 19" monitor

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 10:03:43 UTC
From: brenjb@hg.uleth.ca
Message-ID: <1995Jan13.100343.27241@honte.uleth.ca>
Source record: 173145

In article <3ev81k$ghr@aton.abo.fi>, thaanpaa@aton.abo.fi (Timo Haanp{{ UPR) writes:
>Is there any software, PD or otherwise for the 19" Atari monitor that
>would give me the normal resolution screen but just bigger?
>
>This would be of use to my parents who are keen but elderly Atari
>users losing their vision. I have already done the 'overscan' for
>their SM124. It would also be of use to me as I could display
>software in class to more people.

I don't know about decreasing the resolution, but if you installed Geneva,
you could use much larger system fonts which would be easier to read.
BTW, are you refering to a TTM 192?

>
>What games might run on the 19" for the Atari ST
>--
> (Timo Haanpaa) For more information about me, try (
>) thaanpaa@aton.abo.fi (http://www.abo.fi/~thaanpaa)
''

-"The future holds many events that won't be known for some time now."
....
brenjb@mg.uleth.ca (Jon Brenda)
InShape!InShape!InShape!InShape!InShape!InShape!InShape!InShape!InShape!
Registered owner of MasterBrowse and B/STAT. Pay for your shareware.
''

700. Re: Falcon GFX-cards

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 10:22:28 UTC
From: Lexicor@world.std.com
Message-ID: <D2CA5G.ys@world.std.com>
Source record: 173146

In article <3etp9r$rse@brachio.zrz.TU-Berlin.DE>,
Andre Leistner <alpldbia@w254zrz.zrz.tu-berlin.de> wrote:
>In article <3erasn$9tn@ztivax.zfe.siemens.de>,
>Hans-Peter Huth <huth@stack.zfe.siemens.de> wrote:
>
>It's the NovaFalcon graphic card. AFAIK it can display up to 32k of colours at
>640x480 and 70 Hz. I do hope to see a test in a mag in the next 2-3 months.
>
>Andre
>

Andre,

the NOVA Falcon Graphics Card will be available around February 1995,
exact details will be released then, we will naturally be having those
graphics boards available for the US and UK market as well.

Cheers

Yat @ Lexicor

701. Re: 50/60Hz swap TSR

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 10:24:04 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.89.000A6702@lobby.ti.com>
Source record: 173023

In article <macdonald.90.000F596B@cfcsc.dnd.ca> macdonald@cfcsc.dnd.ca (Ken Macdonald) writes:

Hi Ken,

>YES
>Golldarnit, I can't remember any specific names though! goto a.a and you
>should find something in the games area as that is where those sync switchers
>are more commonly used.

I scanned the entire aaue games listing but can't find it. Can you give me
the exact name or uuencode it to me? Thanks.

>aside: to bad that american had to leave university there, eh? geting sued by
>the former (pres.?) of Singapore is bad for your health :-)

I would say. It sure makes Singapore well known :-)

Regards
William

+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

702. Re: B&B

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 10:28:21 UTC
From: brenjb@hg.uleth.ca
Message-ID: <1995Jan13.102821.27446@honte.uleth.ca>
Source record: 173147

In article <8A152FB.083300146F.uuout@cccbbs.cincinnati.oh.us>,
mike.hill@cccbbs.cincinnati.oh.us (MIKE HILL) writes:
>All,
>
>Can someone please email me the email address and the phone number of
>B&B brothers (The guys who make NVDI).
>
>Ive got the NVDI ET4000 2.5 version and want to upgrade to the hot new
>3.0 version. I need details on how much and where to send it.
>
>Id prefer to call them voice, but not sure if anyone there speaks
>english.

I also have NVDI 2.51, and I asked William Behne about upgrading. He told me to contact Toad computers (for North America) or Systems Solutions (in the U.K.) It's my understanding though that version 3 is not faster than 2.51, it just adds the ability to use TrueType fonts with its GDOS. I've already got Speedo GDOS 5.00 which adds TrueType and Adobe Type 1, so I think I'll hold off of NVDI 3 for now.

>
>Mike
>mike.hill@cccbbs.cincinnati.oh.us
''
-"The future holds many events that won't be known for some time now."
....
brenjb@mg.uleth.ca (Jon Brenda)
InShape!InShape!InShape!InShape!InShape!InShape!InShape!InShape!InShape!
Registered owner of MasterBrowse and B/STAT. Pay for your shareware.
''

703. Atari ST joysticks - help

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 10:56:11 UTC
From: waynlein@hk.super.net
Message-ID: <3f5m8b$618@hk.super.net>
Source record: 173148

Hard to believe, but in the computer heaven that is Hong Kong you can't find a nine-pin joystick to save your life. (Matter of fact, I haven't found another Atari user in Hong Kong - my local mail server techies don't know a thing about our machines - and the phone numbers for "Atari Hong Kong" have all been disconnected and reassigned.) Anyway, having newly arrived on the 'net, I've been active in the FTP process, have downloaded some games, am even going to pay the shareware fees - IF I CAN ONLY GET A JOYSTICK SO I CAN PLAY THEM!!! Anybody out there who has some in good shape, or who knows where they are still available by mailorder - your help is much appreciated. Please use my e-mail address to spare the bbs readers the need to wade through what to them will be boring info. Thanks. Wayne Leininger
waynlein@is1.hk.super.net

704. Re: Problems with my 1040STE

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 11:20:18 UTC
From: to43211@aida
Message-ID: <3f5nli$ijv@reseau.cict.fr>
Source record: 173149

Neven Petrlik (npetrlik@public.srce.hr) wrote:

: Hi To All!

: Weird things are happening to my STE. One day, whe I switched my
: STE on, all looks normal - booting, loading the program etc ...
: But, after 2 hours of work, the bombs appeared. Maybe some bug in
: the program, or some acc mess the memory ... i thought ... I
: simply pushed the reset button, and then (to be sure)
: <Ctrl>+<Alt>+<Right Shift>+<Del> for cold reset. Then, it
: happened again! (20, 30, and once 80 bombs !!). I switched the
: computer off for 30-40 seconds, then on ... and then ... no
: picture, nothing ... i panicked ... and switch him off for couple
: of hours. Next day, i worked 2-3 hours, and all worked normally
: (no bombs). As I mainly use a hard disc than a floppy, this
: "worked normally" is a very relative notion. I needed to format
: one floppy disc (I'm using FcopyPro and E-Copy). I've set the
: parameters (in FcopyPro) - nr of tracks: 80 (0-79), nr of
: sectors: 9. Fcopy starts to format a disc, 79,78,77,76,75...
: 31,30,29,28,27... and then the message appears: The Floppy Disc
: Head Has Reached Track 0! I repeated the formatting procedure,
: but it happens again on the other track. E-Copy do the same
: thing. (floppy head has reached track 0 ... etc). This 'reaching
: track 0' happening occasionally (usually after a 1-2 hours of
: work).
: Friend of mine told me that MAYBE the MCU/GLUE chip have some
: 'bug'. I've look into the computer and discovered that MCU/GLUE
: chip is soldered (or glued)..
: Where is the problem ?
: Predator says that the disc drive is good (max. nr of tracks is
: 84 (00-83), max. step rate 2 ms).
: Floppy drive type is Epson.
: Also, when I'm scanning a perfectly good disc, Fcopy gives me an
: error message (on track>75, sometimes 77,78).. off course disc
: was formatted on this drive.
: As I mentioned, this thing with floppy happening from time to
: time, and the 'bombing' happened 2 days ago (several times) - not
: program fault for sure ... it happening in every prg ..

: Where might be the error ?

: Many Thanks.

: +--------------------------------+
: |E-mail: npetrlik@aixesa.srce.hr |
: +--------------------------------+

What about Virus Checking ??

You might try to check your disks ...

HERVE

705. Re: Modem speed

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 11:39:20 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3f5op8$4fu@matrix.fwi.uva.nl>
Source record: 173150

"jeremyh@amcc.com" wrote:

:I seem to recall reading or hearing that a stock 520ST can only handle up
:to a 9600 bps modem, but that a modification to the system can clock-double
:the port and allow higher-speed communication (14.4k desired). Any help
:would be greatly appreciated!

I use a 14k4 modem on my 1040STf, get about 1600cps

--
Martijn Dekker +--- Ishido by PFF software ---+
University of Amsterdam | For info about this great puzzle game: |
Math department | finger -l mdekker@turing.fwi.uva.nl or |
E-mail: mdekker@fwi.uva.nl | http://www.fwi.uva.nl/~mdekker/home.html |

706. Re: AMOS pro for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 12:51:43 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3f5t0v$gcb@dux.dundee.ac.uk>
Source record: 173003

Steve Wells (wells_s@kosmos.wcc.govt.nz) wrote:
:] I know this may sound a bit strange but in an official peace of
:] Atari literature they mention that Amos pro will be released for the
:] Falcon. Does any one know if this (like many other plans) has been axed?

: I take it you mean STOS not AMOS (Why would we want the Amiga version? :)

: It has indeed been axed. The program is apparently finished, they just
: don't want to support Atari anymore.

No it almost certainly said "Amos Pro" in the Atari literature. Thats what
puzzled me so much. The booklet in question was published by Atari at around
the time of the Falcon launch.

Rod

--

```
==============================================================================
| Roderick McCall : 3nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ Atari Falcon 030 4/65 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "I'll be back, sometime, someplace, somewhere ..." |
|============================================================================
```

"Oh and good luck against those elephants!"

707. Re: MPEG Players

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 13:05:54 UTC
From: vctec@westminster.ac.uk
Message-ID: <D2CHpu.4Bx@westminster.ac.uk>
Source record: 173004

Tim Seufert (bwanga@cats.ucsc.edu) wrote:
: In article <FAMADGVJUP@galaxy.teuto.de>, neptune@galaxy.teuto.de (Hendrik
: Mylius) wrote:

: hardware does so much better than a normal CPU on decoding is simply that
: the algorithm paralellizes quite easily, and in a dedicated hardware
: design, you don't have to be worried about doing general purpose
: computations - DCT's are the order of the day. Thus a relatively cheap
: chip plus some RAM can decode MPEG in real-time while a high-end PC with a
: software decoder cannot.

Any MPEG cards going to be available for the Atari TOS platform then?

Regards
Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

708. Re: FAQ ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 13:25:36 UTC
From: vctec@westminster.ac.uk
Message-ID: <D2CIMp.520@westminster.ac.uk>
Source record: 173005

Patrik Sanfridsson (t94patsa@ida.liu.se) wrote:
: Is anyone maintaining the c.s.a.st FAQs these days?

: If not, I'm willing to take over.

I am the new CSAS FAQ maintainer. Just give me some time, and it will
be posted here soon....I have been under a lot of work recently. :-(

Regards
danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

709. Re: Good Mail Reader ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 13:52:45 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3f60jd$dbs@whitbeck.ncl.ac.uk>
Source record: 173006

In article <3f3r8l$4ck@prime.mdata.fi>, artoj@mits.mdata.fi (Arto Jalkanen) writes:
>> These mail readers that are being quoted around here. Does anybody know
>> if they work with MagiC? The list of progs that aren't multi task friendly
>> seems to be growing weekly.
>
>Kivi QWK should work OK. It works fine with MultiTOS, but I haven't tested
>with MagiC because I don't own one. I can't see any reason why it wouldn't,
>as it is a clean GEM program.

I agree, I just tried Kivi for the first time last nite & it's very well
done, and looks absolutely lush. I've only just started using QWK, so
I'm going to check out the competition before I decide to register it though.

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

710. FOR SALE: SCSI-2 BITS

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 13:59:59 UTC
From: acr2@doc.ic.ac.uk
Message-ID: <3f610v$jni@oak46.doc.ic.ac.uk>
Source record: 173007
Cross-posted to: comp.sys.atari.st,misc.forsale,misc.forsale.computers.other,misc.forsale.computers.other.systems

```
FOR SALE...

1 SCSI External Casing inc. P/Supply, LED, ID Switch etc. 3.5inch full/half height

Price : 40 gbp

1 SCSI-2 Cable - Centronics to 50 way Micro-D (SCSI-2)

Price : 15 gbp

Both : 50 gbp

Offers accepted...buyer pays postage.

LONDON UK AREA

Adam Reeve - acr2@doc.ic.ac.uk
```

711. Re: ST REVIEW NEWS: ANY ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 14:03:48 UTC
From: frank@tachyon.demon.co.uk
Message-ID: <790005828snz@tachyon.demon.co.uk>
Source record: 173008

In article <D29DBz.Mzs@exeter.ac.uk> et94drw@exeter.ac.uk "D.R.Woodley" writes:

> Aha! As ST Review had written on the cover:- ATARI ST REVIEW
> incorporating ATARI ST USER- will ST Format now have written on
> the cover:-
>
>
>
> ST FORMAT incorporating ATARI ST REVIEW incorporating ATARI ST
> USER

Then try adding to the end "Incorporating ST Action Incorporating ST
Update" as well! :-)

--
###
Frank Charlton : Demon Internet Atari Tech Support
Email : support@tachyon.demon.co.uk
NeST : 90:100/308.2 AtariNet : 51:6/208.2
FishNet : 777:400/2.2 FidoNet : 2:256/502.28
###

712. Re: Good Mail Reader ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 14:06:32 UTC
From: frank@tachyon.demon.co.uk
Message-ID: <790005992snz@tachyon.demon.co.uk>
Source record: 173009

In article <3f3r8l$4ck@prime.mdata.fi>
artoj@mits.mdata.fi "Arto Jalkanen" writes:

> Kivi QWK should work OK. It works fine with MultiTOS, but I haven't tested
> with MagiC because I don't own one. I can't see any reason why it wouldn't,
> as it is a clean GEM program.

Kivi works beatifully with MagiC, no problems at all :->

--
Frank Charlton : Demon Internet Atari Tech Support
Email : support@tachyon.demon.co.uk
NeST : 90:100/308.2 AtariNet : 51:6/208.2
FishNet : 777:400/2.2 FidoNet : 2:256/502.28

713. Re: WWW browser for TOS?

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 14:06:49 UTC
From: gc85@d5.hrz.uni-giessen.de
Message-ID: <D2CKJD.8Cp@muster.hrz.uni-giessen.de>
Source record: 173010

Gert van der Knokke (gert@ttgk.textlitho.nl) wrote (Thu, 12 Jan 95 23:58:44) in comp.sys.atari.st:
: In <avg.789929175@news.cwi.nl> Annius Groenink wrote :

: If we combine the Atari and Amiga on one CD it should give Linux a massive
: push to become the 'next' OS for those 68030/68040 (and up) based home
: computers.

: All in favour say aye !
AYE AYE AYE !!!! :-)

: Gert

: --
: -- --
: Atari TT-Point
: -- --

--
-
Konstantinos XONIS
(XAKChaos of XAK-Design Wetzlar)

Snail Mail: E-mail/FAX:
Konstantinos Xonis Konstantinos.Xonis@physik.uni-giessen.de
Buderusstrasse 14 FAX: +49 6441 42504
D35576 Wetzlar +49 6441 417663
FR Germany

714. Re: Modem speed

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 14:09:04 UTC
From: frank@tachyon.demon.co.uk
Message-ID: <790006144snz@tachyon.demon.co.uk>
Source record: 173011

In article <3f4348$cn4@ftp.amcc.com> "jeremyh@amcc.com" "Jeremy Hansen" writes:

> I seem to recall reading or hearing that a stock 520ST can only handle up
> to a 9600 bps modem, but that a modification to the system can clock-double
> the port and allow higher-speed communication (14.4k desired). Any help
> would be greatly appreciated!

Nope, a stock ST will handle a serial port of 19,200 but you will need a
serial port patch/driver such as HSMODEM. A fairly simple hardware
modification will also provide 38,400 too.

--
Frank Charlton : Demon Internet Atari Tech Support
Email : support@tachyon.demon.co.uk
NeST : 90:100/308.2 AtariNet : 51:6/208.2
FishNet : 777:400/2.2 FidoNet : 2:256/502.28

715. Re: Mac MagiC?

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 14:23:32 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FANNFCVDUP@galaxy.teuto.de>
Source record: 173012

In <D2A7nG.3G3@cix.compulink.co.uk> "Ofir Gal" wrote:

>>In Germoney (pun intended) it sells for around 300,-- DM with the
>>EASE-desktop. From what I've heard it is considerably more expensive in the
>I don't think so. It will be under 150 UKP which is slighty more than in
>Germoney.

That's still 25 % more expensive than it is here. From what I've seen in the
last STR, it's more likely to be 160UKP after the introduction. (Which was
250,-- DM w. Ease over here.)

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

716. IDE drive & SVGA monitor

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 14:36:12 UTC
From: npbrown@coldogsoup.win-uk.net
Message-ID: <65@coldogsoup.win-uk.net>
Source record: 173013

Can anyone help. I have two queries.

1. I have a number of bare PC IDE drives at my disposal. Is there a company which sells the required hardware/software to enable me to use them with my 1040STE?

2. I have an SVGA monitor for my PC and an SM124 monitor for my Atari. Is it possible to use the SVGA monitor with the Atari? If so will it support all the Atari resolutions?

Many thanks in advance,

Nick Brown. Keep Signatures Small!
Cold Dog Soup.
London.

717. Re: Atari www-pages

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 15:01:59 UTC
From: C.A.Roberts@herts.ac.uk
Message-ID: <3f64l7$1p0@helios.herts.ac.uk>
Source record: 173014

Rolf Johansson (rolf.johansson@space.ct.se) comp.sys.atari.st wrote:
: If YOU know anything about www-pages concerning ATARI, then please write to:

: patrick.reinthal@pandora.ct.se

: He's interested in such pages as he's doing some work with it.

: /Rolf

I asked around on the web a couple of days ago and got the following
responses :-

http://ugweb.cs.ualberta.ca/~stuart
http://web.cnam.fr/Comp/Atari/accueil.html
http://web.cnam.fr/personnes/rousseau/Who_is_LR.dom

Hopfully this is what you wanted, as I havent got around to trying these
yet!

718. Re: What models/types of Atari ST computers?

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 15:35:49 UTC
From: SHIMRON@stpc.wi.LeidenUniv.nl
Message-ID: <SHIMRON.2.790011349@stpc.wi.LeidenUniv.nl>
Source record: 173015

In article <Up-FAJTDDVL@ttgk.textlitho.nl> gert@ttgk.textlitho.nl (Gert van der Knokke) writes:

>Atari 260 ST a stripped down version of the 520 ST (360 k floppy,
> optional mouse, TOS loadable from disk)
>
>Atari 520 STM (512k RAM, detached floppy 720k)
>
>Atari 1040 STF (inbuilt floppy drive, 1 Mb)

I far as i remember the F meant that the floppy drive was built in.. and the M meant that there was a modulator...

I have a 520 ST+, which is the same as the 520 st (no modulator, no inbuilt floppy) but with 1 MB. It has only been shipped in Holland, belgium and germany..

BTW the 130 ST was never shipped.... It was planned to be the smallest model but then the prices of the memory chips fall and they decided to ship the 520 st.

719. FALCON DRIVE HEL NEEDED !!!!

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 16:26:00 UTC
From: ducleroi@ufr-info-p7.ibp.fr
Message-ID: <3f69io$p89@vishnu.jussieu.fr>
Source record: 173016

Hi everybody !

Few weeks (months?) ago someone asked for installing 2 floppy drives in a Falcon030...

But The Force Wasn't with Me, so that I lost the lighting explanation given.

So if anyone could repeat the answer, I'll be very pleased....

Thanks a lot, and I beg Your Pardon for my poor english...

email: ducleroi@amertume.ufr-info-p7.ibp.fr

STeb.

--
Sebastien Ducleroir (STeb) Universite PARIS 7
Falcon030/Tower/4Mb/~400Mb HD/15' Multisync/BlowUp Hard II
Plus... STE/4Mb/TOS 1.62/2.06/2DD/SC1425
FalcOwners Rules for ever !!!
Alias STebKiller The NetMaze Maniac.

"L'imagination est plus importante que le savoir." A. Einstein.

720. Falcon FAQ writers wanted

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 16:44:42 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3f6alq$fgn@bs33n.staffs.ac.uk>
Source record: 173017

Ok I am going to try my best to compile a FAQ for the Atari Falcon030, what I need is someone who can go to town explaining the hardware and such like that the Falcon offers. I am quite happy to cover all 'non techie' aspects such as software, clubs, companies, magazines and compatability.

So, if anyone wants to lend a hand then please get in touch, I'm not doing it all by myself.

RiCH

721. New Files at HENSA (13 January, 1995)

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 17:20:13 UTC
From: vctec@westminster.ac.uk
Message-ID: <D2CtHq.EEt@westminster.ac.uk>
Source record: 173018

Hi folks

A Happy new Year to you

Well, I am back from my holiday, as you all would have gathered by my postings...

Sorry that there was no weekly posting for Atari stuff from HENSA last weekend...but here is one...includes stuff from last week, and this week. I apologise for the lack of software going on-line in these two weeks, but there is plenty more to come, next week. So watch this space...

Download and Enjoy...
Danny

ATARI NEWS OF THE DAY Updated 11/01/95 @ 1710

Newsletters

Latest releases:-

atari-tos Volume 08 Issue 001 09/01/95

Back copies can be found in the directory "tos/news","mint/news","falcon/news"
Please refer to the file "00readme" in the directory for details of how to subscribe.

DIGESTS
----
tos/o/o116 Silicon Times Report (STR) International Online Magazine
Latest updates on.... 03/01/95

New software for the Atari TOS section

New packages are as follows; type "cd ~/micros/atari/tos/<x>/<code>" to get to where they are held. <code> is as below and <x> is the first letter of <code>. EG. For package "m100" you'd "cd ~/micros/atari/tos/m/m100".

Pfx Date Key Details
--- ---- --- -------
p108 11/01/95 ---- JPEG SOFTWARE 5a Create and display JPEG files (E)
p109 11/01/95 ---- JEDI 0.3, January 1995 GAL Assembler, with PAK3 project (G)
p110 11/01/95 ---- METADOS 2.50 CD-ROM driver for drives connected to ACSI (E)

o146 10/01/95 S--- MASTERBROWSE 4.9 Full GEM, fast text/file viewer (E)
p046 10/01/95 S--- ZORG 1.41 Ze Organiser Disk/file monitor, reorg. (F/E)
p107 10/01/95 ---- PT-PLAYER 1.03 ProTracker player (E)

p100 09/01/95 S--- KIVI 1.18 QWK Off-Line reader (E)
p101 09/01/95 ---- MICROTALK QWK READER 1.7 QWK packet off-line reader (E/G)
p102 09/01/95 ---- PROBE HOUSE EXPENSE MANAGER 1.0 Manage daily expenses (E)
p103 09/01/95 ---- BIRTHDAY 3.00 Birthday, nodelist filemaker for ST-Keep (E)
p104 09/01/95 S--- DOOR INTERFACE PROGRAM 1.17 BBS Doors menuing system (E)
p094 09/01/95 ---- MAIL FIX 1.10 Mail packet renaming utility (E)
n168 09/01/95 ---- ATARI FTP SITES LIST Dated 20 November, 1994 (E)
p105 09/01/95 S--- TAZ 1.00 16 Colour ANSI terminal program, like Telix (E)
p106 09/01/95 ---- TODAYS 2.01 Display events and info on a date in history (E)

n170 03/01/95 S--- BOOTXS 2.20 Configure your system for different bootups (E)
p032 03/01/95 S--- CLA LOGIV 2 Release 3a Digital logic design, simulation (E)
p091 03/01/95 ---- CHAMELEON CUSTOMIZER 1.1 Configure the Chameleon setup (E)
n172 03/01/95 S--- ESS-CODE 6.3 Fast and Furious GEM'd (De)Encoding Utility (E)
p092 03/01/95 S--- MOUNTAIN READER II 2.5 QWK off-line reader (E)
p093 03/01/95 ---- OKAMI NEWSREADER 0.26 Read and reply to news offline (E/G)
p095 03/01/95 S--- RECIPE BOX 4.5 Meal management system (E)
p096 03/01/95 ---- SHAREWARE CATALOG 1st Ed. A guide for some utilities
p097 03/01/95 ---- TAB PLOT 2.9 Makes XYZ, XY, RPhi, RPhiZ plots (E)
p098 03/01/95 ---- TWP DEMO Convert between ThatsWrite, WordPlus4 and WP5,6 (E)
p099 03/01/95 ---- WP DEMO Convert bet 1st Word, WordPlus 2, 3 and WP 5, 6 (E)
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

722. GUI Interface

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 17:28:27 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3f6d7r$188@dux.dundee.ac.uk>
Source record: 173019

It strikes me that while the Atari has a reaonable to good range
of software what it lacks is a good, nice easy to look at GUI.
Did atari ever include a tool bar in TOS?

Simply add that and you instantly make things easier for us 'atarians'
and it also looks good, and may impress potential custmers.

Rod

--


```
================================================================================
| Roderick McCall : 3nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ Atari Falcon 030 4/65 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "I'll be back, sometime, someplace, somewhere ..." |
|==============================================================================
```


"Oh and good luck against those elephants!"

723. STacy Wanted

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 18:50:53 UTC
From: rhett@parrot.WPI.EDU
Message-ID: <3f6i2d$f4o@bigboote.WPI.EDU>
Source record: 173024

I'm looking for an Atari STacy, either from someone here or some business, if someone would be so kind as to point me in that direction.
I have a 1040STf, another one with some weird memory problem, an SC1224 monitor, and a printer that i would like to use as collateral of some kind in the purchase. any help would be greatly appreciated.
thanks
rhett@wpi.wpi.edu

724. Re: 2.5Mb simm problems

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 19:12:32 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3f6jb0$dal@golem.wcc.govt.nz>
Source record: 173025
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] So I was wondering if there was any (easy) way to put in some switch that w
] disable/enable bank 1. Another solution could be a program like simmfix, bu
] would be reset resistant...

Could possibly be done, but the computer re-checks the memory after
a cold-boot and very few reset-proof programs survive a cold-boot (read,
none at all). SIMM-Fix will (should) survive a soft/warm reset
(Ctrl+alt+del or the reset button). I use a different program just
called "MEM" which does better checking than SIMMfix. All I do to
autoboot a game with 2.5meg, is to insert the boot-disk with Mem in
the AUTO folder, and then as soon as the computer resets after the
2.5Meg being initialised by Mem, I pop the disk out, and throw in the
one I want to use. And more often than not, it works fine.

I think the archive name is mem_2_5.lzh or some such thing, I got it
from micros.hensa.ac.uk anyway, just do a search for "2.5" or "SIMM"
or some such thing on there.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

725. [FORSALE] TT and Gfx Board

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 19:14:24 UTC
From: sales@lexicor.com
Message-ID: <D2Cys0.KxB@world.std.com>
Source record: 173026

Customers have asked us to offer the following system for sale

1 x TT, Rev. G 4xMegabyte STRAM (6 months old about)
Atari Mouse
High Density Diskdrive
48 Megabyte internal harddrive
1 x NOVA Graphics Board installed (1024x768 in 256 colors)
Lexicor Software package and animation software installed with original
documentation and software
(Phoenix 2.0, Chronos-3D, Anm-Link, Animation Utilities)
DA Vector
Prism Paint 2.0
Outside 3.20
DGraph
NVDI 2.5

and some other original software packages (?)

for 1,590 U$D (or any other reasonable offer?), this individual does not
have internet access and is a free service of Lexicor Software, if you
are interested please respond to this email address

Also for sale

1 SANG Megavision VME Graphics Board (but completely in German)
for 300 U$D
(1024 x 768 in 256 colors eg., 24bit graphics card but requires new drivers)

Sales @ Lexicor

726. Re: What models/types of Atari ST computers?

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 19:57:01 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3f6lud$j8e@whitbeck.ncl.ac.uk>
Source record: 173027

In article <SHIMRON.2.790011349@stpc.wi.LeidenUniv.nl>, SHIMRON@stpc.wi.LeidenUniv.nl (urnash) writes:
>In article <Up-FAJTDDVL@ttgk.textlitho.nl> gert@ttgk.textlitho.nl (Gert van der Knokke) writes:
>
>>Atari 260 ST a stripped down version of the 520 ST (360 k floppy,
>> optional mouse, TOS loadable from disk)

>>Atari 520 STM (512k RAM, detached floppy 720k)
^^^^---mine came with a 360K

Also, the original 520 (I think they were developer machines) came with
TOS on floppy.

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

727. Re: AMOS pro for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 20:09:48 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3f6mmc$g0e@bs33n.staffs.ac.uk>
Source record: 173028

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: No it almost certainly said "Amos Pro" in the Atari literature. Thats what
: puzzled me so much. The booklet in question was published by Atari at around
: the time of the Falcon launch.

FALCOS I presume you mean. I guess Francois Lionet is too busy making
money from that awful Klik 'n Play on the PC's to bother with the Atari.
Shame really.

RiCH

728. Re: MPEG Players

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 20:32:45 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1301951236250001@tsa-26.ucsc.edu>
Source record: 173029

In article <D2CHpu.4Bx@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta) wrote:

> Any MPEG cards going to be available for the Atari TOS platform then?

IMO, not unless somebody's crazy. While there are MPEG chipsets out there that make it fairly easy to design such a card, the market can't be too large. Especially bad is that you have to design at least two different cards if you want to run on very many machines; a Falcon card needs a much different design than a VME card for the MegaSTe/TT. Both exapnsion slots may also have problems keeping up high bandwidth, as the Falcon slot is dumbed down to a 16-bit 68000-like bus interface, and the VME interface on the TT and MegaSTe is also 16-bit VME, as I recall.

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

729. Re: NoDESK ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 20:55:05 UTC
From: ac382@freenet2.carleton.ca
Message-ID: <D2D3Fv.3Bt@freenet.carleton.ca>
Source record: 173030

Does anyone know if there is am English version available? It looks very nice but everything is in German (those translation programs don't do a very good job either).

--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

730. Stardust Ordering Info

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 20:57:48 UTC
From: linh@interlog.com
Message-ID: <3f6pgc$221@gold.interlog.com>
Source record: 173031

I am looking for ordering information for Stardust.

731. SCSI port. speed of in FALCON.?

Newsgroup: comp.sys.atari.st
Date: 1995-01-13 23:57:00 UTC
From: lars.reynold@midinet.ct.se
Message-ID: <ftn_2.200.128.0_f1765382_Lars.Reynold@ct.se>
Source record: 173032

Hendrik Mylius wrote in a message to All:

HM> Cubase Audio doesn't work with some newer drives at all. It
HM> uses some own low-level harddisk routines which cause
HM> problems e. g. with a 1gig Quantum Empire. Bus-arbitration
HM> is the cause, AFAIK.

Cubase Audio does not do any low-level routines. The very big problem with some harddisks is that they calibrate. Any harddisk recording system doesn't like that at all. Steinberg Salescenter in Sweden (Fitzpatrick in Stockholm) recommend the Empire serie from 1GB -> ?. I recently bought a Quantum Prodrive 1800S 1.8 GB and it's works perfectly with over 8 tracks! You can even use a rather slow HD. The important thing is that it does sustain transfer.

/Lars - MidiNet BBS

(UUCP Dialup connection)

732. Pro music made with Ataris

Newsgroup: comp.sys.atari.st
Date: 1995-01-14 00:03:14 UTC
From: darmok@leland.Stanford.EDU
Message-ID: <3f74c2$b4s@elaine38.Stanford.EDU>
Source record: 173033

I just found out that one of my favorite albums, "Deep Forest", was put together on an Atari using Cubase. Cool.

Anyone know of any major CDs out that were produced with Ataris?
'cya

733. Re: PC to ST disk problems. PLEASE HELP!!

Newsgroup: comp.sys.atari.st
Date: 1995-01-14 01:05:30 UTC
From: sar@crash.cts.com
Message-ID: <D2DF19.CvL@crash.cts.com>
Source record: 173034

You can try two things:

1. Get a copy of DC Format. This will allow you to format disks for the Atari on the Atari and then when it's done, write an MS-DOS boot sector onto the disk so that it will read well on both machines. If you can't find DC Format give me a call <sar@cts.com>.

2. Format the disk on an IBM FIRST then use that disk on the Atari. The Atari's can usualy read IBM disks formatted at 720K just fine. But the reverse isn't always true.

If anyone disagrees, please feel free to correct me...

Good Luck! -Scott- <sar@cts.com>

John O'Neil (joneil@infi.net) wrote:
: I've been told that I can download files on my
: PC (BBS,Internet , etc.), copy them to a 720kb
: 2S/2D 3.5" disk and put that disk in my ST and
: copy the files to its hard drive. So far I've had
: only limited success. I've been able to call up and
: read a text file using this method (sometimes), but
: copying or trying to run anything larger like a
: program file returns the message "Data on the disk
: in drive A: may be damaged. You must use the right
: kind of floppydisk; you must connect your hard disk
: properly." I've tried several disks including new ones
: both DD and HD at 720kb, I've cleaned the heads on both
: drives and I've tested the ST drive with disks formatted
: by it and it seems to work fine on it's own. This is very
: frustrating because I have access to so much software for
: the ST on the A.A. but just can't get it onto the ST.

: PLEASE HELP!

: Thanks Very Much!!!
: joneil@infi.net

734. AT-Speed on Mega STE

Newsgroup: comp.sys.atari.st
Date: 1995-01-14 02:03:35 UTC
From: lnonvei@public.srce.hr
Message-ID: <3f7bdn$c7n@nippur.irb.hr>
Source record: 173035

Hi everyone!
I have AT-SPEED C16 wich works fine in MEGA ST, but I want to use it in my
MEGA STE. Manual don't say a word about AT-SPEED upgrade in MEGA STE. It
only says that 1040 STE need some PC-Adapter (???).
Does anyone know is it possible to use this PC286-16Mhz emulator in MEGA STE
or at least 1040 STE (without any special Adapters)?

MANY THANX.

Loris

+--+
lnonvei@public.srce.hr Zagreb, Croatia
+--+

735. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1995-01-14 05:06:22 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3f7m4e$2gc@lastactionhero.rs.itd.umich.edu>
Source record: 173036
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- baldrick 27801 Jan 7 23:26 ./Games/0index
-rw-r--r-- baldrick 73856 Jan 7 22:09 ./Games/Space/p94_revb.zip
-rw-r--r-- baldrick 124655 Jan 7 23:30 ./0ls-lR.Z
-rw-rw-r-- entropy 1833 Jan 7 23:18 ./Tt/0index
lrwxr-xr-x baldrick 27 Jan 7 23:16 ./Tt/p94_revb.zip -> ../Games/Space/p94_revb.zip
-rw-r--r-- baldrick 124527 Jan 7 23:32 ./0ls-lRc.Z
-rw-r--r-- baldrick 10663 Jan 7 23:22 ./Falcon/0index
lrwxr-xr-x baldrick 30 Jan 7 23:19 ./Falcon/Games/p94_revb.zip ->
../../Games/Space/p94_revb.zip
-rw-r--r-- baldrick 158168 Jan 7 23:28 ./0compind.Z
-rw-r--r-- baldrick 390573 Jan 7 23:28 ./0index
-rw-rw-r-- entropy 12229 Jan 9 10:17 ./Diskutils/0index
-rw-r--r-- baldrick 281980 Jan 9 07:44 ./Diskutils/zorg_141.lzh
-rw-r--r-- baldrick 23808 Jan 7 16:52 ./Languages/cc68x.zoo
-rw-r--r-- weiner 5632 Jan 9 10:29 ./Languages/0index
-rw-rw-r-- entropy 30915 Jan 9 10:15 ./Utilities/0index
-rw-r--r-- baldrick 10115 Jan 9 10:09 ./Utilities/Bootmanagers/boot162.zip
-rw-r--r-- baldrick 124673 Jan 9 10:43 ./0ls-lR.Z
-rw-r--r-- baldrick 76544 Jan 7 16:52 ./Programming/cpp113.zoo
-rw-r--r-- entropy 7002 Jan 9 10:24 ./Programming/0index
-rw-r--r-- baldrick 124327 Jan 9 10:46 ./0ls-lRc.Z
-rw-r--r-- baldrick 10733 Jan 9 10:36 ./Falcon/0index
-rw-r--r-- baldrick 28585 Jan 9 10:32 ./Falcon/Graphics/plaympeg070.zip
-rw-r--r-- baldrick 158205 Jan 9 10:41 ./0compind.Z
-rw-r--r-- baldrick 390789 Jan 9 10:41 ./0index
-rw-r--r-- baldrick 124743 Jan 10 15:53 ./0ls-lR.Z
-rw-r--r-- entropy 7117 Jan 10 15:43 ./Programming/0index
-rw-r--r-- baldrick 80166 Jan 10 14:27 ./Programming/Gfa/acecdemo.zip
-rw-r--r-- baldrick 28188 Jan 10 14:27 ./Programming/Gfa/playback.zip
-rw-r--r-- baldrick 124483 Jan 10 15:55 ./0ls-lRc.Z
-rw-r--r-- baldrick 158259 Jan 10 15:50 ./0compind.Z
-rw-r--r-- baldrick 390904 Jan 10 15:50 ./0index
-rw-r--r-- weiner 4272 Jan 12 23:33 ./Sound/0index
-rw-r--r-- molin 120986 Jan 12 22:38 ./Sound/525_v20.zip
-rw-rw-r-- entropy 31048 Jan 12 20:57 ./Utilities/0index
-rw-r--r-- baldrick 11489 Jan 11 09:43 ./Utilities/Cpx/hdcpx.lzh
-rw-r--r-- molin 124887 Jan 12 23:50 ./0ls-lR.Z
-rw-r--r-- weiner 8207 Jan 12 20:54 ./Telecomm/0index
-rw-r--r-- baldrick 43776 Jan 12 17:16 ./Telecomm/stalk304.lzh
-rw-r--r-- baldrick 24448 Jan 12 17:16 ./Telecomm/steno211.lzh
-rw-r--r-- entropy 7148 Jan 12 23:37 ./Programming/0index
-rw-r--r-- molin 632322 Jan 12 21:02 ./Programming/cyber.zip
-rw-r--r-- molin 124501 Jan 12 23:52 ./0ls-lRc.Z
```

```
-rw-r--r-- baldrick 10786 Jan 12 23:41 ./Falcon/0index
-rw-r--r-- molin 92819 Jan 12 21:02 ./Falcon/Programming/falclib5.lzh
-rw-r--r-- molin 107 Jan 12 21:02 ./Falcon/Programming/falclib5.txt
-rw-r--r-- molin 53608 Jan 11 09:43 ./Printing/hp_4p.zip
-rw-rw-r-- weiner 3774 Jan 12 23:46 ./Printing/0index
-rw-r--r-- molin 158506 Jan 12 23:48 ./0compind.Z
-rw-r--r-- molin 391268 Jan 12 23:48 ./0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

736. Re: ROM Image Program...!!

Newsgroup: comp.sys.atari.st
Date: 1995-01-14 09:57:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3f875c$adb@prime.mdata.fi>
Source record: 173037
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3f56v0$4qc@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:
>*** PATCHING ROMS ***
>
>
>Hi, I wish to put some patches into TOS ROMS 1.4 and 1.6 and 2.06,
>what is the best software to copy these ROM's into a file...
>I have used a debuger in the past (Raid) but some times it does not
>work...

There's one program for that included in the WINX- packet (I think it
comes also with Gemview).

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

737. Re: Falcon GFX-cards

Newsgroup: comp.sys.atari.st
Date: 1995-01-14 09:59:45 UTC
From: contacts@mits.mdata.fi
Message-ID: <3f87ah$aeb@prime.mdata.fi>
Source record: 173038

In article <D2CA5G.ys@world.std.com>,
ysiu@lexicor.com <Lexicor@world.std.com> wrote:
>
> the NOVA Falcon Graphics Card will be available around February 1995,
>exact details will be released then, we will naturally be having those
>graphics boards available for the US and UK market as well.
>
>Cheers
>
>Yat @ Lexicor

Is it plug & pray, (does it go to the expansion slot?).

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

738. Dos/Windows ST emulator?

Newsgroup: comp.sys.atari.st
Date: 1995-01-14 10:00:17 UTC
From: kluster@goth.engr.sgi.com
Message-ID: <3f87bh$9qn@goth.engr.sgi.com>
Source record: 173039

Anybody know of any ST emulators that will run on a 486? I've heard
of "Gemulator", but the going price for it appears to be over $200. I
was wondering if there was anything a bit closer to the free end? :-)

--
Kevin Luster, Project Reality | Silicon Graphics MS-880
Kicking Sega's butt | 2011 N. Shoreline Blvd
kluster@goth.engr.sgi.com | Mountain View, Ca. 94043
http://www.ugcs.caltech.edu/~kluster/Visigoth.html

739. Parallel port tape backup

Newsgroup: comp.sys.atari.st
Date: 1995-01-14 12:14:48 UTC
From: f90-jos@filsun11.nada.kth.se
Message-ID: <3f8f7o$nr4@news.kth.se>
Source record: 173040

Is it possible to make a backup from my Mega STE to a Conner tape
drive?
The drive is an external parallel port tape unit, 120 MB uncompressed
and up to 250 MB compressed. I have used the drive with a PC, but I
don't know if the compression is made in the computer or the tape
drive.
--
+-----------------------------------+---------------------------------------+
Johan Smï¿½ros	Nothing travels faster than the speed
Scout	of light with the possible exception
f90-jos@nada.kth.se	of bad news. Douglas Adams
+-----------------------------------+---------------------------------------+

740. Falcon BBS List ***

Newsgroup: comp.sys.atari.st
Date: 1995-01-14 14:21:45 UTC
From: fg024@cleveland.Freenet.Edu
Message-ID: <3f8mlp$62n@usenet.INS.CWRU.Edu>
Source record: 173041
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,fr.comp.sys.atari

```
Here is a List of BBSs that have a Falcon Section, If you Have more please
E-mail me info of:
+Country
+Phone numbers
+Speed
+Ratios
+Parity
+Used Spaced for Falcon
```

Now my gathering (by the way I would like to thank s the people
who have contributed to this list).

```
Denmark (+ 45)
--------------
DK-Soft
43 71 70 75 19.2 kbps ??? ???

France (+33)
----------
Brasil
1 44 67 08 44 at least 14.4 Kbps ??? ???

Norway (+47)
----------
The STand
56 30 58 57 14.4 kbps no ratios 8-N-1

XBASE
73 52 30 18 28.8 kbps ??? ???

U S A (+ 1)
--------
NEOSTAG
216-792-2580 14.4 kbps no ratios 8-y-0

PLEASE NOTE:
This list is copyright 1995 by Hirlimann Ludovic.
It should be widely distributed as long has NO MONEY IS MADE OUT
OF IT. So please distribute it. Upload it to your favorite bbs.
If youhave any information dealing with Falcon bbss please mail
them to me, thos info will be added to the List.

--
E-Mail : Fg024@Cleveland.freenet.edu
```

741. FS: Atari 1040 & 45meg Supra Hard drive

Newsgroup: comp.sys.atari.st
Date: 1995-01-15 01:19:05 UTC
From: tkk@uclink2.berkeley.edu
Message-ID: <3f9t69$122@agate.berkeley.edu>
Source record: 173042
Cross-posted to: comp.sys.atari.st,comp.music,alt.music.midi

I have an Atari 1040ST with a Supra 45meg harddrive for sale. This is perfect for a MIDI setup. It's a pain to do MIDI(or anything else) without the speed, and convenience of a harddrive. The hard disk comes in a "shoe box" type case with room to fit another hard disk and adapter. I haven't had a single problem with either the ST(TOS 1.2) nor with the hard disk. I am selling because I've just bought an Atari MEGA STE to do all my MIDI stuff. Send email to tkk@uclink2.berkeley.edu

P.S. I don't have a monitor to sell, but Atari Mono monitors go for around $50-$100 used. Check comp.sys.atari.st.

742. Re: SCSI port. speed of in FALCON.?

Newsgroup: comp.sys.atari.st
Date: 1995-01-15 21:23:00 UTC
From: Steffen_Engel@pe2.maus.de
Message-ID: <199501152323.a29260@pe2.maus.de>
Source record: 173043

Hi Lars,

LR>Cubase Audio does not do any low-level routines.
Of course it does. I've had a client with an Empire 1080, which must have inititator identification when being selected. The drive just says 'I do not work with an initiator which does not say, who he is', so there is no reaction of the drive.

With a patch to AHDI, the drive works fine, but with Cubase Audio there was no accesss to the drive at all.

Then I disassembled Cubase and did the (almost) same patch as in AHDI and since then it does work fine.

Ciao, Steffen

743. Re: Atari User Group List - reformatted!

Newsgroup: comp.sys.atari.st
Date: 1995-01-15 23:38:42 UTC
From: Werner_Laass@traveller.fido.de
Message-ID: <2f19b22f%fido.de@p25.f20.n2000.z242.fidonet.org>
Source record: 173044

In a message of <07 Jan 95 18:41:15>, sirsmedley (242:4900/99.0) writes:

s> From: sirsmedley@delphi.com
s>
s>
s> The Atari Community E-mail Address Book
s> Revised 7-Jan-95
s>
Hello,

I've seen this the first time now. It's a good idea!
If you want to insert our USER GROUP:
-=-=-=

744. Re: Accelerators for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-01-16 12:47:50 UTC
From: kucik@Leo1.zlin.vutbr.cz
Message-ID: <3fdptm$203@rhino.cis.vutbr.cz>
Source record: 173045

In article <1995Jan14.144418.1630@cathy.ijs.si>,
Matija Grabnar <Matija.Grabnar@ijs.si> wrote:

>>But this card has some problems with its software though.
>>In my falcon it's impossible to work with the DSP and the blitter
>>with 20Mhz bus-clock (but other falcons can).
>
>I don't think your problem is with software. Just the other day I talked with
>the guy who installed the Speed Resolution Card into my falcon.
>We also had a bunch of problems getting the thing working at 20MHz. Turns out,
>the problem is grounding. The card you have to put in has a lousy ground
>connection and causes problems at higher speeds. You need to improve the
>connection between the ground on the daughterboard and the ground on the
>motherboard.

Huh, interesting infos. Don't you know about these problems with ddd's
HighSpeed card? I think this card seems to be the best choice ... Is it
true?

Thanks in advance.

Fufin

745. Re: WWW: HTML-VIEWER wanted!

Newsgroup: comp.sys.atari.st
Date: 1995-01-16 13:33:08 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FAQNEGVLUP@galaxy.teuto.de>
Source record: 173046

In <3f8v5a$mo8@helios.herts.ac.uk> Chris Roberts wrote:

>: > I don't need all tha MPEG and sound stuff as well, the basic level
>: > would be enough for my purposes.

Since I'm the one who started the query, let me answer the points:

>Do you want just a viewer that can view that HTML pages that you are
>down loading, E.G you don't want to view them and be able to click on
>the links and go to other links. What i mean is do you just want a

I can d'l the pages via a server. I'm not aware of linked-pages being sent
automagically as well. So a viewer for single page would be fine for _me_.

>viewer or a browser as well??? If you only want a viwer do you want it to
>display the .GIF pictures???

It doesn't necessarily have to have a gfx-viewer (or sound player or whatever)
included. It'd be enough to pass-through any image/sound/whatever to another
application, e. g. another TTP.

And a TTP-version of the WWW-HTML-viewer would be alright as well. At least
for starters ;-)

Do you have s. th. on your mind? It kinda sounds like it ;-))

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

746. Re: Mac MagiC?

Newsgroup: comp.sys.atari.st
Date: 1995-01-16 13:45:10 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FAQNEGVOUP@galaxy.teuto.de>
Source record: 173047

In <3f9u9l$3u2@golem.wcc.govt.nz> Roger "Bonehead" Sheppard. wrote:

>>: I have heard that MagiC is being written to run on the Mac. Are there any
>>: details on the pricing of this?
>>The price is 300,- DM.

Including EASE, that is.

>Gee I can buy a real OS (Warp) for 1/2 that price here.....

Oh, c'mon on. The market for Warp is 100.000 times larger than the prospective
market for MagiCMac.

IBM doesn't _have_ to make money with the OS. They *want* to penetrate the
market as deeply as possible. No matter what it'll cost to achieve. The want
to kick MS into its Wondoze-butt.

What do you think why they made a huge public announcement of stopping their
Pentium deliveries? Just another marketing blow against Intel/Microsoft.

Money can be made later with more sold applications or services.

IBM gets loads of money for their works in Ireland (or was it Scotland? Dunno
exactly). This is a very badly developed area (business and work wise). And so
the EC pays the companies to come to those areas. That is a major factor in
the calculation.

ASG doesn't get any of this. And they're such a tiny, little, small,
unimportant company compared to Big Blue. They _have_ to make a living from
their business.

>Way over priced, note, people out side Germany don't get near the same
>wages....

Perhaps time for you to move again, he Roger?

So straighten out your facts (as you want us to do it) before you open your
cakehole and babble all over the net.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+--------------------\ (----( )--------------------+

```
\_) ) /
(_/
```

747. Re: MPEG Players

Newsgroup: comp.sys.atari.st
Date: 1995-01-16 13:47:38 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FAQNEGVRUP@galaxy.teuto.de>
Source record: 173048

In <537@stork.ukc.ac.uk> Martin Griffiths wrote:

>Never heard such rubbish in my life, my dx4-100 plays MPEGS at 46frames per
>second, even the slow mpeg players manage 15 frames per second on a dx2-66.

Good 4 U. BTW, in which size?

>>The MedusaT40 can handle something like 11 frames/second.
>A well coded 68040 mpeg player should run the same speed as a DX2-80/dx4-100.

There is no 68040 with that clockrate. At same speeds, a Pentium is faster
than a 040.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

748. Re: MPEG Players

Newsgroup: comp.sys.atari.st
Date: 1995-01-16 14:20:46 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FAQNEGWDUP@galaxy.teuto.de>
Source record: 173049

In <FAOLBEVPUP@sos.shn.com> Soeren Schnee wrote:

>HM> ST-Guide can decode MPEG's, but it's slooooooow.

> There is a difference between 1ST-Guide and ST-Guide. But I'm
> sure you know that. :-)

Yep, Sï¿½ren, I'm. I always tend to mix 'em up ;-)

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

749. HELP with AvP

Newsgroup: comp.sys.atari.st
Date: 1995-01-16 15:03:32 UTC
From: v932405@si.hhs.nl
Message-ID: <D2I75w.85I@si.hhs.nl>
Source record: 173050

Can somebody help me with Aliens vs Predator for the Jag. My problem is that
I can't find a security pass higher than 4. Does someone know where it is?

thanks,

A.J. Putman (v932405@si.hhs.nl)

750. Re: Wizztronics Update

Newsgroup: comp.sys.atari.st
Date: 1995-01-16 17:48:26 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FAQSDDUXUP@galaxy.teuto.de>
Source record: 173051

In <ftn_2.203.202.11$fidonet.org_2f179b09_Christian.Mittendorf@ct.se> Christian Mittendorf wrote:

>Does anybody know wether the internal expansion bus is still available while
>using the Barracuda?

I dont know that one.

>Who will sell it in Germany? (Compo/Overscan ? ;-)

In Hennef, BEST stated that they'd sell the boards to all distributors which
were interested. No specific names given, though.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

751. Re: XHDI hard disk driver?

Newsgroup: comp.sys.atari.st
Date: 1995-01-16 18:52:30 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3fef9e$jvv@lyra.csx.cam.ac.uk>
Source record: 173052

gigxr01@nt.com (Gerry O'Rourke) writes:
>I recently created a minix partition on a 4 Mbyte STFM (TOS 1.04) AHDI
>driver.
>The only problem I had was that even with the -V option , it still created
>a 16 Mbyte partition. I eventually fed it the size (-b option) & got a 120
>Mbyte partition.

>The documentation mentions problem with drivers, but AHDI should be o.k.

I had *MAJOR* problems with it!

I looked through the doc's and tried to make a 160mg minix partition. The
partition was empty to start with and the minit program took a long time
doing whatever it does.

It said that you may need to reboot for the changes to take effect so I did.
Then disaster struck!

I was running mint at the time. Whenever the machine tried to start
(using Ctrl+alt+del, ctrl+alt+del+shift, reset button or even switching
it off for around 5 minutes!?!) the display was mangled. There were
various colours all over the place. It would usually lock up completely
soon after the memory check. It was different every time. The few
occasions it got as far as trying to load mint, it said PMMU already in use.

I eventually managed to get to the desktop and un-minix the partition
(which I thought was the problem). This didn't make any difference. I
gave up thinking I had knackered my falcon and left itover the whole
weekend. I tried it this morning and it *seems* OK.

The machine is a 4meg Falcon TOS4.04, Mint 1.12, NVDI2.5, blowup. The
minix partition was half a 330mb SCSI drive. Everything was working OK
until I tried minix. The trouble is I think I need minix to get mint-net/X11
to work.

Any ideas what I did?

Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of
cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

752. FAX

Newsgroup: comp.sys.atari.st
Date: 1995-01-16 19:53:31 UTC
From: vsnyder@math.jpl.nasa.gov
Message-ID: <3feirr$p8r@netline-fddi.jpl.nasa.gov>
Source record: 173053

My brother has an ST 1040. I think he's running TOS 1.0. He wants to attach a FAX/data modem.

What do you recommend in the way of reasonably priced FAX/data modems, in the 9600 - 14.4k range? How does one contact suppliers (most of the Atari stores in our area are belly-up).

What do you recommend in the way of PD/reasonably priced FAX software? He's still using First Word! Is there FAX software that'll work with that? I had some PC FAX software that intercepted the print request and routed it to the FAX, but it required you to pretend your printer was some flavor of Epson, no matter what it really was. Of course, when you receive stuff, it's important to be able to print it, and at that point, you can no longer pretend to have a different kind of printer. His printer is a Star B-10. (BTW, he never got a screen dump to work with that printer. Is there software for that now?)

I recommended Uniterm for the data section of a modem. Is there something better now? As I remember, Uniterm was pretty good.

He wants to do the whole thing for under $150, because he's found a FAX machine for that price. But he'd rather not print stuff just so he can shove it into the FAX machine, and then throw away the paper.

Please e-mail replies, and I'll summarize if there are any, and there's interest.
--
What fraction of Americans believe | Van Snyder
Wrestling is real and NASA is fake? | vsnyder@math.jpl.nasa.gov

753. Re: Atari www-pages

Newsgroup: comp.sys.atari.st
Date: 1995-01-16 20:31:09 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <3fel2e$51n@usenet.INS.CWRU.Edu>
Source record: 173054

In a previous article, rolf.johansson@space.ct.se (Rolf Johansson) says:

>If YOU know anything about www-pages concerning ATARI, then please write to:
>
>patrick.reinthal@pandora.ct.se
>
>He's interested in such pages as he's doing some work with it.
>
>/Rolf
>
>
>

Well, I may as well include my URL in with the rest in this message thread.

http://ace.cs.ohiou.edu/personal/mleair/cain.html
--

754. WANTED: Mega STE/TT Keyboard

Newsgroup: comp.sys.atari.st
Date: 1995-01-16 23:19:00 UTC
From: lars.reynold@midinet.ct.se
Message-ID: <ftn_2.200.128.0_f1b4d323_Lars.Reynold@ct.se>
Source record: 173055

Anybody out there who has a Atari TT or Mega STE keyboard, full functional for sale.

E-mail me and I'll buy it (well I only want one so the fastest wins :))

Lars

lare@midinet.ct.se

(UUCP Dialup connection)

755. SCSI port. speed of in FALCON.?

Newsgroup: comp.sys.atari.st
Date: 1995-01-16 23:23:00 UTC
From: lars.reynold@midinet.ct.se
Message-ID: <ftn_2.200.128.0_f1b4d324_Lars.Reynold@ct.se>
Source record: 173056

Hendrik Mylius wrote in a message to Lars Reynold:

HM> I wasn't talking about *calibration*, I said *arbitration*.
HM> The Quantum Empire 1080 does not work with CA. Some folks
HM> here in Germany applied a patch on CA to make it work.

Infact the Swedish distrbutor of Steinberg Cubase Audio for Falcon highly recommedn Quantum Empire 1080 and 2000! I know quite many that runs it and belive me, it works!!! I run a ProDrive 1800S myself and never had problems!

/Lars - MidiNet

(UUCP Dialup connection)

756. XOR profile for SY-22

Newsgroup: comp.sys.atari.st
Date: 1995-01-16 23:26:00 UTC
From: lars.reynold@midinet.ct.se
Message-ID: <ftn_2.200.128.0_f1b4d325_Lars.Reynold@ct.se>
Source record: 173057

I have the original version of the very old but good X-OR by Dr T.
I have also a Yamaha SY-22 Synthesizer! Does anybody know of a profile for XOR
for my SY-22? I had a TG-33 profile but never managed it to work. Please
respond as I'm desperate!

lare@midinet.ct.se
(UUCP Dialup connection)

757. Re: FAX

Newsgroup: comp.sys.atari.st
Date: 1995-01-16 23:52:49 UTC
From: Jackdeth@voyager.cris.com
Message-ID: <3ff0sh$447@voyager.cris.com>
Source record: 173058

Van Snyder (vsnyder@math.jpl.nasa.gov) wrote:
: My brother has an ST 1040. I think he's running TOS 1.0. He wants to attach
: a FAX/data modem.

: What do you recommend in the way of reasonably priced FAX/data modems, in the
: 9600 - 14.4k range? How does one contact suppliers (most of the Atari stores
: in our area are belly-up).

I would recommend a US Robotics. Thats what I use. You can mail order a sportster 14.4k Fax/modem for $108.00 from computer discount warehouse at 800-726-4CDW (the 28.8k is $208.00). As far as fax software goes, I don't have any yet. I have seen all the Terminal software on the ST and I use the Freeze Dried Terminal v. 2.20. It the best in my opinion and its shareware.

Jack Deth

758. Degas PI1 to GIF or similar

Newsgroup: comp.sys.atari.st
Date: 1995-01-17 01:05:18 UTC
From: am4501@kestrel.fen.bris.ac.uk
Message-ID: <D2Iz0u.5Mp@info.bris.ac.uk>
Source record: 173059

[No readable article body recovered]

759. Re: atari computer values?

Newsgroup: comp.sys.atari.st
Date: 1995-01-17 01:15:44 UTC
From: fredu@enterprise.america.com
Message-ID: <3ff5o0$8uf@enterprise.america.com>
Source record: 173060

I got a bunch of responses to my previous post and have run into a minor problem. I cannot find any decent software in my limited stash of stuff. I specifically would appreciate a lead to an ftp site and filenames for programs that will allow me to check the ram installed and the TOS version of the machines for sale.

Thanks in advance.
--
= = = =

760. 1040ST Magnifier Utility

Newsgroup: comp.sys.atari.st
Date: 1995-01-17 02:03:32 UTC
From: ramartin@parc.xerox.com
Message-ID: <3ff8hk$l8j@news.parc.xerox.com>
Source record: 173061

A 1040ST user I know has been losing her sight and needs a program/utility to magnify part of the screen. Do you know of any? Where would they be?

I found win_lupe.lzh, "WinLupe - a lens for the desktop" on a file server out there in the Etherworld. Is this of any use? I am not an Atari user, so I don't even know what kind of file it is.

Russel Martin
Xerox PARC

761. Re: FS: Atari 1040STf

Newsgroup: comp.sys.atari.st
Date: 1995-01-17 07:35:28 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FARIDCUUUP@galaxy.teuto.de>
Source record: 173062

In <62837-790242459@mindlink.bc.ca> Ben Van Mil wrote:

```
> ''~``
> ( o o )
>+------------------.oooO--(_)--Oooo.------------------+
>| Ben Van Mil InterNet: VanMil@Mindlink.bc.ca |
>| Phone: .oooO Fax: |
>| (604) 951-8654 ( ) Oooo. (604) 951-8684 |
>+---------------------\ (----( )--------------------+
> \_) ) /
>
```

I think this is a bl**dy forgery. What do you say, guys?

```
--
/Hendr!K/
''~``
( o o )
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
\_) ) /
(_/
```

762. Re: Falcon GFX-cards

Newsgroup: comp.sys.atari.st
Date: 1995-01-17 08:45:14 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950116122822.13006C-100000-100000@bull.mimuw.edu.pl>
Source record: 173063

On Mon, 9 Jan 1995 brenjb@hg.uleth.ca wrote:

> >>Incidentally, I have Screenblaster II and I quite like it. It doesn't
> >>seem to slow down my machine much, if at all.
> >
> >The slowdown depends mainly on how much data needs to be shuffled across
> >the bus to update the screen. 640*480 in 16 colours means 150KB of data
> >each time (9MB/s @ 60Hz). 1024*768 in 16 colours means 384KB of data
> >each time (23.04MB/s @ 60Hz). I don`t know how much bandwidth the Falcon
> >has, but I`m sure 23MB/s across the bus makes the machine rather slow.
>
> That would seem to make sense, but I haven't really noticed any slow down.
> I mostly run in 800X608 in 16 or 256 colours, which wouldn't be as demanding as
> 1024X768, but even when I switch up to 1280X960 in 16 colours I don't really
> notice a slowdown. Let me know where I can find a good benchmarking programme
> and I'll run some tests. >:)

I was experiencing with getting highers frequencies to VIDEL, and on two diffrent Falcons I achive 68MHz. It works without any bus speedup and the system is slower a bit (up to 10%) but I noticed that it depends on vertical refresh rate (I suppose that simply the VBL interrupts routines are slowing down the system). Anyway value of 68MHz is quite strange (of course it works on 1-4 bits and for 8,16 bits I'm able to set clock on 34 MHz), however the limit is very noticable and it doesn't depend on clock. Anyone have an idea, why such value?

regards,

Simon.

763. Word processor Atari 1040 ST ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-17 10:33:07 UTC
From: Ton Martens <martens_ton@tandem.com>
Message-ID: <D2JpB8.6u1@tandem.com>
Source record: 173064

Hi all,

Since I only use my ST for MIDI, I'm not very up-to-date about the
latest software...
I'm looking for a nice WordProcessor that will run on a 1040ST with
1 MB, TOS 1.4 and a Harddisk (HighRes Monitor).
I'm familiar with PC-Windows wordprocessors (Word for Windows), and
I think these are great. Is there something simular for the ST
nowadays?

In summary, I'd like to receive some info about nice WordProcessors
for the ST, commercial and shareware packages.

Thanks,
Ton Martens (martens_ton@tandem.com)

764. anyone using atari 520?

Newsgroup: comp.sys.atari.st
Date: 1995-01-17 11:28:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <231_9501200217@tor250.org>
Source record: 173081

A > Friend of my has an atari 520 and would like to connect it to a
A > keyboard via midi.

If you don't have 1 megabyte or more of memory then you probably won't be
able to use MIDI.

A > We also would like to transfer some atari files to PC. I think
A > there is a utility that would make the atari write to a pc disk anyone
A >

The Atari ST can write to a PC disk, if you put a formated PC disk into
an Atari disk drive, then you can write too it (in most cases). To
create a PC format disk with a pre-TOS 1.04(?) you'll need a disk formating
program that supports PC formating.

Hope this helps...

... OFFLINE 1.52
--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

765. Re: Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-01-17 12:29:49 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <D2Jupq.Is5@hpbbrd.bbn.hp.com>
Source record: 173065

Kim Andersen (kim@dksoft.ping.dk) wrote:
> Looking at it from the developers point of view, i only spot profit.

What's wrong with trying to make profit in the Atari market? The market
is small, and it's dwindling, so I can't blame 2B for their decisions.
To the contrary, I'm glad they're still there and pumping out software
for our computers.

> I know there is alot of of ST owners out there, but what is the idea in
> getting/creating a new computer if it isn't going to be supported with
> software.

It's not the developer's job to create the market for a new computer.
Why should a developer invest considerable effort into the Falcon
market if not even Atari really supports it?

> And if you keep on suporting old (outdated) computers, you'll
> end up beeing the loser, as people will start seek other alternatives,
> (why do you think so many people has left the atari platform ?).

Because Atari was too late with the TT, too late with the Falcon,
and did not build on their strengths as they should have. In retrospective,
virtually nothing happened at Atari during 1985-1989 in terms of
system software and new (released!) hardware.

> Atari co. made the Falcon more than a year ago. Look at the lack of support
> it's getting, and start wonder why it doesn't sell that good. I blame
> Atari Co. as well as the developers and the programmers for this.

When the Falcon was released, the Atari market already was in a very
bad shape, and many developers were looking for alternatives (including
yours truly). The disappointing Falcon support was the consequence,
not the cause of the demise of Atari.

And, BTW: I generally don't buy the hypothesis that it's the developers
who are at fault. The bulk of the problem lies at Atari, nowhere else.
In 1985, they had a system which was better than everything else on
the market, both from the system software and the hardware point of
view (well, the Mac had a slight edge in software, but not really one
which justified its price tag). The hardware was fast and well designed,
featuring things you couldn't get anywhere else (the 640x400@72 Hz
display on an ultra-crisp monitor; DMA for floppy and hard disk
transfer; a load of built-in interfaces; MIDI support...). The
software was ahead of its time, and GEM seemed to become the de facto
UI standard even on the PC. Atari just didn't follow up, and
the competition didn't sleep.

To sum it up: I do understand why the lack of Falcon support upsets
you. I would probably feel the same if I had a Falcon. But on the
other hand, you have to understand the people who are still in the
Atari market, trying to make a living from their work.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>--

766. Re: WWW: HTML-VIEWER wanted!

Newsgroup: comp.sys.atari.st
Date: 1995-01-17 14:05:14 UTC
From: michi@pluto.ping.de
Message-ID: <H.ekBL.XZIXgkexO4c@pluto.ping.de>
Source record: 173066

Hi Annius,

In <avg.790269046@news.cwi.nl>, avg@cwi.nl (Annius Groenink) writes:
[...]
> Let's face it michi. There are two sorts of Atari user. The ones who
> don't find it hard to mess around with minix partitions, mint etc. etc.
> on a 80x25 text screen (let's call this group the 'masochists'), and
> the ones that prefer to double click the way to their printer (or
> around the web) (let's call those the simple ones---I consider myself
> one of those).

What's so hard in putting mint.prg in your AUTO Folder, minix.xfs in a
MULTITOS folder, reboot and than call minit - that's all you have
to do to get minix partitions.

O.k., that stuff isn't plug play, but why not try to handle it?

>
> Today's problem, apart from the fact that Atari virtually is no
> more, is that these two groups really can't talk to eachother
> anymore.
>
> So unless someone can manage to write a graphical web browser based
> on the 80x25 Atari text terminal, we'd better give up the hope that
> there will ever be a web browser for the Ataris.
>

As you probably know, there is an X11 port for MiNT-Net available in
the net, even with some Xlibs.
So I did get me the Mosaic-2.4 sources, edited the Makefiles a little bit
(really little) and tried to build it.

Result: most of the stuff for a small installation is compiled, the
whole failed IMO, because the Xm-lib is missing. When I get
it, the works continues.

cu, michi

--
* Michael Plonus michi@pluto.ping.de *
* D-44143 Dortmund Michael_Plonus@do2.maus.ruhr.de *
* Germany *

767. Re: Lynx Browser for Atari

Newsgroup: comp.sys.atari.st
Date: 1995-01-17 14:08:48 UTC
From: michi@pluto.ping.de
Message-ID: <H.ekBL.PrC_&_cue1g@pluto.ping.de>
Source record: 173067

Hi,

In <3fe6g8$9g9@usenet.INS.CWRU.Edu>, em129@cleveland.Freenet.Edu (Thomas Main) writes:
>
> Hello:
>
> I have a dial-up internet connection through my university and
> use a Falcon030/4/84 w/TOS 4.02. I am interested in looking at
> WWW sites, but am unaware of a Lynx browser that exists for my
> computer. Does anyone on the list use Atari equipment to con-
> nect to WWW? What program exists that would enable this? Where
> can one find the program? Also, if anyone out there could give
> me advice on navigating the internet with the Atari, I would app-
> reciate their thoughts.

if you like Un*x-stuff, install MiNT, MiNT-OS and MiNT-Net.
For that combination a lynx exists at a.a.u.e

cu, michi
--
* Michael Plonus michi@pluto.ping.de *
* D-44143 Dortmund Michael_Plonus@do2.maus.ruhr.de *
* Germany *

768. Re: Llamazap- What kind of controllers?

Newsgroup: comp.sys.atari.st
Date: 1995-01-17 15:54:19 UTC
From: chrisw@perth.DIALix.oz.au
Message-ID: <3fgp7bdhq1@perth.DIALix.oz.au>
Source record: 173068

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: While we are on the subject of games. What exectely is comming
: out for the Falcon over the next few months?

In some recent email from the guys releasing Llamazap, there was a reference to Pinball Dreams and 8 (eight) other releases in the coming year.

Perhaps Nick Harlow at CIX could post some more specifics here when (if) he reads this post?

Chris Whitelock
(not a teenager)

769. Re: HD Won't autoboot

Newsgroup: comp.sys.atari.st
Date: 1995-01-17 16:16:42 UTC
From: chrisw@perth.DIALix.oz.au
Message-ID: <3fgqha$n08$1@perth.DIALix.oz.au>
Source record: 173069

Van Snyder (vsnyder@math.jpl.nasa.gov) wrote:
: I'm running TOS 1.04 on a 4 1/2 MB 520 ST. I have a CDC 81 MB ESDI drive
: connected by way of Berkeley Microsystems BMS-100 ACSI <-> SCSI adapter, and
: Emulex MD-21 SCSI <-> ESDI adapter.

: Now, Supra's software says HD Boot is enabled, and the other utilities that
: look at the partition table and boot sector agree. But it still doesn't
: autoboot. The light flashes twice on the HD, then the machine goes after
: A: to load something. It just sits there until I shove in a diskette (rather,
: it gives up after about 90 seconds and just puts A:, B: and trash on the
: desktop).

: If I put HD S/W on A:, the HD works just fine.

The BMS-100 of 1988 vintage I used to use (and which my brother in law is
now using) was designed to run with BMS driver software (INSTALL.PRG,
SETCLK.PRG etc) in the Auto folder on drive A. It seems that it is
simply behaving as it would have done "out of the box". BMS sold the
adapter coupled with the Adaptec controller as a package, so perhaps there
is a compatibility issue with the Emulex adapter?

The quick flash or 2 from the drive light is a start... this happens as a
consequence of the ST checking for devices I believe.

(I note from the BMS-100 manual that the adapter supports a _subset_ of
the SCSI command set).

The manual does not offer a great deal more info on matters other than
the BMS-100 and its "recommended" controller the Adaptec ACB-4000 (which
of course is for ST506/St412 drives). However if you need to know what it
does say then mail me at chrisw@perth.DIALix.oz.au.

Chris Whitelock

PS Perhaps Berkeley Microsystems are still at US tel (415)465-6956?
Apologies in advance to the reciopient of any phone calls if they are not!
t 2

770. Re: Richard Kurz: Are you out there?

Newsgroup: comp.sys.atari.st
Date: 1995-01-17 16:18:34 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FARQBDZLUP@galaxy.teuto.de>
Source record: 173070

In <D2HuK7.HsJ@eskimo.com> Randell Spreadborogh wrote:

> Richard Kurz wrote the Gem Sound program in 1992. If anyone has his
>e-mail address I would appreciate if you would give it to me. Thanks. I

This is what I've got:

Name : Richard Kurz
eMail: Richard_Kurz@un.maus.ruhr.de
100025,2263 (CompuServe)
Richard Kurz on 2:246/8520.5
51:601/115.5@atarinet

HTH!

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

771. Re: Mac MagiC?

Newsgroup: comp.sys.atari.st
Date: 1995-01-17 16:25:28 UTC
From: jonal@hiof.no
Message-ID: <jonal.3026.2F1BEF78@hiof.no>
Source record: 173071

In article <3f9u9l$3u2@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>>Ben Bell (bjb@bigbox.demon.co.uk) wrote:
>>: I have heard that MagiC is being written to run on the Mac. Are there any
>>: details on the pricing of this?
>>
>>The price is 300,- DM.

>Gee I can buy a real OS (Warp) for 1/2 that price here.....

Yes, but will it run on your machine??? Warp is nearly DM 250 over here, BTW.

Jon

Snail : Hjortsbergvn. 7, N-1784 Halden. Norway Voice: +47-69-175939
Finger me at gyda.hiof.no for more info...
tlhIngan Hol Dajantlh'a'
Life is a lemon and I want my money back! (Jim Steiman)

772. Re: Calamus and PS

Newsgroup: comp.sys.atari.st
Date: 1995-01-17 16:39:30 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FARQBDZUUP@galaxy.teuto.de>
Source record: 173072

In <3fdfek$51g@percy.cs.bham.ac.uk> Chris Ridd wrote:

>>NVDI allows you to create your own drivers easily with a nice tool. That's
>>very handy in case you have an "exotic" printer or want to add some special
>OK, I have an "exotic" Postscript printer :-) Can I create an NVDI
>driver for it? (I know the answer is "no", I'm just playing Devil's Advocate)

Don't you even dare think about coming to Germany soon. I slap you in the
face ;-) No drink!

And I wouldn't call PS exotic in the firstplace :-)

But hey, why don't you do some coding and make a GDOS_PS.SYS for us ;-?

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

773. Re: NoDESK ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-17 16:42:42 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FARQBDZXUP@galaxy.teuto.de>
Source record: 173073

In <3fdgch$8e9@whitbeck.ncl.ac.uk> Craig Graham wrote:

>Also, it doesn't use standard GEM windows, so WinX doesn't help at all.

You should've seen the boo-hey about noDesk not using GEM-standards over in
German MausNet.

>The configurability is good, but....

Extremely variable. But that's the problem as well.

>Frankly, it's just to difficult to work with for me to use, don't know
>about anyone else (and this is from me who happily runs X-Windows for

And it is a real memory-hog, too.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

774. Re: Spectre GCR and Slip connection

Newsgroup: comp.sys.atari.st
Date: 1995-01-17 16:44:54 UTC
From: Francesco Zanichelli <mczane@verdi.eng.unipr.it>
Message-ID: <3fgs66$2nb@sirio.cineca.it>
Source record: 173074

jtace@prometheus.hol.forthnet.gr (Sourmelidis Dimitris) wrote:
>
> Have any of you ever tried to run a slip connection on Spectre GCR
> emulator?? Yes i know...it sounds a little crazy, but it may can be
> done!!!!! I am now trying to run Mactcp/ip, Interslip and Turbo Gopher
> in the emulator...., in order to manage a graphical front-end for the
> Internet...The only real problem is that the emulator can't run with
> system 7.0....! When i have good results, i 'll let you know guys!!!
>
> ----------------------Friendly-----------------------
> Jim Sourmelidis * jtace@prometheus.hol.forthnet.gr *
> -----------------Athens, Greece---------------------
> The important thing is never to stop questioning.....
> Albert Einstein
> --

I was unable to get MacPPP to work on my Atari Mega ST 4 with
Spectre GCR. It cannot see the modem port (greyed dialog in Control
Panel document). Before trying with InterSLIP I would like
to either have System 7 working on Spectre (high hopes) or
find a System 6.0.5 compatible Mac WWW browser.

<><><>

775. Re: WWW: HTML-VIEWER wanted!

Newsgroup: comp.sys.atari.st
Date: 1995-01-17 16:46:28 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FARQBDAAUP@galaxy.teuto.de>
Source record: 173075

In <avg.790269046@news.cwi.nl> Annius Groenink wrote:

>Today's problem, apart from the fact that Atari virtually is no
>more, is that these two groups really can't talk to eachother
>anymore.

Can't they?

>So unless someone can manage to write a graphical web browser based
>on the 80x25 Atari text terminal, we'd better give up the hope that
>there will ever be a web browser for the Ataris.

I know _someone_. Don't you as well?

Bye.

/Hendr!K/

776. Re: WWW browser for TOS?

Newsgroup: comp.sys.atari.st
Date: 1995-01-17 16:49:56 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FARQBDADUP@galaxy.teuto.de>
Source record: 173076

In <avg.790269485@news.cwi.nl> Annius Groenink wrote:

>Aye. By the way, there already is a CD, but it is German-based, as far
>as I know. I have more details available but can't find them right

You're probably referring to the German *alpha*-CD. Lots of 68k-Linux on it.

>now. But like Slackware, there should also be an FTP site containing
>the same distribution for floppy based people (I for one do not have a

As I've said earlier, the LINUX-68k-CD *is* coming. Probably around April. It
is not absolutely clear yet, if it comes with an installer or a _completely_
pre-installed Linux on the CD.

>CDROM drive, and if I'd buy one, it would go into my 486).

Buy SCSI, connect to both ;-)

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

777. Re: FS: Atari 1040STf

Newsgroup: comp.sys.atari.st
Date: 1995-01-17 17:06:34 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9501171606.AA02228@ilmen.lanl.gov>
Source record: 173077

In a previous article, neptune@galaxy.teuto.de (Hendrik Mylius) wrote:

>In <62837-790242459@mindlink.bc.ca> Ben Van Mil wrote:
>> ''~``
>> (o o)
>>+------------------.oooO--(_)--Oooo.------------------+
>>| Ben Van Mil InterNet: VanMil@Mindlink.bc.ca |
>>| Phone: .oooO Fax: |
>>| (604) 951-8654 ( ) Oooo. (604) 951-8684 |
>>+---------------------\ (----( )--------------------+
>> _)) /

>I think this is a bl**dy forgery. What do you say, guys?
>/Hendr!K/

I don't know if it could qualify as forgery but it is DEFINITELY
the sign of an individual with absolutely ZERO original thought.

If he's going to copy someone's .sig, the least he could do is
make it a 4-line one. :)

-Hutch- @ Fair Dinkum Tech

778. Re: Pro music made with Ataris

Newsgroup: comp.sys.atari.st
Date: 1995-01-17 17:44:52 UTC
From: rost@nutshell.maelstrom.timeplex.com
Message-ID: <ROST.95Jan17124452@nutshell.maelstrom.timeplex.com>
Source record: 173078

In article <3f74c2$b4s@elaine38.Stanford.EDU> darmok@leland.Stanford.EDU (Philips Dilworth Patton) writes:

> Anyone know of any major CDs out that were produced with Ataris?
>. 'cya

Tangerine Dream were Atari users a few years ago...can't recall
exactly which albums. Didn't they tour once under Atari sponsorhsip?
--

Brian Rost
Ascom Timeplex APBU
rost_brian@timeplex.com

****

"Pop Pop the Tractor God"

****

779. Re: PC to ST disk.

Newsgroup: comp.sys.atari.st
Date: 1995-01-17 17:48:31 UTC
From: sgb94@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3fgvtf$l7i@bright.ecs.soton.ac.uk>
Source record: 173079

udem148@bay.cc.kcl.ac.uk wrote:
: What's all the fuss about? I usually format DD disks on a PC
: to 720 Kb and have loaded files on my ST without mishaps! More recently
: I've formated HD and used those without probs (although resulting disk
: space is less for HD disks for some reason). However you will get probs
: if you try to save any file on to a PC formatted disk using your ST;
: disk files' info is wiped.

I have been told that from tosi 1.4 onwards, the disk format is PC
compatable. I have TOS 1.2 which reads AND WRITES fine to disks formatted
on a PC or with a program to format PC compatable.
I am not sure I fully understand what you are saying about HD disks. If
you are formatting HD's to 720Kb this is very dangerous. If it works at
all it will be very unreliable. I have only ever managed to format HD as
DD a couple of times, with a lot of bad sectors (=less space).

Steve.
sgb94@ecs.soton.ac.uk

780. Re: Atari shows

Newsgroup: comp.sys.atari.st
Date: 1995-01-17 17:57:34 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.790365454@cookham>
Source record: 173080

vctec@westminster.ac.uk (Denesh Bhabuta) writes:

>OK, this is now the case for a magazine that is sold through
>newsagents... :-(But do not forget ST Applications which you get via
>subscription only....and a lot of the time, STR writers feature in it.

Yeah, I know - in fact, one of the STA writers goes to my university,
and we chat a lot (Hello, Tim). I might persuade myself to subscribe... :-)

>Also, paul Glover (the owner) has up to date news, and tells you about
>any shows coming up....he also mentioned my user Group last month. ;-)

Plug Plug :-)

>Maybe the german mags should be translated into English and sold
>here...

I think that'd be a great idea - there's definately a market vacancy...

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk
----

781. Re: ***MagiCMac information wanted***

Newsgroup: comp.sys.atari.st
Date: 1995-01-17 21:21:20 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FARVFIVAUP@galaxy.teuto.de>
Source record: 173082

In <H.eg.3vE6NJr5Qfk@semprini.waterloo-rdp.on.ca> Chris Herborth wrote:

>I don't think Mac users who didn't have an Atari legacy would use it
>though (unless there really are great hordes of them that want to run
>Calamus; porting Calamus to MacOS would probably attract more

It probably would. I never understood DMC's move towards the NiceTry platform
in the firstplace. A CAL-MAC would've been a killer-app!

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

782. Re: HELP with AvP

Newsgroup: comp.sys.atari.st
Date: 1995-01-17 21:48:59 UTC
From: jws4p@fermi.clas.Virginia.EDU
Message-ID: <D2KKLo.HJI@murdoch.acc.Virginia.EDU>
Source record: 173083

Try putting a post in the atari video games newsgroup.

John

--
John Stanmeyer/jws4p@virginia.edu/504 Rugby Rd Ch'ville VA 22903/804-979-5457

783. Re: PC to ST disk.

Newsgroup: comp.sys.atari.st
Date: 1995-01-17 22:01:28 UTC
From: graham@insignia.co.uk
Message-ID: <D2KL6H.7I6@isltd.insignia.com>
Source record: 173085

In article l7i@bright.ecs.soton.ac.uk, sgb94@PROBLEM_WITH_INEWS_DOMAIN_FILE (Steven Blackburn) writes:
>udem148@bay.cc.kcl.ac.uk wrote:
>: I've formatted HD and used those without probs (although resulting disk
>: space is less for HD disks for some reason). However you will get probs
>
> I am not sure I fully understand what you are saying about HD disks. If
>you are formatting HD's to 720Kb this is very dangerous. If it works at
>all it will be very unreliable. I have only ever managed to format HD as
>DD a couple of times, with a lot of bad sectors (=less space).

HD disks need a stronger signal to write them. Older drives can't quite manage it. Obviously an HD drive will write perfectly as will some newer DD drives (like mine).

In fact many of my disks are HD's are formatted to 84x11 (=935k) but don't do it yourself unless you fully appreciate the risk.

784. Re: IDE drive & SVGA monitor

Newsgroup: comp.sys.atari.st
Date: 1995-01-17 22:31:36 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FARWDBZIUP@galaxy.teuto.de>
Source record: 173086

In <1995Jan16.194222.17722@nomina.lu.se> PerOlof Bengtsson wrote:

>I read in a Swedish Atari Usergroups magazine that using a VGA monitor instead
>of the sm124, could, in somecases, damage the monitor.
>Is this true?

Hmmm, if things go really bad, it _might_ happen. When the monitor doesn't
sync to the signal properly, some parts of the monitor might wanna quit.

Just switch off the moni quickly if yu encounter any problems, and you'll be
fine.

>And Hendr!K, could you send those frequenses to me by mail, please?

Underway ... ;-)

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

785. Re: Atari Linux Version?

Newsgroup: comp.sys.atari.st
Date: 1995-01-17 22:36:22 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FARWDBZOUP@galaxy.teuto.de>
Source record: 173087

In <3fe17o$hr3@aggedor.rmit.EDU.AU> Glenda Moon wrote:

>Is there a version of Linux available for the Atari?
>If so, where can i get it?

A complete distribution on CD is coming soon.

Some stuf is already on the /alpha/-CD. Dunno about ftp-sites. Someone?

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

786. Re: Lynx Browser for Atari

Newsgroup: comp.sys.atari.st
Date: 1995-01-17 22:58:12 UTC
From: henk@elrond.Simplex.NL
Message-ID: <FARWACWEUp@elrond.Simplex.NL>
Source record: 173084
Cross-posted to: comp.sys.atari.st,henk@elrond.Simplex.NL

In <D2IH2I.DIz@murdoch.acc.Virginia.EDU> John William Stanmeyer wrote :

>If your university offers a unix account/shell, sign up for one. They
>usually include a lynx program, plus many other internet goodies
>including telnet, ftp, gopher, veronica, archie, talk, irc, usenet, and
>of course good old email. Of course all of these are text based, what we
>really need is a mosaic program for the falcon and st line. Hmmmm....
>
> -John Stanmeyer
>
>--
>John Stanmeyer/jws4p@virginia.edu/504 Rugby Rd Ch'ville VA 22903/804-979-5457
>
Has anybody of you atarians seen slipknot on PC+MSDOS+WINDOWS.
As the name suggests it doesn't need SLIP, it just uses a login
at a UNIX-host wich has lynx and gives about the same as Mosaic
or Netscape! Why could that not be done on an ST+TOS+GEM ??

Henk

--
Henk van der Griendt, Student Library Sciences
Dordrecht Email: henk@elrond.Simplex.NL or
The Netherlands griendt@Simplex.NL

787. ATARI 800 for sale

Newsgroup: comp.sys.atari.st
Date: 1995-01-18 02:42:00 UTC
From: wgriffin@baste.magibox.net
Message-ID: <D2Ky63.Fx6@chaos.magibox.net>
Source record: 173088

ATARI 800 with 2 percom drives. $50 plus shipping

788. Re: Help wanted with SPECTRE GCR

Newsgroup: comp.sys.atari.st
Date: 1995-01-18 02:47:01 UTC
From: Biker Bob <bikerbob@wchat.on.ca>
Message-ID: <3fhvf5$jtj@alpha.netaccess.on.ca>
Source record: 173089

> Greetings all this is my fist post on the NET.
>
>
> Wow... Anyway I am trying to set up my Spectre to print to my AppleLaserwritter II through the serial port.
> There is one program that I got off of CIS called DMM56... This is supposed to allow me to change either
> the LaserWritter ICon ver.5.2 or 6.1 to handle serial communactions.
>
> My problem is that I have ver. 3.4 of system 7 installer but it will not recognize the installer files that were in the DMM56
> archive as legal installer files.... either will system 6.08 which is what I am running.
>
> Anyone know what to do with this???
>
> Or any other ways of getting a LaserWritter II to print DIRECT with the Apple applications?
>
> Thanks..
>
> Bob..
>
>
HELLO??? Really there has to be other Spectre GCR users with Internet access... Can no one give me some idea of what to do here.

I really could use some help!

Biker Bob@wchat.on.ca

789. Re: Mac MagiC?

Newsgroup: comp.sys.atari.st
Date: 1995-01-18 04:22:50 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3fi52q$ink@golem.wcc.govt.nz>
Source record: 173091

] Yes, but will it run on your machine??? Warp is nearly DM 250 over here, BT

Any Germans want to buy Warp from me, I'll sell it to you for 200DM! :)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.
You can only leave if you're crazy, and since you ask, you can't be crazy!
Catch-22

790. NVDI 3.x vs. SpeedoGDOS and NVDI 2.51

Newsgroup: comp.sys.atari.st
Date: 1995-01-18 04:57:46 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FASEFEUQUp@warpcon.ersys.edmonton.ab.ca>
Source record: 173090

Can anyone tell me if it is possible to disable the font
abilities of NVDI 3.x without disabling NVDI? I would upgrade my
2.51, but I'm not a real fan of *having* NVDI load the fonts when
I want to conserve memory, and using SpeedoGDOS and NVDI 2.51
works fine in that case. Any help much appreciated.

Leslie

--
-- --
leslieh@warpcon.ersys.edmonton.ab.ca
Anyone know where I can get concise instructions on setting MinixFS?
Moo, eh?
-- --

791. Re: Linux Vs Minix

Newsgroup: comp.sys.atari.st
Date: 1995-01-18 05:46:59 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1995Jan18.054659.197892@zeus.aix.calpoly.edu>
Source record: 173092

rmccall@mcs.dundee.ac.uk (Rod McCall) stated:
>What advantages does running Linux have over running MiNT + Minix FS?
>
>Rod
>

The advantage is that you *should* be able to compile programs from the
X86 version of Linux and use them on your Atari... essentially stalling
the rate at which your computer is turning obsolete :)

*steve

--
arise from beneath the remains before schizophrenia and morbid visions
create the new chaos a.d.
I am putting together a WWW page for Sepultura, send email to contribute.
http://www.elee.calpoly.edu/~smiller

792. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-18 08:48:18 UTC
From: ianm@jolt.mpx.com.au
Message-ID: <3fikki$ebc@inferno.mpx.com.au>
Source record: 173093

```
: Hutch writes:
: >Ah, c'mon guys, can't we lay off Roger for awhile and let this thing die?
: >
: >After all... he'll think we don't love him anymore. :)

Why get all bitter and twisted about this people? Just put Roger in your
kill file like the rest of us and RELAX!

While I recall that he sometimes said some useful things, I really don't
miss his carping input...

---
_--_|\ |
/ \ Ian Mackereth | His .sig bore this strange device:
\_.--._/ |
v | "Excelsior!"
```

793. Re: HD Won't autoboot

Newsgroup: comp.sys.atari.st
Date: 1995-01-18 08:51:24 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-180195085125@ngalm099.gal.nt.com>
Source record: 173094

> Van Snyder (vsnyder@math.jpl.nasa.gov) wrote:
> : I'm running TOS 1.04 on a 4 1/2 MB 520 ST. I have a CDC 81 MB ESDI drive
> : connected by way of Berkeley Microsystems BMS-100 ACSI <-> SCSI adapter, and
> : Emulex MD-21 SCSI <-> ESDI adapter.
>
> : Now, Supra's software says HD Boot is enabled, and the other utilities that
> : look at the partition table and boot sector agree. But it still doesn't
> : autoboot. The light flashes twice on the HD, then the machine goes after
> : A: to load something. It just sits there until I shove in a diskette

This sounds like a problem I had when I first got my Supra adapter & found
that the the HD would not autoboot.At the time, I was using a setup like
this:

Supra Adapter---> Xebec SCSI to MFM adapter ----> Old PCtype MFM Drive.

I could autoboot from the floppy, but not the drive.
The problem was solved when I used SCSI drives, but I remember reading
about some old drives not having the capability to autoboot, or the MFM
adapter would not be able to boot.
--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

794. Re: Pro music made with Ataris

Newsgroup: comp.sys.atari.st
Date: 1995-01-18 10:17:16 UTC
From: sbrown@cee.hw.ac.uk
Message-ID: <D2LJ8s.GME@cee.hw.ac.uk>
Source record: 173095

I seem to recall a song which mentioned Atari in the lyrics. I think it was the bloke from Beats International with some other geezer, it was a version of Blame It On The Boogie. The line in question went something like 'wait 'til I reset the Atari'. I've got it on some compilation album at home so I may be able to confirm this later...

+---+
| Stuart Brown BSc Computer Science IV, Heriot-Watt University |
| e-mail: sbrown@cee.hw.ac.uk WWW: http://www.cee.hw.ac.uk/~sbrown/ |
+---+

795. Re: Mac MagiC?

Newsgroup: comp.sys.atari.st
Date: 1995-01-18 10:23:06 UTC
From: d93rkr@t.hfb.se
Message-ID: <d93rkr.790424586@txfs1.hfb.se>
Source record: 173096

In <3f9u9l$3u2@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>>The price is 300,- DM.

>Gee I can buy a real OS (Warp) for 1/2 that price here.....

Gee I can GET a real OS (Linux) For free.....

>***
>* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
>* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
>***

[GO AWAY PLEASE!]

//Robert
--
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
University of Borlange, Sweden _/ _/ _/ _/ _/ _/ _/ _/ STm
tel: +46-(0)70 5718622 _/_/_/ _/ _/_/_/ _/_/ _/ STe
http://tpx5.hfb.se:8000/~d93rkr _/ _/ _/ _/ _/ _/ _/ _/ F-030

796. Mupfel

Newsgroup: comp.sys.atari.st
Date: 1995-01-18 15:04:31 UTC
From: forden@antelope.cs.man.ac.uk
Message-ID: <FORDEN.95Jan18150431@antelope.cs.man.ac.uk>
Source record: 173097

I've been trying out the Mupfel shell recently to see if it provides me with the capabilites I'm looking for. So far it seems pretty reliable, however, I was wondering is it possible to use '/' as directory separators, or must the default '\' be used. I know this may seem like a trivial gripe but old habits are hard to break.

Thanks in advance,

Nick.
-----

797. Re: GUI Interface

Newsgroup: comp.sys.atari.st
Date: 1995-01-18 16:10:34 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3fjehq$qdi@dux.dundee.ac.uk>
Source record: 173098

Ben Willcox (ben@sv.span.com) wrote:
: In article <3f6d7r$188@dux.dundee.ac.uk>,
: Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:

: >It strikes me that while the Atari has a reaonable to good range
: >of software what it lacks is a good, nice easy to look at GUI.
: >Did atari ever include a tool bar in TOS?

: And just what would you want this 'tool bar' to do?
: Do you mean something like the 'Desk' menu, where we can load any
: 'tools' (accessories) we like? Hey, just a minute - bloody hell, what's
: this at the top left of my screen.....

By a toolbar I mean a graphical menu which has all the most used options
for that program, availble simply by clicking on that button. For example
in a worldprocessor things such as underline, bold, jusfity, load, save
, print. That sort of stuff. Yes sure a keypress is faster but when you
compare the GUI with Windoze you realise that small things like toolbars
make quite a bit of difference.

Rod

--

==
| Roderick McCall : 3nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ Atari Falcon 030 4/65 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "I'll be back, sometime, someplace, somewhere ..." |
|==

"Oh and good luck against those elephants!"

798. Re: Help wanted with SPECTRE GCR

Newsgroup: comp.sys.atari.st
Date: 1995-01-18 16:32:50 UTC
From: thopman@uoguelph.ca
Message-ID: <3fjfri$i9e@ccshst05.cs.uoguelph.ca>
Source record: 173099

Biker Bob (bikerbob@wchat.on.ca) wrote:
: > Wow... Anyway I am trying to set up my Spectre to print to my AppleLaserwritter II through the serial port.
: > There is one program that I got off of CIS called DMM56... This is supposed to allow me to change either
: > the LaserWritter ICon ver.5.2 or 6.1 to handle serial communactions.
: >
: > My problem is that I have ver. 3.4 of system 7 installer but it will not recognize the installer files that were in the DMM56
: > archive as legal installer files.... either will system 6.08 which is what I am running.
: >
: > Anyone know what to do with this???
: >
: > Or any other ways of getting a LaserWritter II to print DIRECT with the Apple applications?
: HELLO??? Really there has to be other Spectre GCR users with Internet
: access... Can no one give me some idea of what to do here.
Probably because not many people _have_ a LaserWriter they're trying to hook up to their ST.

Anyway, all the system installer (for 6.07 at least) does is copy files to your system folder. Assuming that your LaserWriter driver is completely unarchived, you should just be able to copy it to the System folder, and everything should work fine. Assuming of course, that's where it's supposed to go (put it there if it's System Document or some such type).

THeo

799. Apex Media Software

Newsgroup: comp.sys.atari.st
Date: 1995-01-18 16:41:06 UTC
From: ac382@freenet3.carleton.ca
Message-ID: <D2M10I.7tu@freenet.carleton.ca>
Source record: 173100

I have been playing around with the oficial Apex Media demo and
have to say I am quite impressed. The speed of the image loading is
excellent as is the interface. It is a snap to jump right into the program
even without a manual. The most impressive feature is the morphing studio
which is very easy to use and quite fast for the results it gives IMHO.
The program works flawlessly on both RGB and VGA monitors. Apex starts and
exits perfectly from any Blowup rez.

I think this program is a must have for any Falcon owner who
doesn't have a decent art package. If you have a Falcon and haven't picked
this demo up yet I highly recommend you do so. The ZIP file is ~550K and
can be found on micros.hensa (ftp/www).

--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

800. Re: WWW browser for TOS?

Newsgroup: comp.sys.atari.st
Date: 1995-01-18 17:16:16 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <3fjid0$n9s@infa.central.susx.ac.uk>
Source record: 172951

Annius Groenink (avg@cwi.nl) wrote:
: gert@ttgk.textlitho.nl (Gert van der Knokke) writes:

: >Any ideas where to get the X for the Atari (TT)

: >I've got Linux up and running on the TT, still don't know how to get the
: >serial ports to work though... (or keep the lp0 from generating 'kernel
: >panics')

: Isn't is time for a full distribution in the spirit of Slackware?
: I.e., something moderately easy to install? One of the reasons
: I never really got into MiNT for example is because it is such
: a mess. Let's not make that mistake again with Linux...

: If there was a nice full distribution I'd install Linux on my
: TT *today*.

Setting-up off CD onto my PC wasn't without its pitfalls! It's almost as
though people don't want you using there software!

Steve,

--

Steven Constantine:

i-DX2-66 : 8Mb Ram : 946Mb HD: Soundblaster 16 : Creative CD-ROM

.....sporting a rather tasteful unix-thingie...'L' something....

801. SUPER BOMBERMAN, last demo version

Newsgroup: comp.sys.atari.st
Date: 1995-01-18 17:19:40 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <3fjijc$mi1@vishnu.jussieu.fr>
Source record: 172952

It is downloadable from ftp.cnam.fr, and hopefully, ftp.uni-kl.de

MB.

802. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-18 17:20:05 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <3fjik5$ne9@infa.central.susx.ac.uk>
Source record: 172953

The Tibetian Traveller (garnet@fred.net) wrote:
: blade01@pplnet.com wrote:

: : Yes, one can get used to haning, if one hangs long enough. Doesn't make
: : it much more fun, though.

: I always thought that if you hang long enough you die. Can't see myself
: getting used to death.
: --
:

Don't tell Sheppard though.....Sssccchhhh!

Steve

803. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-01-18 17:38:14 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FASSBCVAUP@galaxy.teuto.de>
Source record: 172954

In <FAPDAHURUP@dksoft.ping.dk> Kim Andersen wrote:

>>No don't blame any one, how come the NeXt and the Amiga has gone that way to,
>>and they were far better computers...
>I'm not sure what happened to the NeXt machine, it just dissapeared. As

Steven Jobs sold all the right of the hardware (to Cannon IIRC). The only make
the NeXT.STEP OS nowadays. GREAT stuff. Available for PC, NeXT, and HP/SUN
coming soon.

>You may be right. I don't know about any Acorn machines, and i really don't
>want to either, (at least not before i'm sure the atari is dead).

I'm sure Roger's going to comment on this one ...

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

804. Re: SCSI port. speed of in FALCON.?

Newsgroup: comp.sys.atari.st
Date: 1995-01-18 17:45:48 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FASSBCVDUP@galaxy.teuto.de>
Source record: 172955

In <ftn_2.200.128.0_f1b4d324_Lars.Reynold@ct.se> Lars Reynold wrote:

>Infact the Swedish distrbutor of Steinberg Cubase Audio for Falcon highly
>recommedn Quantum Empire 1080 and 2000! I know quite many that runs it and
>belive me, it works!!! I run a ProDrive 1800S myself and never had problems!

Please read the post from Steffen Engel about this. I'm certainly not making
this up. And Steffen (what an angel ;-) is definetely the best qualified man
to make an issue of it.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

805. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-01-18 17:58:14 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FASSBCVGUP@galaxy.teuto.de>
Source record: 172956

In <FARFBIURUP@dksoft.ping.dk> Kim Andersen wrote:

>HM> If 2B were broke, nothing would be available anymore!!
>Something better would appear.

ROTFL.

What and from whom? Di you think a complete OS just falls out of a tree or something? Thats a lot of manhours in there.

>HM> Claus' is 100 % right. Period.
>Thats your opinion, and not mine.

Claus' nows the situation better than both of us. He's done a lot in the ST-scene a couple of years ago. He has the inside-look, we do not have.

>HM> Nonsense. NVDI isn't part of Mag!C.
>If it isn't, then Magic isn't as good as they claim it will be.

You are referring to "they". Who are "they"? I haven't seen _any_ *official* statements about Mag!C3 from any of the folks related to this project. Do you? Nah, I don't think so. And I've even talked to Winfried Behne a few times over the last couple of weeks.

>HM> There are no "new" computers made by Atari any more. Only Games-consoles.
>The Falcon is indeed newer than the ST.

The bird is newer, all right. Still outdated, though.

>HM> That's at least 3 years ago. And it was outdated the moment it hit the
>Not true. If you cared to look at Cubase Audio, you'll understand what i

Do you think a 16MHZ 6030 is still state of the art? What has CA to do with a hardware being modern and up to date?

>mean.. With Steinberg yout have exactly what i'm looking for, people who
>really support the machine.

Tha has nothing to do with the outdated hardware of the Falcon. Sure, lots of great software is available.

>But you probably prefere we stay with the good old ST, which in your opinion
>is not outdated. To be honest, i can't really follow your meaning.

???

I can work satisfyingly with my MegaSTE. Sure it is outdated. So what? I was not he one whining about no further developments from Atari. And I most certainly won't buy _any_ Atari-clones as well. Too expensive.

A decent PPC-equipped clone with PCI-bus, built under the CHRP-specs will be
my choise for the future.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

806. Re: Atari Linux Version?

Newsgroup: comp.sys.atari.st
Date: 1995-01-18 18:01:52 UTC
From: michi@pluto.ping.de
Message-ID: <H.ekBL.e&OFheygP&E@pluto.ping.de>
Source record: 172924

Hi,

In <FARWDBZOUP@galaxy.teuto.de>, neptune@galaxy.teuto.de (Hendrik Mylius) writes:

> A complete distribution on CD is coming soon.
>
> Some stuf is already on the /alpha/-CD. Dunno about ftp-sites. Someone?
>

Here is the list of the linux-68k files on ftp://ftp.fu-berlin.de/atari:

```
./linux:
total 9
drwxrwxr-x 7 vicari upload 512 Dec 15 10:58 ./
drwxrwxr-x 12 vicari ftp-adm 512 Jan 13 15:03 ../
drwxrwxr-x 8 vicari upload 1536 Nov 17 11:43 binaries/
drwxrwxr-x 2 vicari upload 512 Dec 15 10:58 doc/
drwxrwxr-x 2 vicari upload 512 Dec 7 15:28 filesystems/
drwxrwxr-x 6 vicari upload 512 Nov 28 17:24 kernel/
drwxrwxr-x 2 vicari upload 512 Jan 13 14:09 x11/

./linux/binaries:
total 11
drwxrwxr-x 8 vicari upload 1536 Nov 17 11:43 ./
drwxrwxr-x 7 vicari upload 512 Dec 15 10:58 ../
drwxrwxr-x 2 vicari upload 512 Dec 14 13:47 file-utils/
drwxrwxr-x 2 vicari upload 1024 Dec 14 13:47 gnu/
drwxrwxr-x 2 vicari upload 512 Dec 9 16:49 man/
drwxrwxr-x 2 vicari upload 512 Jan 10 16:52 misc/
drwxrwxr-x 2 vicari upload 512 Nov 17 11:32 shells/
drwxrwxr-x 2 vicari upload 512 Dec 14 13:47 utils/

./linux/binaries/file-utils:
total 2216
drwxrwxr-x 2 vicari upload 512 Dec 14 13:47 ./
drwxrwxr-x 8 vicari upload 1536 Nov 17 11:43 ../
-rw-rw-r-- 1 vicari upload 687382 Dec 7 14:22 binutils-2.4.tar.gz
-rw-rw-r-- 1 vicari upload 58778 Nov 15 17:13 fileutils-3.9.tar.gz
-rw-rw-r-- 1 vicari upload 36821 Nov 15 17:13 find-3.8.tar.gz
-rw-rw-r-- 1 vicari upload 4916 Nov 11 15:30 fsck.minix.z
-rw-rw-r-- 1 vicari upload 29250 Nov 11 15:31 fstools.tar.z
-rw-rw-r-- 1 vicari upload 27286 Dec 7 14:24 grep-2.0.tar.gz
-rw-rw-r-- 1 vicari upload 89415 Dec 7 14:35 ld-2.5.2.gz
-rw-rw-r-- 1 vicari upload 353 Nov 11 15:32 ld.diffs.shlib.z
-rw-rw-r-- 1 vicari upload 24351 Nov 15 17:14 less-177.tar.gz
-rw-rw-r-- 1 vicari upload 22757 Nov 15 17:14 lha-1.00.tar.gz
```

```
-rw-rw-r-- 1 vicari upload 40747 Nov 15 17:15 tar-1.11.2.tar.gz
-rw-rw-r-- 1 vicari upload 107855 Nov 15 17:15 textutils-1.9.tar.gz

./linux/binaries/gnu:
total 11643
drwxrwxr-x 2 vicari upload 1024 Dec 14 13:47 ./
drwxrwxr-x 8 vicari upload 1536 Nov 17 11:43 ../
-rw-rw-r-- 1 vicari upload 92539 Nov 15 17:11 bison-1.22.tar.gz
-rw-rw-r-- 1 vicari upload 1416437 Dec 7 14:42 cross.i486-linux.m68k-linux.tar.gz
-rw-rw-r-- 1 vicari upload 40156 Dec 8 09:45 cross.m68k-linux.m68k-tos.tar.z
-rw-rw-r-- 1 vicari upload 77459 Nov 15 17:13 flex-2.4.6.tar.gz
-rw-rw-r-- 1 vicari upload 656 Nov 11 15:31 gas-2.2.changes.z
-rw-rw-r-- 1 vicari upload 397617 Nov 11 15:31 gas-2.2.linux.tar.z
-rw-rw-r-- 1 vicari upload 346626 Nov 15 17:13 gas-2.3.tar.gz
-rw-rw-r-- 1 vicari upload 197312 Nov 15 17:13 gawk-2.15.4.tar.gz
-rw-rw-r-- 1 vicari upload 1895442 Nov 15 17:14 gcc-2.5.8.tar.gz
-rw-rw-r-- 1 vicari upload 332830 Nov 11 15:32 gdb-linux.z
-rw-rw-r-- 1 vicari upload 3381 Nov 11 15:32 gdb.newdiffs.z
-rw-rw-r-- 1 vicari upload 641230 Nov 15 17:14 groff-1.09.tar.gz
-rw-rw-r-- 1 vicari upload 244736 Nov 28 18:22 gtar10.lha
-rw-rw-r-- 1 vicari upload 67 Nov 28 18:22 gtar10.lha.readme
-rw-rw-r-- 1 vicari upload 45387 Nov 15 17:14 gzip-1.2.4.tar.gz
-rw-rw-r-- 1 vicari upload 51151 Nov 21 17:23 m4-1.1.tar.gz
-rw-rw-r-- 1 vicari upload 2575 Nov 11 15:32 m68k-linux.gcc.diffs.z
-rw-rw-r-- 1 vicari upload 145437 Nov 15 17:14 make-3.70.tar.gz
-rw-rw-r-- 1 vicari upload 21944 Nov 15 17:15 patch-2.1.tar.gz

./linux/binaries/man:
total 3766
drwxrwxr-x 2 vicari upload 512 Dec 9 16:49 ./
drwxrwxr-x 8 vicari upload 1536 Nov 17 11:43 ../
-rw-rw-r-- 1 vicari upload 1554743 Nov 15 17:14 info_pages.tar.gz
-rw-rw-r-- 1 vicari upload 25553 Nov 15 17:14 man-1.0.tar.gz
-rw-rw-r-- 1 vicari upload 345276 Nov 15 17:15 man_pages.tar.gz

./linux/binaries/misc:
total 11180
drwxrwxr-x 2 vicari upload 512 Jan 10 16:52 ./
drwxrwxr-x 8 vicari upload 1536 Nov 17 11:43 ../
-rw-rw-r-- 1 vicari upload 22548 Nov 15 17:11 cpio-2.3.tar.gz
-rw-rw-r-- 1 vicari upload 16091 Dec 7 14:23 cron-2.1.tar.gz
-rw-rw-r-- 1 vicari upload 16052 Nov 15 17:12 cron.tar.gz
-rw-rw-r-- 1 vicari upload 56301 Nov 15 17:12 elvis-1.7.tar.gz
-rw-rw-r-- 1 vicari upload 28698 Nov 15 17:12 emacs-19.22-bits.tar.gz
-rw-rw-r-- 1 vicari upload 2434961 Nov 15 17:12 emacs-19.22-core.tar.gz
-rw-rw-r-- 1 vicari upload 1738764 Nov 15 17:13 emacs-19.22-lisp.tar.gz
-rw-rw-r-- 1 vicari upload 28768 Nov 15 17:14 indent-1.9.1.tar.gz
-rw-rw-r-- 1 vicari upload 401743 Nov 15 17:14 jed.tar.gz
-rw-rw-r-- 1 vicari upload 19194 Dec 7 14:36 minhan.lha
-rw-rw-r-- 1 vicari upload 220313 Nov 15 17:15 perl-4.036.tar.gz
-rw-rw-r-- 1 vicari upload 23058 Nov 15 17:15 sed-2.03.tar.gz
```

```
-rw-rw-r-- 1 vicari upload 1445 Jan 5 13:46 swi-pl-1.9.3.bin.README
-rw-rw-r-- 1 vicari upload 465629 Jan 5 13:46 swi-pl-1.9.3.bin.tar.gz
-rw-rw-r-- 1 vicari upload 238617 Nov 15 17:15 texinfo-3.1.tar.gz
-rw-rw-r-- 1 vicari upload 5116 Nov 15 17:15 uuencode-1.0.tar.gz

./linux/binaries/shells:
total 663
drwxrwxr-x 2 vicari upload 512 Nov 17 11:32 ./
drwxrwxr-x 8 vicari upload 1536 Nov 17 11:43 ../
-rw-rw-r-- 1 vicari upload 66023 Nov 15 17:15 shellutils-1.9.tar.gz
-rw-rw-r-- 1 vicari upload 141193 Nov 15 17:15 tcsh-6.04.tar.gz
-rw-rw-r-- 1 vicari upload 389 Nov 15 17:15 zsh231.readme.gz
-rw-rw-r-- 1 vicari upload 129485 Nov 15 17:15 zsh231.tar.gz

./linux/binaries/utils:
total 633
drwxrwxr-x 2 vicari upload 512 Dec 14 13:47 ./
drwxrwxr-x 8 vicari upload 1536 Nov 17 11:43 ../
-rw-rw-r-- 1 vicari upload 64225 Nov 14 16:10 as-linux.z
-rw-rw-r-- 1 vicari upload 78181 Nov 15 17:12 diffutils-2.6.tar.gz
-rw-rw-r-- 1 vicari upload 679 Nov 14 16:10 ext2-util.diff.z
-rw-rw-r-- 1 vicari upload 100674 Nov 15 17:13 ext2fs0.5a.tar.gz
-rw-rw-r-- 1 vicari upload 13039 Nov 14 16:10 fsck.ext2.z
-rw-rw-r-- 1 vicari upload 702 Nov 11 15:32 minix-util.diff.z
-rw-rw-r-- 1 vicari upload 6180 Nov 11 15:32 mkfs.ext2.z
-rw-rw-r-- 1 vicari upload 3220 Nov 11 15:32 mkfs.minix.z
-rw-rw-r-- 1 vicari upload 646 Nov 14 16:10 specs.shar.z
-rw-rw-r-- 1 vicari upload 15166 Nov 15 17:15 sysklogd1.2.tar.z
-rw-rw-r-- 1 vicari upload 35982 Nov 11 15:33 tools-m68k.tar.z

./linux/doc:
total 33
drwxrwxr-x 2 vicari upload 512 Dec 15 10:58 ./
drwxrwxr-x 7 vicari upload 512 Dec 15 10:58 ../
-rw-r--r-- 1 vicari upload 15493 Dec 15 10:58 linux68k.install

./linux/filesystems:
total 13600
drwxrwxr-x 2 vicari upload 512 Dec 7 15:28 ./
drwxrwxr-x 7 vicari upload 512 Dec 15 10:58 ../
-rw-rw-r-- 1 vicari upload 406683 Dec 7 14:45 new-filesys.gz
-rw-rw-r-- 1 vicari upload 790911 Dec 7 14:48 root.tar.gz
-rw-rw-r-- 1 vicari upload 5763904 Dec 7 15:15 usr.tar.gz

./linux/kernel:
total 6
drwxrwxr-x 6 vicari upload 512 Nov 28 17:24 ./
drwxrwxr-x 7 vicari upload 512 Dec 15 10:58 ../
drwxrwxr-x 2 vicari upload 512 Dec 9 16:50 binaries/
drwxrwxr-x 2 vicari upload 512 Nov 28 18:03 doc/
drwxrwxr-x 2 vicari upload 512 Nov 30 14:02 lib/
drwxrwxr-x 2 vicari upload 512 Nov 30 14:03 src/
```

```
./linux/kernel/binaries:
total 648
drwxrwxr-x 2 vicari upload 512 Dec 9 16:50 ./
drwxrwxr-x 6 vicari upload 512 Nov 28 17:24 ../
-rw-rw-r-- 1 vicari upload 18457 Dec 7 14:30 ataboot-0.4.gz
-rw-rw-r-- 1 vicari upload 6384 Nov 11 15:17 bootstrap-1.8.z
-rw-rw-r-- 1 vicari upload 305103 Nov 28 18:05 vmlinux-0.9pl4.z

./linux/kernel/doc:
total 22
drwxrwxr-x 2 vicari upload 512 Nov 28 18:03 ./
drwxrwxr-x 6 vicari upload 512 Nov 28 17:24 ../
-rw-rw-r-- 1 vicari upload 1410 Nov 14 15:59 ANNOUNCE-0.9pl3.gz
-rw-rw-r-- 1 vicari upload 923 Nov 28 18:03 ANNOUNCE-0.9pl4.z
-rw-rw-r-- 1 vicari upload 303 Nov 14 15:59 CONTENTS.gz
-rw-rw-r-- 1 vicari upload 5987 Nov 14 15:59 FAQ.gz
-rw-rw-r-- 1 vicari upload 96 Nov 14 15:59 README.040.gz
-rw-rw-r-- 1 vicari upload 211 Nov 14 15:59 README.gz

./linux/kernel/lib:
total 1787
drwxrwxr-x 2 vicari upload 512 Nov 30 14:02 ./
drwxrwxr-x 6 vicari upload 512 Nov 28 17:24 ../
-rw-rw-r-- 1 vicari upload 272 Nov 11 15:15 crt0.o.z
-rw-rw-r-- 1 vicari upload 55452 Nov 11 15:15 ld.so-1.4.1.tar.z
-rw-rw-r-- 1 vicari upload 385130 Nov 11 15:15 libc-4.5.19.tar.z
-rw-rw-r-- 1 vicari upload 273780 Nov 11 15:15 libc-4.5.26.tar.z
-rw-rw-r-- 1 vicari upload 198110 Nov 11 15:15 libs.tar.z

./linux/kernel/src:
total 7910
drwxrwxr-x 2 vicari upload 512 Nov 30 14:03 ./
drwxrwxr-x 6 vicari upload 512 Nov 28 17:24 ../
-rw-rw-r-- 1 vicari upload 107805 Nov 11 15:23 ash.tar.z
-rw-rw-r-- 1 vicari upload 677 Nov 11 15:24 ext2fs0.5a.diffs.z
-rw-rw-r-- 1 vicari upload 194268 Nov 11 15:24 fileutils-3.6.tar.z
-rw-rw-r-- 1 vicari upload 360 Nov 11 15:24 gvpscsi.README
-rw-rw-r-- 1 vicari upload 8092 Nov 11 15:24 gvpscsi.patch.z
-rw-rw-r-- 1 vicari upload 146560 Nov 11 15:24 inc-4.5.26.tar.z
-rw-rw-r-- 1 vicari upload 205707 Nov 11 15:24 inc-linux.tar.z
-rw-rw-r-- 1 vicari upload 933147 Nov 11 15:25 libc-4.5.26.tar.z
-rw-rw-r-- 1 vicari upload 1028162 Nov 11 15:26 libc-linux.tar.z
-rw-rw-r-- 1 vicari upload 16960 Nov 11 15:27 libgcc.tar.z
-rw-rw-r-- 1 vicari upload 929715 Nov 11 15:22 linux-0.9.tar.z
-rw-rw-r-- 1 vicari upload 3506 Nov 11 15:22 linux-0.9pl1.diffs.z
-rw-rw-r-- 1 vicari upload 66627 Nov 11 15:22 linux-0.9pl2.diffs.z
-rw-rw-r-- 1 vicari upload 154104 Nov 11 15:22 linux-0.9pl3.diffs.z
-rw-rw-r-- 1 vicari upload 109098 Nov 28 18:06 linux-0.9pl4.diffs.z
-rw-rw-r-- 1 vicari upload 4452 Nov 11 15:22 mkfs.minix.c.z
-rw-rw-r-- 1 vicari upload 1206 Nov 11 15:22 quick_aga_fix.diffs.z
-rw-rw-r-- 1 vicari upload 134119 Nov 11 15:22 utile-1.5.tar.z
```

```
./linux/x11:
total 4877
drwxrwxr-x 2 vicari upload 512 Jan 13 14:09 ./
drwxrwxr-x 7 vicari upload 512 Dec 15 10:58 ../
-rw-rw-r-- 1 vicari upload 132 Jan 13 14:08 CONTENTS
-rw-rw-r-- 1 vicari upload 416 Jan 13 14:06 CONTENTS.1
-rw-rw-r-- 1 vicari upload 801286 Jan 13 14:09 X-binaries.tar.gz
-rw-rw-r-- 1 vicari upload 391 Jan 13 14:06 X-devices.tar.gz
-rw-rw-r-- 1 vicari upload 29879 Jan 13 14:06 X-kernel-patches.tar.gz
-rw-rw-r-- 1 vicari upload 691743 Jan 13 14:09 X-libs.tar.gz
-rw-rw-r-- 1 vicari upload 870346 Jan 13 14:07 Xserver.tar.gz
-rw-rw-r-- 1 vicari upload 99599 Jan 13 14:07 xc-src.diff.gz
```

cu, michi
--
* Michael Plonus michi@pluto.ping.de *
* D-44143 Dortmund Michael_Plonus@do2.maus.ruhr.de *
* Germany *

807. Re: Mac MagiC?

Newsgroup: comp.sys.atari.st
Date: 1995-01-18 18:05:16 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FASSBCVJUP@galaxy.teuto.de>
Source record: 172957

In <3fg990$8cs@golem.wcc.govt.nz> Roger Sheppard.. wrote:

>Hendrik do you continue to Insult me or are you again going to complain to my

Well, um, ahh, ok, sorry.

>Postmaster like you did last time, and might I add make a complete ass of your

Whatever you say, pal. Go ahead complain. I don't care.

>NO! I post facts all you can do is insult people....!!!

I your mail about the prices of Warp and MM there were no facts _whatsoever_!

I gave a couple of good reasons for the pricing. You obviously do not have anything with structure to contribute to this matter.

[...]

Nah, didn't think so ...

>TEENAGE SIG REMOVED...

Others think its cute. Some already pirated it.

>A good sign of a Teenager, or one with a teenage mind...

I'm 27 Roger. Well educated and I do not use either GFA-Basic or STOS. And yes, I do have a social life.

I think you're and old man, slowly getting senile. Have you picked your toombstone yet?

Sorry folx, no sig today.

808. Re: Atari shows

Newsgroup: comp.sys.atari.st
Date: 1995-01-18 18:14:14 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FASSBCVMUP@galaxy.teuto.de>
Source record: 172958

In <3fga1o$huk@whitbeck.ncl.ac.uk> Craig Graham wrote:

>reading a german mag make me very European & liberal
>- unlike the rest of us ignorant englishmen :)

Well said ;-)

>Anyone care to suggest a good german mag to subscribe to ?

The only _decent_ mag is the ST-Computer:

Subsciber's service:

PSH Medienvertriebs GMBH
Georgenstrasse 38b
D-64297 Darmstadt

Phone +49-6151-947723
Fax +49-6151-947725/947718

Price within Germany 80,-- DM/year, Europe 130,-- DM/year. Air-Mail to other countries 238,-- DM/year.

And there is the newly formed Atari-Inside, but I wouldn't consider this mag as a decent one.

809. How connect MFM HDD to STE?

Newsgroup: comp.sys.atari.st
Date: 1995-01-18 19:25:19 UTC
From: freddy@ccsun.tuke.sk
Message-ID: <3fjpuv$dnc@ccnews.ke.sanet.sk>
Source record: 172959

```
Hi!
I've got 40 Mb harddisk with MFM system.Please,somebody can help me with
connecting it to STE?
Thx!
```

810. Get past bear in Ishar III?

Newsgroup: comp.sys.atari.st
Date: 1995-01-18 19:26:13 UTC
From: darmok@leland.Stanford.EDU
Message-ID: <3fjq0l$nj0@elaine38.Stanford.EDU>
Source record: 172960

Does anyone know how to get past the bear in the forest time zone in the Falc version of Ishar III? I don't feel like killing the poor guy (besides he's pretty buffed).

By the way I did try it with everyone wearing fur (which look like bear suits ;-). Do I need a spell? Does anybody have any clues as to wear the cauldron is? And where is the theatre?
Thanx!

811. Re: Word Processor ST

Newsgroup: comp.sys.atari.st
Date: 1995-01-18 20:08:31 UTC
From: sar@crash.cts.com
Message-ID: <D2MAMA.3Mq@crash.cts.com>
Source record: 172961

Same here. I've used Word Up, Word Writer, and of course First Word (Plus). All or too limited and too slow. Others I've seen look like something you'd see running on an 8088 IBM.

If anybody knows about a full GEM program that likes Magic!, please pot here or e-mail me.

THX - Scott - sar@cts.com

812. Re: Mac MagiC?

Newsgroup: comp.sys.atari.st
Date: 1995-01-18 20:43:10 UTC
From: alfasoldt@aol.com
Message-ID: <3fjugu$30s@newsbf02.news.aol.com>
Source record: 172962

> Does [NeoDesk 4] run under the Atari-Mag!C?

Yes.

Al Fasoldt, Systems Editor, Syracuse Newspapers

813. Has anyone used In Shape? Review?

Newsgroup: comp.sys.atari.st
Date: 1995-01-18 21:04:39 UTC
From: fender@intellimedia.com
Message-ID: <3fjvp7$7tp@metro.atlanta.com>
Source record: 172963

THE Storehouse of the Arcane

814. Re: JPEG viewers ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-18 21:12:57 UTC
From: alfasoldt@aol.com
Message-ID: <3fk08p$385@newsbf02.news.aol.com>
Source record: 172964

> Is there any JPEG viewers (color viewers) for my Ste ?
> I only have Speed Of Light 3.5 .

Imagecopy 3.52 supports dozens of graphics file formats, including JPEG.
It runs on all STs, the TT and the Falcon.

Al Fasoldt, Systems Editor, Syracuse Newspapers

815. Re: FS: Atari 1040STf

Newsgroup: comp.sys.atari.st
Date: 1995-01-18 21:43:56 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FASWCHUXUP@galaxy.teuto.de>
Source record: 172965

In <9501171606.AA02228@ilmen.lanl.gov> Hutch wrote:

[some sigs deleted]

>If he's going to copy someone's .sig, the least he could do is
>make it a 4-line one. :)

You couldn't resist this one, could you ;-)?)

Ciao

/Hendr!K/

816. WTB: Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-01-18 22:06:31 UTC
From: dat91fhu@ludat.lth.se
Message-ID: <3fk3d7$oc4@nic.lth.se>
Source record: 172966
Cross-posted to: comp.sys.atari.st,comp.sys.atari.tech

```
Falcon wanted, without monitor, 4 or 14Mb, with or without HD.
I'm going to use it for music production so I'm also interested
in Cubase Audio Falcon.

Send offer by E-mail to: dat91fhu@ludat.lth.se

/HUGO.
```

--
E-mail : dat91fhu@ludat.lth.se Tel : +46 (0)46 12 80 78
Snail-mail : Fredrik Hugosson, Ulrikedalsv�gen 2:U303, S-224 58 LUND
"There's 70 billion people on earth, where are they hiding?"
Cabaret Voltaire

817. Re: Spectre GCR and Slip connection

Newsgroup: comp.sys.atari.st
Date: 1995-01-18 22:21:28 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FASWCHWNUP@galaxy.teuto.de>
Source record: 172967

In <3fgs66$2nb@sirio.cineca.it> Francesco Zanichelli wrote:

>I was unable to get MacPPP to work on my Atari Mega ST 4 with
>Spectre GCR. It cannot see the modem port (greyed dialog in Control
>Panel document). Before trying with InterSLIP I would like
>to either have System 7 working on Spectre (high hopes) or
>find a System 6.0.5 compatible Mac WWW browser.

Wouldn't this MacPPP be too slow on an emulated 68k-MAC anyway? MOSAIC is a
real memory and performance hog.

A doubt there'll be any MAC-Emulator running System 7 at all.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

818. Re: JPEG viewers ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-19 00:13:10 UTC
From: cmothers@netcom.com
Message-ID: <cmothersD2MLxz.BB2@netcom.com>
Source record: 172968

Al Fasoldt (alfasoldt@aol.com) wrote:

: > Is there any JPEG viewers (color viewers) for my Ste ?
: > I only have Speed Of Light 3.5 .

: Imagecopy 3.52 supports dozens of graphics file formats, including JPEG.
: It runs on all STs, the TT and the Falcon.

: Al Fasoldt, Systems Editor, Syracuse Newspapers

But how can I buy Imagecopy 3.52, Last time I heard it was only at 3.51
and they didn't have it in the USA yet. I would love to get this program.
Also how much is the price for it. And where can I order it from?

Clifton Mothershed

819. Re: SCSI port. speed of in FALCON.?

Newsgroup: comp.sys.atari.st
Date: 1995-01-19 01:18:16 UTC
From: mdg@ukc.ac.uk
Message-ID: <549@stork.ukc.ac.uk>
Source record: 172969

In article <FAPSFDUUUP@galaxy.teuto.de> neptune@galaxy.teuto.de (Hendrik Mylius) writes:
:>In <ftn_2.200.128.0_f1765382_Lars.Reynold@ct.se> Lars Reynold wrote:
:>> HM> Cubase Audio doesn't work with some newer drives at all. It
:>> HM> uses some own low-level harddisk routines which cause
:>> HM> problems e. g. with a 1gig Quantum Empire. Bus-arbitration
:>>Cubase Audio does not do any low-level routines. The very big problem with some
>So, it does not, hmmh?

>It doesn't use GEMDOS and it doesn't use RWABS. Tell me which routine does it
>use to access the SCSI-drives, then?

the falcon xbios provides sector level TRAPs to read from scsi devices, the
xbios routines are called something like DMA_Read / DMA_Write, I think these
have been present since TOS 1.6. See the Atari Compendium for precise details.

>/Hendr!K/

Griff
--

820. Atari ST for sale!

Newsgroup: comp.sys.atari.st
Date: 1995-01-19 02:25:17 UTC
From: lombardo@herbie.unl.edu
Message-ID: <3fkiid$gb9@crcnis3.unl.edu>
Source record: 172970

For Sale:

* Atari 520stfm, 8 Mhz, 2.5 megs RAM, DSDD Disk Drive.
* SC1224 Color (RGB) Monitor
* Seagate 85mb hard drive in shoebox case with power supply and ICD SCSI adapter with built in clock.
* Beetle mouse (GREAT mouse)
* 1200 baud Hayes compatible modem
* Tons of software on the hard drive including Word Writer ST, Word Perfect 4.1, PageStream Desktop Publisher, GFA Basic 3.0, Gen ST (developers version), several pd terminal programs
* ST Replay sound digitizer with ST Replay 5 and 4.1 software

This computer has lasted me over 6 years. I hate to give it up because it is still a great system but I simply need to sell it. It is more capable than any mac classic and even most pc systems around and can still out perform them. It is a great word processor, desktop publisher, terminal, game system, and computer to learn programming on.

With the system, I will include all of the manuals I have on programming it in Assembly, C, and Basic. I have many of the Abacus books as well, including GEM Programmers Reference, Tips and Tricks, and ST Internals.

The best offer I receive will take the whole system.

Thanks for your time!

821. Re: Need to print off an St1040 in Sydney Australia

Newsgroup: comp.sys.atari.st
Date: 1995-01-19 06:15:19 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <xu2bBTn.johnhechtman@delphi.com>
Source record: 172971

Geoffrey Ebbs <ebbsg@ozemail.com.au> writes:

>Help! My printer is broken.
>I live in Balmain and want to print a whole heap of files from my ST1040
>but my printer is broken. Can anyone help? Either I can bring them round on disk
>and print them on your printer, or I need help converting them so
>a Mac or PC wordprocessor can read them. Cheers

Well, ya can't bring 'em round 'cuz I'm in NY - BUT - why not just borrow or
rent a IBM clone type parallel port printer? The 1040ST will output to MANY
Epson 24 pin on my Mega 4 right now! That
seems a lot easier than transferring all the files!

822. Upgrade path for my STE

Newsgroup: comp.sys.atari.st
Date: 1995-01-19 08:51:53 UTC
From: zap@eskimo.com
Message-ID: <D2n9yH.lz8@eskimo.com>
Source record: 172972

I have had my STE for several years and want to give it a new feel. I mostly use my system for telecommunicating and playing games but don't want to lock myself out of using MIDI applications down the road. I would like to purchase an accelerator either by AdSpeed or will consider others. I also thought about getting the 2.06 TOS since it would be easy to install on the STE. I admit to being completly confused about the differences between Geneva, MultiTOS, Mag!x, NVDI, and Warp 9. I want to be able to multi-task my telecommunication program and run compression tools at the same time such as arc, zoo and the like without crashing my system. I have 4 megs of ram which I rarely use but would like to sometime. I guess what I am asking is that if you were to contemplate upgrading your STE, what combination of elements would you use to get a faster, multi-tasking computer? I have Neo-Desk 3 installed and like it enough to upgrade but would consider another desktop if the icons had at least as good look with similar capabilities. In short, I want to play with my system, not sell it. Any help would be very much appreciated as I want to get the most for my upgrade dollars. Thanks in advance.

--

Randall Dale Spreadborough
internet: zap@eskimo.com
uucp: zap@eskimo.celestial.com

823. Re: Mac MagiC?

Newsgroup: comp.sys.atari.st
Date: 1995-01-19 11:30:06 UTC
From: djs@jet.uk
Message-ID: <1995Jan19.113006.19029@jet.uk>
Source record: 172973

In <3f9u9l$3u2@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>In article <3f4c5e$1do@reality.snafu.de>, joern@reality.snafu.de (Joern Mohr) writes:
>>Ben Bell (bjb@bigbox.demon.co.uk) wrote:
>>: I have heard that MagiC is being written to run on the Mac. Are there any
>>: details on the pricing of this?
>>
>>The price is 300,- DM.

>Gee I can buy a real OS (Warp) for 1/2 that price here.....

I must have missed something, Roger; I didn't realise that OS/2 Warp
let me run ST programs on a Mac.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

824. Re: Mac MagiC?

Newsgroup: comp.sys.atari.st
Date: 1995-01-19 11:57:42 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3flk3m$4n5@osiris.wu-wien.ac.at>
Source record: 172974

Hendrik Mylius (neptune@galaxy.teuto.de) wrote:
: In <3f9u9l$3u2@golem.wcc.govt.nz> Roger "Bonehead" Sheppard. wrote:

: >>: I have heard that MagiC is being written to run on the Mac. Are there any
: >>: details on the pricing of this?
: >>The price is 300,- DM.
: >Gee I can buy a real OS (Warp) for 1/2 that price here.....

But Warp doesn't run on the Acorn :-) On a side note, what does run on
the Acorn, Roger?

: >Way over priced, note, people out side Germany don't get near the same
: >wages....

Why would someone want to live outside Germany? (joke, joke) The fact, that
Germany
has higher wages than most of the other countries, shows that the
"teenagers" there work more seriously than some old guys, who cannot
afford DM 300 for software (well, Roger, people may know why you get less
paid than others).

Besides, why don't you throw your Atari away and get yiurself a decent
Acorn or whatever?

Regards,

Alfred

*** no bonehead's signature :-) ***

825. Re: Multitos/MiNT + video modes + Pagestream

Newsgroup: comp.sys.atari.st
Date: 1995-01-19 12:02:21 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3flkcd$d7f@lyra.csx.cam.ac.uk>
Source record: 172975

djs@jet.uk (David Stevenson) writes:
>In <3fecad$irk@lyra.csx.cam.ac.uk> pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:
>>2. Pagestream gets confused when run in a video mode with more than 4
>>colours. The window is stretched vertically so 1cm down is about twice as
>>far as 1cm across!

>I suspect you're running an old version of PageStream that only understands
>ST resolutions; I run PageStream v2.2b which is fine in 16 and 256 colour
>modes on the Falcon. Although it's still bloody slow, of course.

Nope, I am definitely using 2.2b....

Maybe it's Blowup? I've noticed a lot of programs will not run in the
"custom" modes.

Anyway, it doesn't matter too much now,
Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of
cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

826. Re: GUI Interface

Newsgroup: comp.sys.atari.st
Date: 1995-01-19 12:20:47 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3fllev$gs2@m1.cs.man.ac.uk>
Source record: 172976

In article <3fjehq$qdi@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall)
writes:
|> Ben Willcox (ben@sv.span.com) wrote:
|> : In article <3f6d7r$188@dux.dundee.ac.uk>,
|> : Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:
|>
|> : >It strikes me that while the Atari has a reaonable to good range
|> : >of software what it lacks is a good, nice easy to look at GUI.
|> : >Did atari ever include a tool bar in TOS?
^^^
dont you mean GEM :-)

|> : And just what would you want this 'tool bar' to do?
|> : Do you mean something like the 'Desk' menu, where we can load any
|> : 'tools' (accessories) we like? Hey, just a minute - bloody hell, what's
|> : this at the top left of my screen.....
|>
|> By a toolbar I mean a graphical menu which has all the most used options
|> for that program, availble simply by clicking on that button. For example
|> in a worldprocessor things such as underline, bold, jusfity, load, save
|> , print. That sort of stuff. Yes sure a keypress is faster but when you
|> compare the GUI with Windoze you realise that small things like toolbars
|> make quite a bit of difference.
|>

Check out Atari Works (Copyright Atari Corp.) - this uses toolbars with
functions
like bold, underline, centre etc. in the word-processor and others in the
spreadsheet etc.

The lack of toolbars in programs is partly to do with Atari not making it easy,
but also that the developers for not having a go (IMO)...

Anthony

827. WANTED: Atari ST items

Newsgroup: comp.sys.atari.st
Date: 1995-01-19 12:53:55 UTC
From: DOMINGO@news.delphi.com
Message-ID: <3flnd3$2uk@news2.delphi.com>
Source record: 172977
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

*** VARIOUS ST ITEMS WANTED ***

I am looking to buy the following Atari ST items:

DS/DD disk drive.

6-chip TOS 1.04 set.

2-chip TOS 1.04 set.

Please E-mail me your best price including shipping to Venice, CA.

Thanks!

Dom

+--------------------------------+
| GEnie: D.ALVEAR |
| Internet: domingo@delphi.com |
| CompuServe: 74030,3254 |
+--------------------------------+

828. Re: SCSI port. speed of in FALCON.?

Newsgroup: comp.sys.atari.st
Date: 1995-01-19 13:18:33 UTC
From: dba@jet.uk
Message-ID: <1995Jan19.131833.19951@jet.uk>
Source record: 172978

In <549@stork.ukc.ac.uk> mdg@ukc.ac.uk (Martin Griffiths) writes:

>In article <FAPSFDUUUP@galaxy.teuto.de> neptune@galaxy.teuto.de (Hendrik Mylius) writes:
>:>In <ftn_2.200.128.0_f1765382_Lars.Reynold@ct.se> Lars Reynold wrote:
>:>> HM> Cubase Audio doesn't work with some newer drives at all. It
>:>> HM> uses some own low-level harddisk routines which cause
>:>> HM> problems e. g. with a 1gig Quantum Empire. Bus-arbitration
>:>>Cubase Audio does not do any low-level routines. The very big problem with some
>>So, it does not, hmmh?

>>It doesn't use GEMDOS and it doesn't use RWABS. Tell me which routine does it
>>use to access the SCSI-drives, then?

>the falcon xbios provides sector level TRAPs to read from scsi devices, the
>xbios routines are called something like DMA_Read / DMA_Write, I think these
>have been present since TOS 1.6. See the Atari Compendium for precise details.

>>/Hendr!K/

>Griff
>--
If this is the case please can you tell me which TOS/BIOS/XBIOS call I
should use to send a 6 or 10 byte Command Descriptor Block (CDB) to my
scsi CD-ROM to start playing a music CD. The answer unfortunatly is that Atari
did not provide a low level interface to the scsi chip, so all suppliers of
scsi devices have to write their own interface ie Hard Drives (ICD etc)
CD-ROMS (Metados, extendos), Tapes (Gemar). Atari should have provided
an XBIOS call similar to: int scsi_cmd(struct CDB mycdb, int *buffer).
We then would have had a consistent interface to scsi devices.

--
_. .______________________. .____
_| |___. .__. ._____. .___| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel ++44 1235 464871
~-----~ +----+ +-+ dba@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

829. Re: Farewell ST Review

Newsgroup: comp.sys.atari.st
Date: 1995-01-19 13:19:42 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3flote$42l@percy.cs.bham.ac.uk>
Source record: 172979

sbrown@cee.hw.ac.uk (Stuart Brown) writes:
>Although I didn't buy the new ST Format I did flick through it and it seems
>to be the same as usual though they claimed the amalgamation of ST Format
>and ST Review would make the resulting magazine a stronger representation of
>the ST market. I have my doubts.

The word is that the STF content will alter *next* issue as it took
some time for the STR stuff to be assimilated. Since they are not
using any STR writers, I have my doubts as well :-(

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

830. Wordperfect?????

Newsgroup: comp.sys.atari.st
Date: 1995-01-19 13:36:11 UTC
From: zonny@xs1.xs4all.nl
Message-ID: <3flpsb$jvh@news.xs4all.nl>
Source record: 172980

Can anybody tell me if there's a Wordperfect ST still available...??
I've a 1st-word to WP IBM convertor that MENTIONS WP ST and I would like
to have it. Not to write, but to READ!
Alternativly does anybody know a good wp to *.* convertor? that is, wp to
anything (preferably 1stword+ or something but something else is fine...)
My sister really needs this, and it would be a great opportunity to make
her belive Internet is not all sex......;-)

thanx....

zonny@dds.nl The Digital Amsterdam
zonny@xs4all.nl Real Internet
Quantum-Mechanic in de MOO's...!!!

831. mh-mint112h2

Newsgroup: comp.sys.atari.st
Date: 1995-01-19 17:17:02 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <790535822snz@bigbox.demon.co.uk>
Source record: 172906
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Could someone either tell me a fast site where I can ftp mh-mint112h2 from,
or upload to to hensa or atari archive?

Last night tried to ftp it from tu-dresden, but had to give up after three
quarters of an hour after only having recieved 60K (around half). I was
getting a throughput of 30cps - which isn't funny when you do it by phone
as opposed to a straight link :-(

Also, I have been told that there was a project to write a version of GEM
AES for MiNT, either as a free or as a shareware product, but that it has
been dropped because of lack of time. Apparently a large proportion has
been written already. Is there any chance of someone picking up the
development of it again or have we seen the last of a great idea?

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+---+

832. Laserbrain for TT

Newsgroup: comp.sys.atari.st
Date: 1995-01-19 17:27:51 UTC
From: lanceb@perth.DIALix.oz.au
Message-ID: <3fm7enmho1@perth.DIALix.oz.au>
Source record: 172981

I have been searching for Laserbrain version 1.42 Sept 92, I read in AEO
that this will work on the TT, but I haven't beeen able to find it.
Any information would be appreciated.

Thanks in advance.

Lance
from down under.
--
____
Lance Barrett |

833. Re: Atari ST joysticks -

Newsgroup: comp.sys.atari.st
Date: 1995-01-19 18:07:21 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.15.00121FE5@cam.ac.uk>
Source record: 172995

In article <3fj46e$7vo@ionews.io.org> jondinga@io.org (Jon Dinga) writes:

>On 01-13-95 waynlein@hk.super.net wrote to ALL...
> w> Hard to believe, but in the computer heaven that is Hong Kong you can't
> w> find a nine-pin joystick to save your life. (Matter of fact, I haven't
> w> found another Atari user in Hong Kong - my local mail server techies

> Maybe you should ask for Amiga joysticks, most of them have a
> switch to use on a Atari, or rewire them according to some doc files
> [just switch 2 wires]. .... dont have any to spare myself ... contact
> BEST electronics [their phone/fax was listed here a couple of days ago]

There's no difference at all between atari and amiga for standard joysticks.
But these days finding that type of joystick is difficult even in the UK -
most that you see now are for the PC (15pin D connector, analogue), or for the
consoles which (apart from the Sega master system) use their own connectors
for joysticks.

--
/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Runer spools, OK **

834. Re: Browsing STs

Newsgroup: comp.sys.atari.st
Date: 1995-01-19 18:14:55 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.16.0012402C@cam.ac.uk>
Source record: 172996

In article <1995Jan17.125954.17620@bradford.ac.uk> P.A.Booth@bradford.ac.uk (Paul Booth) writes:
>: 4) SH204 hard drive (unsure of size)

>It's 20 meg.

And AIUI not easy to upgrade. So James, don't let him put the price up because of that, it's far too small.

>: dude a cent more than what I could get the same elsewhere for. Also:
>: What is the relative typical price of a 1040STe - is there any compelling
>: reason to hold out until I find a STe at a good price....

>Depends what you want to use the machine for... it's easier to upgrade
>with Simms and has a blitter, DMA sound, enhanced pallette and a later TOS.
>And probably some other gumph which I can't remember right now.

Hardware scrolling, which is used by a few games, and by virtual screen utilities. The later TOS (assuming its an early model ST), the blitter and the sound are worth paying extra for, but not much extra and if James can get this system really cheap it probably isn't worth him holding out for an STe that may be quite a bit more.

>: Is there any
>: software/games that are STe specific? I never had opportunity to use a STe.

>Some, I think there are new games coming out early this year which are STE
>only but how available they'll become is anyone's guess...

Obsession is STe (or falcon) only, and I think Zero 5 might be. Both these should be available now,

--
/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Runer spools, OK **

835. Floppy problem

Newsgroup: comp.sys.atari.st
Date: 1995-01-19 18:23:36 UTC
From: foltin@cherokee.nsuok.edu
Message-ID: <D2o0FC.AMK@cherokee.nsuok.edu>
Source record: 172982

I have a 520STfm with internal single side drive, and an Atari 314 external drive. The drive motor of both drives are on no matter which one I am using at the time. Read/write is not engaged and the light is not on in the other drive, but the motor is running. Is this normal for the Atari drive setup? I have been wondering about this for a long time.

Thanks for any enlightenment.

Bela

foltin@cherokee.nsuok.edu

836. Commodore Monitor to ST?

Newsgroup: comp.sys.atari.st
Date: 1995-01-19 19:21:24 UTC
From: scroggkw@Rose-Hulman.Edu
Message-ID: <scroggkw.19.790543284@Rose-Hulman.Edu>
Source record: 172907

I was wondering if anyone makes a cable to connect an Amiga monitor (1084 or 1080) to the ST monitor port? I have 3 STs, 1 Mono monitor, and a dead color monitor (died because of age and use, 3 years on a BBS can do it!). So, any dealer, schematics so on? Anyone want to off load a monitor CHEAP? I got the 1080 and 1084 for $30 a piece.

Thanks....

837. Re: JPEG viewers. Convert to SPC?

Newsgroup: comp.sys.atari.st
Date: 1995-01-19 19:24:54 UTC
From: guenther@cabal.shnet.org
Message-ID: <FATSBBZZUP@cabal.shnet.org>
Source record: 172904

In <1995Jan17.123950.5814@bay.cc.kcl.ac.uk> udem148@bay.cc.kcl.ac.uk wrote:
> For viewing, also try Bgif or dmjgif(?) (anyone else know of fast gif
>to spc converter, rendering decent quality?) after using jpg5abin.zoo
>can convert gif to spc (spu) and get 512 cols using an spc viewer. A bit of a
>long way round I admit. dmj's a tad slow though to say the least, but the
>quality's excellent.

Well, I guess the best quality would be a result of - first resizing the
.JPG to 320*y or x*200, matching the aspect ratio of the original picture.

GEMView should serve for this purpose :-)...

And then add black borders and/or use a program that does this all on its
own and convert it to .SPC. (DMJ-GIF or similar, is there a pbmtospc in
the PBMplus package?).

Thorsten

--
- guenther@cabal.sh.sub.de (Thorsten Gï¿½nther) - _O
-- /
- .signature still under construction - _
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)

838. How connect MFM HDD to STE?

Newsgroup: comp.sys.atari.st
Date: 1995-01-19 20:35:57 UTC
From: freddy@ccsun.tuke.sk
Message-ID: <3fmifd$j7n@ccnews.ke.sanet.sk>
Source record: 172983

Hi!
Saomebody can help me with connecting MFM harddisk to my STE?
Thanx you very much!!!

839. ST Assembler - Coming Soon

Newsgroup: comp.sys.atari.st
Date: 1995-01-19 21:15:05 UTC
From: py4sdh@bath.ac.uk
Message-ID: <Pine.SOL.3.91.950119210433.1846A-100000@mary.bath.ac.uk>
Source record: 172984

ST Assembler is a WWW page that I'm working on at the moment. It will contain all the Atari ST/E hardware details that I can get hold off, and will contain at a later data Assembler code to demonstrate the use of the hardware.
I will be adding most of the information over the next few days, and then the source code bits over the next week. (Well depending on how fast I can type anyway).

The very small and no yet html'ed ST assembler can be found at:

http://www.bath.ac.uk/~py4sdh/index.txt

If anyone has any questions or want to donate info, articles or source code you can email me at:

py4sdh@bath.ac.uk

840. Re: Atari -> Unix

Newsgroup: comp.sys.atari.st
Date: 1995-01-19 22:05:46 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.l449DDLmqK2@semprini.waterloo-rdp.on.ca>
Source record: 172985

```
In <3f0b4b$9ql@lyra.csx.cam.ac.uk>, Phillip Davey (Path writes:
>cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>>In <3eou8m$ft8@dux.dundee.ac.uk>, Rod McCall writes:
>>>Does anyone know of autility for UNIX machines which will remove atari
>>>control characters. E.g "^M"
>
>>flip -u foo.txt
>>will remove the ^M's from foo.txt. Source for flip should be easily
>>available (ftp over to gatekeeper.dec.com and use the search util that's
>>there to find it, for example), and easy to compile.
>
>Isn't this what unix2dos and dos2unix do? (Or am I missing something?)

Yup, it does it all in one program though...

flip -m foo.txt will convert foo.txt to DOS/Atari end-of-line format.
flip -u foo.txt will convert foo.txt to UNIX eol format.

There's probably an option for Mac eol format (a line-feed), too, but
I've forgotten.

--
------------------=======================================------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.
```

841. Re: Good shareware Harddisk utility wanted

Newsgroup: comp.sys.atari.st
Date: 1995-01-19 22:12:19 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.101.0011350D@cfcsc.dnd.ca>
Source record: 172986

>Well the subject says it, I'm searching for something like Norton but then
>for atari. Please email to bike@xs4all.nl

> Thanks, Bert.

Atari has a program, freeware I believe [if not someone please correct me!}
called Checkdsk13.prg.
It will check your hardrives/partitions, and optimize them
Prends soins/take care
-ken

842. Re: GFA (Was: Re: Sheppard is a Twit)

Newsgroup: comp.sys.atari.st
Date: 1995-01-19 22:15:22 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.D7D9lOPoRLQ@semprini.waterloo-rdp.on.ca>
Source record: 172987

In <D26z92.A2F@hpbbrd.bbn.hp.com>, Claus Brod writes:
>There are useful things even in the simpler BASIC dialects which C does
>not offer. One such thing that comes to my mind right now is
>the dynamic string management with the associated garbage collection -
>C just doesn't have it. This has prevented many a program to be
>converted from BASIC to C. In BASIC, a beginner just writes:
>
>A$="FOO"
>INPUT B$
>A$=A$+B$
>PRINT B$
>
>And the program is absolutely correct. In C, you have to allocate
>memory, move around string contents and free the string memory
>explicitly, and that's often already beyond the skills or the
>patience of a beginner.

C++ doesn't take much more:

```
String a = "foo";
String b; // Ok, ok, so you have to declare your vars...

cin >> b;

a += b;

cout << a;
```

>Of course, once you've understood what strings really are, and even
>more once you've run into performance problems due to the garbage
>collector, you'll realize that "the C way" has significant advantages.

A guy I work with is constantly whining about C strings and pointers in
general; he likes PL/1. ;-)

>My point is: BASIC isn't just C in a nice syntactical wrapper; it
>offers features which make it suitable for a beginner who
>never wants to get into the fishy details of programming. For
>everyone else, however, C (or just about anything else but BASIC)
>is, IMHO, the better choice in the end.

It all depends on the project. If you're just whipping up some simple
prototype, BASIC can be great. C or C++ (or whatever) would probably be
a better choice for implementing the whole program.

The bottom line should always be "use the best tool for the job".
Unfortunately, programmers aren't always managed by people with a clue,

and corporate politics may creep in decreeing one language over another.

>GFABASIC is a very hideous flavor of BASIC. It has a very fast
>interpreter, an attractive integrated development system (at least
>for the time when it was written), and other nifty features.
>This is what you see *first* from the system. Later,
>you realize that both the interpreter and the compiler
>are not too reliable and produce or execute "dirty" code, making
>it hard for the developer to write programs which run on all
>platforms or OS versions.

Bingo.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

843. Re: GUI Interface

Newsgroup: comp.sys.atari.st
Date: 1995-01-19 22:17:24 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.IQV&oVzkDvM@semprini.waterloo-rdp.on.ca>
Source record: 172988

In <150195120322.gem5k@sv.span.com>, Ben Willcox writes:
>In article <3f6d7r$188@dux.dundee.ac.uk>,
>Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:
>
>>It strikes me that while the Atari has a reaonable to good range
>>of software what it lacks is a good, nice easy to look at GUI.
>>Did atari ever include a tool bar in TOS?
>
>And just what would you want this 'tool bar' to do?
>Do you mean something like the 'Desk' menu, where we can load any
>'tools' (accessories) we like? Hey, just a minute - bloody hell, what's
>this at the top left of my screen.....

No, he means a bunch of buttons/icons that you can press for
commonly-used actions; they're quite popular on Mac and Windoze and OS/2
applications.

These toolbars usually live at the top of an application or document
window.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

844. Re: Help wanted with SPECTRE GCR

Newsgroup: comp.sys.atari.st
Date: 1995-01-19 22:22:14 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.102.00115F6C@cfcsc.dnd.ca>
Source record: 172989

>Greetings all this is my fist post on the NET.

>Wow... Anyway I am trying to set up my Spectre to print to my AppleLaserwritter
>II through the serial port.
>There is one program that I got off of CIS called DMM56... This is supposed to
>allow me to change either
>the LaserWritter ICon ver.5.2 or 6.1 to handle serial communactions.

>My problem is that I have ver. 3.4 of system 7 installer but it will not
>recognize the installer files that were in the DMM56
>archive as legal installer files.... either will system 6.08 which is what I am
>running.

>Anyone know what to do with this???

>Or any other ways of getting a LaserWritter II to print DIRECT with the Apple
>applications?

>Thanks..

>Bob..

Well, I don't know what dmm56 is?
Silly questions... Have you used the setups in the Spectre program page for
serial printing, etc? (I'm going on memory here, I don't have the manual
beide me). What about pressing the help key when in mac mode and checking out
serial communications, etc.
I mean, an Apple Laser Writer is set up to run serial, I assume you have the
physical connection down, and Spectre set up for serial, so why do you need
dmm56. I need more info

845. Re: MiNT won't work!

Newsgroup: comp.sys.atari.st
Date: 1995-01-19 22:45:26 UTC
From: michi@pluto.ping.de
Message-ID: <H.ekBL.OzsHhebzVl2@pluto.ping.de>
Source record: 172925

Hi,

In <3flu7q$b0i@alijku06.edvz.uni-linz.ac.at>, k3086e1@cxmeta (Lichtenberger Robert) writes:
> I've ftp'ed Mint from a server somewhere in the U.S. (To bad there is no
> european mirror of atari.archive.umich.edu ...) and tried to install it.

On ftp://ftp.uni-muenster.de/pub/atari/Mint is nearly a clomplete mirror of the a.a.u.e Mint section

> What I did was:
> - Clear partition F: of my Megafile 60, in order to make it available to
> MiNT.
>
> - Next I started the Installation process which worked well (it seems) but
> when I had to reboot the Hard drive loaded the Mint.prg from the auto-
> folder and hanged.
> I rebooted from disk, turned the hd on afterwards (I know, you shouldn't
> but what else can you do?) installed the HD-driver from disk and continued
> the installation process (with several resets, manual boots, etc.)
> Nevertheless whenever I start mint.prg (be it from the auto-folder or
> whatever) the system hangs.
> Can someone give me a hint? What have I done wrong?
>

Tell us about your hardware! In Case you have a 68030 try moving MINT.PRG to MINTNP.PRG.
In case you have a PAK3/030 you have to run HSMOD before MiNT in the Auto folder.

> Thanx a lot in advance!
>
> P.S.: I did _not_ run the INSTALL.PRG to install any packets! Maybe there are
> some packets I must install to get MiNT running? I'm desperate!

cu, michi

--
* Michael Plonus michi@pluto.ping.de *
* D-44143 Dortmund Michael_Plonus@do2.maus.ruhr.de *
* Germany *

846. SCSI port. speed of in FALCON.?

Newsgroup: comp.sys.atari.st
Date: 1995-01-19 23:06:00 UTC
From: lars.reynold@midinet.ct.se
Message-ID: <ftn_2.200.128.0_f1f45f30_Lars.Reynold@ct.se>
Source record: 172990

```
* Reply to a message in PERSONAL.

Hendrik Mylius wrote in a message to Lars Reynold:

-=> Note: Copied from COMP.SYS.ATARI.ST by WIMM/2 1.30

HM> From: neptune@galaxy.teuto.de (Hendrik Mylius)

HM> In <ftn_2.200.128.0_f1b4d324_Lars.Reynold@ct.se> Lars
HM> Reynold wrote:

>Infact the Swedish distrbutor of Steinberg Cubase Audio for Falcon highly
>recommedn Quantum Empire 1080 and 2000! I know quite many that runs it and
>belive me, it works!!! I run a ProDrive 1800S myself and never had problems!

HM> Please read the post from Steffen Engel about this. I'm
HM> certainly not making this up. And Steffen (what an angel ;-)
HM> is definetely the best qualified man to make an issue of it.

Hi there, I'm just statuating a simple fact! I'm sorry if you've got big
problems. I think the reason that I can run a Prodrive 1800S is that my Falcon
is totaly re-build, a 40MHz processor, all the audio bugs fixed, the synk fixed
etc.. Even if I run Falcon in Slow mode (25 % faster than the original 16MHz!)
it works just fine. Sometimes I get a 'Harddisk to slow' but it doesn't do
anything to the actual recording!! I don't use the Falcon for anything else but
Cubase Audio and some synthesizer editors. I use my 486DX280 for all the good
work :)

/ Greetings Lars

( UUCP Dialup connection )
```

847. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-01-19 23:16:23 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3fmrs7$fv7@golem.wcc.govt.nz>
Source record: 172914

In article <FASSBCVAUP@galaxy.teuto.de>, neptune@galaxy.teuto.de (Hendrik Mylius) writes:
>In <FAPDAHURUP@dksoft.ping.dk> Kim Andersen wrote:
>
>>You may be right. I don't know about any Acorn machines, and i really don't
>>want to either, (at least not before i'm sure the atari is dead).
>
>I'm sure Roger's going to comment on this one ...

Tell me what home machine do you know that can do Multi-Processing
and Runs PC software has a 1.6 meg floppy and is 6 times faster than
a 486 2-66 in handling Graphices..

I think you can stack up to 7 processers...

There is a Advert for one on Page 31 in ST-Review Nov 94....

NOTE: UK made and developed...

>/Hendr!K/
> ''~``
> (o o)
>+------------------.oooO--(_)--Oooo.------------------+
>| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
>| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
>| +49-5221-855545 ( ) Oooo. PGP-key available |
>+---------------------\ (----( )--------------------+
> _)) /
> (_/

848. Re: NVDI 3.x vs. SpeedoGDOS and NVDI 2.51

Newsgroup: comp.sys.atari.st
Date: 1995-01-19 23:34:44 UTC
From: alpldbia@w255zrz.zrz.tu-berlin.de
Message-ID: <3fmsuk$pg3@brachio.zrz.TU-Berlin.DE>
Source record: 172903

In article <FASEFEUQUp@warpcon.ersys.edmonton.ab.ca>,
Leslie Hartmier <leslieh@warpcon.ersys.edmonton.ab.ca> wrote:

> Can anyone tell me if it is possible to disable the font
>abilities of NVDI 3.x without disabling NVDI?

All Speedo- and TrueType fonts in HIDE directories won't be used by NVDI3.
However, the scalers will always be in memory. There is no way to prevent
NVDI3 from loading them.

>I would upgrade my
>2.51, but I'm not a real fan of *having* NVDI load the fonts when
>I want to conserve memory, and using SpeedoGDOS and NVDI 2.51
>works fine in that case. Any help much appreciated.

It depends on what you need. If you don't need the vector font capabilities
very often then stay with NVDI 2.5 (NVDI3 is not faster) and SpeedoGDOS
(v5.x strongly recommended in this case).

If, however, fast vector font output is what you want and if Type-1 fonts
aren't important for you NVDI3 is the better choice IMHO.

>Anyone know where I can get concise instructions on setting MinixFS?

Try to find the source code of minixFS. The archive contains a description
on how to set it up.

--

Andre Leistner - Zingster Str. 23/904 - 13051 Berlin, Germany
UseNet: alpldbia@w250zrz.zrz.tu-berlin.de
MausNet: Andre Leistner @ B

849. CKBD (was: Re: [Q] german TOS US keyboard)

Newsgroup: comp.sys.atari.st
Date: 1995-01-19 23:38:16 UTC
From: alpldbia@w255zrz.zrz.tu-berlin.de
Message-ID: <3fmt59$phh@brachio.zrz.TU-Berlin.DE>
Source record: 172991

In article <1995Jan18.144429.1637@cathy.ijs.si>,
Matija Grabnar <matija.grabnar@ijs.si> wrote:

>So where can we find this tool?

I will upload it to ftp.cs.tu-berlin.de.

--

Andre Leistner - Zingster Str. 23/904 - 13051 Berlin, Germany
UseNet: alpldbia@w250zrz.zrz.tu-berlin.de
MausNet: Andre Leistner @ B

850. Re: Word Processor ST

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 00:12:49 UTC
From: alpldbia@w255zrz.zrz.tu-berlin.de
Message-ID: <3fmv61$q2t@brachio.zrz.TU-Berlin.DE>
Source record: 172992

In article <D2MAMA.3Mq@crash.cts.com>, Scott Rossell <sar@crash.cts.com> wrote:

>If anybody knows about a full GEM program that likes Magic!, please pot
>here or e-mail me.

Papyrus. There's a standard version and the Gold version.

The standard version runs with 1 MB RAM and uses GEM- and Signum bitmap
fonts for screen display and for printing. Except the usual features of
a wordprocessor (automatic text formatting, hyphenation, drag&drop of text
blocks) it has some extras such as discontinuous blocks and simple graphics
objects (lines, rectangles with various line and pattern styles). Including
and scaling of bitmap images is no problem. The display is WYSIWYG and you
can work in any zoom mode you like (20%....5000%).

The Gold version needs 2 MB RAM and it gives you some DTP-like features, such
as excellent creating/editing of tables, free page layout, GEM-metafile
import (vector graphics) and many many more.

Both versions are full GEM programs (and they like MagiC) with an excellent
user interface (nonmodal dialogues). They will also use vector fonts if
NVDI3 or SpeedoGDOS are installed (2 MB and harddisk required then). Either
version can be upgraded with a spell checking module.

Papyrus v4.0 is expected to appear in March/April '95 supporting colour
images and AFAIK the unicode standard for character sets. A first beta
version of Papyrus for OS/2 shall be presented on the CeBit computer
fair in March as well.

There are other word processors (using GEM) as well, such as That's Write,
1stWord 4.0, Tempus Word (German), Script (German), Signum3 (German) an I've
also heard of a new program called Gut'nberg. I don't own these progs, so I
can't tell anything about them.

HTH

--

Andre Leistner - Zingster Str. 23/904 - 13051 Berlin, Germany
UseNet: alpldbia@w250zrz.zrz.tu-berlin.de
MausNet: Andre Leistner @ B

851. Re: Mupfel

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 00:18:23 UTC
From: alpldbia@w255zrz.zrz.tu-berlin.de
Message-ID: <3fmvgf$q5i@brachio.zrz.TU-Berlin.DE>
Source record: 172993

In article <FORDEN.95Jan18150431@antelope.cs.man.ac.uk>,
Nick Forde <forden@antelope.cs.man.ac.uk> wrote:

>reliable, however, I was wondering is it possible to use '/' as
>directory separators, or must the default '\' be used. I know this may

AFAIK you can only use '\'. Due to the fact that Mupfel has been written
for TOS not Un*x.

--

Andre Leistner - Zingster Str. 23/904 - 13051 Berlin, Germany
UseNet: alpldbia@w250zrz.zrz.tu-berlin.de
MausNet: Andre Leistner @ B

852. How to read cursor keys?

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 01:09:14 UTC
From: bike@xs4all.nl
Message-ID: <3fn2fq$9kb@news.xs4all.nl>
Source record: 172994

Hello,

I am writing some game and was wondering how to read (in C) the arrow or cursor keys. Now I use the numeric key pad but I want to use that for something else. I tried to read and echo these arrows but all turned out to be 0. Is there some other function I should use? Something like reading alt/ctrl etc..?
Thanks in advance, please email to bike@xs4all.nl or post in this group.

Bert.

853. Re: Animation-Player for ATARI

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 02:31:39 UTC
From: mdg@ukc.ac.uk
Message-ID: <554@stork.ukc.ac.uk>
Source record: 172997

In article <ftn_2.203.202.11$fidonet.org_2f179cc6_Christian.Mittendorf@ct.se>
christian.mittendorf@space.ct.se writes:
:>Hi!
:>MPEG and FLI could I now watch with my F030. But there are still AVI and
:>Quicktime which could be found very often on all of these Multimedia-Magazin
:>CD's (Most of them are really rubbish - but I also found some nice animations
:>which I watched on my brothers PC.)
:>Does anybody have information about these formats? Is anybody working on a
:>player for these animations?

I started work on players for both these formats - however there is very little
documentation available on these formats in either source or text form. It
seems that Apple and Microsoft keeps these formats to themselves...

Griff
--

854. Korg Synth

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 03:06:38 UTC
From: ckormos@delphi.com
Message-ID: <Ra54R12.ckormos@delphi.com>
Source record: 172902

I am interested in buying Edit 8000 by Savant Audio.
DOes anyone here have a Korg Dw 8000 they are still using for midi?
VHarley

855. Re: Mac MagiC?

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 03:57:13 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3fncap$l15@golem.wcc.govt.nz>
Source record: 172913

In article <3flk3m$4n5@osiris.wu-wien.ac.at>, h9250467@idefix.wu-wien.ac.at (Alfred Radauer) writes:
>Hendrik Mylius (neptune@galaxy.teuto.de) wrote:
>: In <3f9u9l$3u2@golem.wcc.govt.nz> Roger "Bonehead" Sheppard. wrote:
>
>But Warp doesn't run on the Acorn :-) On a side note, what does run on
>the Acorn, Roger?

Well you have made a big ass of yourself again, as it does and real Unix,
and its a RISC machine..

>Besides, why don't you throw your Atari away and get yiurself a decent
>Acorn or whatever?

Tell me Alfred, was it you that burnt the cakes...:-)..

Well what machine do you know that will Run Multi-Processing, and
Run Graphices 6 times faster than a 486 2-66...??

>Regards, Regards to what...!!! that you burnt the cakes...??

>Alfred

>*** no bonehead's signature :-) ***

856. AstroPanic94! rev. c.

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 04:08:58 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <3fnd0q$mp7@charm.magnus.acs.ohio-state.edu>
Source record: 172912

AstroPanic94! rev. c. is now on atari.archive.umich.edu, under
Games/Space/p94_revc.zip. This file only contains the program and the
graphics. A seperate file in the same directory, original.zip, contains all
the sound files. And there are numerous more sound files. Several small bug
fixes have also been applied.

There is also now a "Select Sound Set" button that lets you select a
different set of sounds for AstroPanic to use. Alternate sound sets can be
located on any drive. This also allows for floppy based systems to put
the sounds on a different disk than the game.

For those of you who don't know. AstroPanic94! is a small shoot-em-up
that runs in any planar video mode (i.e. 2-256 colors) any resolution and also
supports DMA sound. It runs on video cards, TT's, Falcons, Mega's etc.

Registration is only $5. And get's you a registered version with 2
additional Ufo types.

For more information, or comments or bug reports.
Write me at baldrick@terminator.rs.itd.umich.edu

Thanks,

Dan Ackerman
baldrick@terminator.rs.itd.umich.edu

857. Re: STFM/F/M (was PC file xfe

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 04:18:54 UTC
From: simon@bassland.demon.co.uk
Message-ID: <790575534snz@bassland.demon.co.uk>
Source record: 172999

In article <01181995.220251@empyr.dircon.co.uk>
kevan@empyr.dircon.co.uk "Kevan Winch" writes:

> > >Also, my computer is a 520STfm. What does the "fm"
> > >mean?
> >
> > fm = frequency modulator, that's to say you can plug it a TV into the RF
> > out. This way, you don't need a monitor.
>
> B@> I always thought it was floppy + modulator, as in internal floppy and
> B@> internal modulator. This would explain the existance of STFs and
> B@> STMs...
>
The above is perfectly correct, F stands for the internal floppy d/drive,
and the M stands for the internal monulator. I also agree with the below
statement....Hmmm.

> Well, *my* ST is an FM, and when it bombs, which it frequently does, it stands
> for F***ing Machine !%!**! :-)
>
>
> VQWK 6.20 [Rev H - 04/04/94]
>

--

/\/\/\

858. Re: Mac MagiC?

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 04:31:42 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95019.233142STIRRE31@MAINE.MAINE.EDU>
Source record: 173000

Roughly how much is 300 DM in US dollars?
Just curious,
Scott Tirrell

859. Re: Llamazap- What kind of controllers?

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 04:34:43 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95019.233443STIRRE31@MAINE.MAINE.EDU>
Source record: 172901

I am curious to opinions on any Falcon games. I was pondering getting
a new game but I haven't heard any reaction to new games.
I know that Llamazap made it out from Atari but did any of their other
efforts such as Dino Dudes, 4WD Road Riot or Raiden?
-scott tirrell

860. Re: Books for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 04:41:30 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FAUAEJLUUp@warpcon.ersys.edmonton.ab.ca>
Source record: 172998

>In a previous article, chrisw@perth.DIALix.oz.au (Chris Whitelock) wrote:
>
>>I found "Modern Atari System Software - A Programmer's Guide" very interest-
>>ing and informative on my Falcon.
>
>I've never heard of this book. Does anyone know of any US distributors
>for it? At any rate, thanks for the tip, Chris.

Chris Krowchuk at Computer Direct (e-mail at c.krowchuk (GEnie)
or c.krowchuk@genie.geis.com (internet), or mail orders at 19
Aspenglen Court, Spruce Grove, Alberta, Canada, T7X 3J4) carries a
number of books (I won't transmit prices, as I'm not sure of the
prices at the moment) like the Atari Compendium, Modern Atari System
Software - A Programmer's Guide, VDI Quick Reference, 680x0
Programming Reference, DSP56001 Reference, and Guide to Atari Works.
He likely has more, but I'm sure you get the idea. He also carries
Lattice C, which you can get Modern Atari System... with.
He's an Atari only dealer, so if you're looking for something,
I'm sure he could help you with it.

Leslie

--
-- --
leslieh@warpcon.ersys.edmonton.ab.ca
Anyone know where I can get concise instructions on setting MinixFS?
Moo, eh?
-- --

861. WTB: Mega STe or TT

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 06:17:26 UTC
From: Mark Santora <santora@delphi.com>
Message-ID: <pg3ZBx2.santora@delphi.com>
Source record: 172905

I am looking to pick up a used system as my Mega ST is on the fritz. It works, but the frive don't and I can't slow it down to 8mhz. I am noy (that should read _not_) repared to pay big bucks for a system. If anyone has a Mega STe or TT, send me an offer.

Thanks

Mark Santora
-->
--aeo.4@genie.geis.com-->
--Santora@delphi.com-->

862. Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 07:56:52 UTC
From: g.m.hockney@sussex.ac.uk
Message-ID: <g.m.hockney-2001950856520001@edbtech.central.susx.ac.uk>
Source record: 172908

Can anyone tell me if the Spectre GCR v3 works on a Falcon?.

Geoff

--
Geoff Hockney
Snr Computer Technician
Institute of Continuing and Professional Education
Education Development Building
University of Sussex
Falmer
East Sussex. BN1 2DB
Tel: (0273) 606755 ext 2535
(Overworked & underpaid)

863. Parallel port

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 08:05:06 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FAUUEAUYUp@stingray.manawatu.gen.nz>
Source record: 172909
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Does anyone know the difference between an ST's centronics parallel port,
and a PC's?

I thought that the PC is supposed to be bidirectional, but not the ST, but
this is not the case, as I can send data out of the port quite happily.

Perhaps there are some extra pins used or something? Maybe these were
added to the Falcon, as I remember reading that it was coming out with a
bi-directional parallel port - yes "coming out" - it was an old mag.

Also does anyone know the max transfer rate for the port? And does it use
a PIA, or some other chip?

Any help would be appreciated, as I am (have) wired up a cable and
semi-written some software for transferring files between my ST and my 8bit.
As soon as I have finished that, I then need to write a PC version for some
friends.

Thanks,
Richard =8-]

--

```
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

864. Re: Cubase Audio Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 08:49:54 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.790591794@paddington>
Source record: 172910

contacts@mits.mdata.fi (Pekka Saarinen) writes:

>Emagic Logic Audio for Falcon is not supported any more (old owners
>got the audio version for free with a letter telling there will be no
>further updates).

It is only not supported in the USA. Otherwise, it is supported as normal.

--
```
-------------------------------------------------------
|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk
-------------------------------------------------------
```

865. Subject: Tera Desktop extra icons avoid bounceback - ignore

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 09:12:11 UTC
From: m.agra@ic.ac.uk
Message-ID: <9408.9501200912@eecsh.ee.ic.ac.uk>
Source record: 172911

Hi ST fans
Does anyone know if it is possible to add extra icons to Tera Desktop.I so
are there extra icons in PD?.Thanks in advance.
Marcos Agra
m.agra@ic.ac.uk

866. Re: Pro music made with Ataris

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 10:16:58 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.790597018@thame>
Source record: 172917

fox@nrlssc.navy.mil (Dan Fox) writes:

>A few years ago I went to a Tangerine Dream concert and
>they had several ST's running on stage... At least one
>of their CD's (Optical Race) mentions Atari's in the liner
>notes and I think Atari was one of their sponsors on that
>tour...

And TD also put in a lot of work with Steinberg in ideas for developing
Cubase...

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk
---

867. Re: Mupfel

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 11:06:15 UTC
From: i0080108@ws.rz.tu-bs.de
Message-ID: <3fo5f7$q2d@ra.ibr.cs.tu-bs.de>
Source record: 172915

Andre Leistner (alpldbia@w255zrz.zrz.tu-berlin.de) wrote:
: In article <FORDEN.95Jan18150431@antelope.cs.man.ac.uk>,
: Nick Forde <forden@antelope.cs.man.ac.uk> wrote:

: >reliable, however, I was wondering is it possible to use '/' as
: >directory separators, or must the default '\' be used. I know this may

: AFAIK you can only use '\'. Due to the fact that Mupfel has been written
: for TOS not Un*x.

Maybe this is true for you, I can use / because I read the manual
and set the right flag, can't remember it but guess it was -s :-)

--
Axel Kielhorn

The blue wizard

i0080108@ws.rz.tu-bs.de

868. Re: Parallel port

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 11:14:27 UTC
From: s6354@YPSERV.rz.fhtw-berlin.de
Message-ID: <3fo5uj$ebv@RW320B49.rz.fhtw-berlin.de>
Source record: 172916
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

> Also does anyone know the max transfer rate for the port? And does it use
> a PIA, or some other chip?

its the PSG soundchip port B data, and strobe and busy are bits in port a.
the max transfer rate shall depend on the clock-cycles, may be a 10th of 8MHz

> Any help would be appreciated, as I am (have) wired up a cable and
> semi-written some software for transferring files between my ST and my 8bit.
> As soon as I have finished that, I then need to write a PC version for some
> friends.

well i tried that too with my ST and my C64 but i seem to have problems with the
voltage-levels, because my st doesnt seem to get the data bits ...
the GEMDOS (or was it BIOS) call to feed the PSG might can send but not receiving ...
i recently plugged a led to the strobe pin and was surprised that it seems to be
always on high ... |: (not even cycled)

i would appreachite too some advices ...

Jo'ogn

869. PLEASE HELP!!! Hard Disk Backup Useless...

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 11:20:13 UTC
From: fvkampen@cs.vu.nl
Message-ID: <D2pBHr.2qE@cs.vu.nl>
Source record: 172923

Hello,

I backed up my hard disk using Fcopy Pro. I know it is not the
most advaned program in the world but It is sort of simple.
BUT, When I reformatted my Hard Disk and wanted to place everything back,
it gives a 'Write Error on Partition D' error. (Hard disk is fine, no problems
no bad sectors, and when I tried anoter partition it gave the same error while
writing back the same disk (12)). After that, it do a retry and no error at
all. But the next disk,13, cannot be recognised by Fcopy Pro. So now I am
stuck with 42, sorry, backed up disks and not being able to use it...
Perhaps someone knows the file format of Fcopy Pro. Perhaps someone knows the
compression method used. Perhapds someone has done advanced magic, perhaps....

HELP!

Florentijn van Kampen

--
+---+
| Florentijn van Kampen fvkampen@cs.vu.nl fvk@bavo.home.cs.vu.nl |
| http://www.cs.vu.nl/~fvkampen Bavo Music Lab. We Compose The Future... |
+---+

870. Re: NVDI 3.0 -- NVDI ET 4000

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 12:12:45 UTC
From: jdmt@dcs.ed.ac.uk
Message-ID: <D2pDx9.7FB@dcs.ed.ac.uk>
Source record: 172918

In article <3fhn76$8q6@news.duke.edu>, damms002@acpub.duke.edu (Thomas Damms) writes:
> A couple of weeks ago I posted a question asking about the availability
> and differences of NVDI 3.0 and NVDI ET 4000 3.0 .
>
> I now git my NVDI ET 4000 vers. 3.0 and it's one of the best investments
> I ever made.
>
> NVDI ET 4000 doese all, what the normal NVDI doese, in addition my Crazy
> Dots II VME card on my TT now runs in true color with good and in 32 k mode
> woth amaizing speed at a resolution of 800 * 600.
>
> So, anybody interested in using sclable fonts and true color on an ET 4000
> card: NVDI ET 4000 3.0 is Your choice.
>

Hmm, I have just added an ISA ET4000 card to my TT via the VME port, and
I am currently considering writing some drivers for it (perhaps full VDI or maybe
just for Mint-X or Linux68K-X). A number of people have suggested that I get a copy
of NVDI ET4000, but I am not at all sure that it would work with my DIY setup. So,
can anyone give me some technical details on NVDI ET4000 and/or Atari VME ET4000 GFX
cards? Specifically, where do Crazy Dots etc map their video memory between
$fe000000 and $feffffff (TT-VME space), is it linear or paged and what version of
the ET4000 do the VME-ET4000 cards use (Unaccelerated ET4000AX or Accelerated
ET4000\W32i) ?

Hope someone can help,
Cheers,
Joe.

871. Wordperfect?????

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 12:30:02 UTC
From: zonny@xs1.xs4all.nl
Message-ID: <3foaca$ps9@news.xs4all.nl>
Source record: 172919

Yo everybody....
(Sorry if you read this allready, but something went wrong with my local nntp-server..... So this might have come through anyway....)
Does anybody know if there's still 'Wordperfect ST' available somewhere?
I would REALLY like to see this.....:)
Or else a package that converts WP PC to, say, 1wordplus, or something like that. My sister is in desparate need of such a package (preferable one that can tackle a new as possible WP formats, like 5.0 too or something) and it woult be a great (!!) opportunity for me to show here computers and the net are not only sex-gif's and dirty old men.....:)
(I hope this posting come's through, though........)
keeping my fingers crossed,

zonny@dds.nl Digital Amsterdam
zonny@xs4all.nl My internet gate
Quantum-Mechanic In the LambdaMOO's !

872. fonts for Mint-X ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 13:38:42 UTC
From: tj@aiscube.AIS-dortmund.de
Message-ID: <3foed2$6n@aiscube.ais-dortmund.de>
Source record: 172920
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi !
Althoguh, i'm quite familiar with MiNT, i'm not a very experienced X-User.
I tried to add/replace the font(s) originally delivered in the X11R5-Archive
by replacing the appropriate fontfiles with other ones from a SUN.
The result was a rather strange looking Xterm. Obviously the fonts were
not ment to be used on an Atari ;-)
So, is it possible to add new fonts to Mint-X, and if so, how can it be
done ?. I know, there are tools like mkfontdir and bdftosnf but i'm not
quite sure how to use them. (I could not find the sources anyway ....)

Oh, and BTW: Anyone solved the "missing-libXext.a"-problem yet ?

cheerio Theo

--
_____Theo Janssen _____
Internet: theo@mailmak.ping.de, tj@ais-gmbh.de | MausNet : Theo Janssen@UN
----------Don't force it, use a bigger hammer !----------

873. Wordplus -> Postcript ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 13:47:44 UTC
From: ricquebo@irisa.fr
Message-ID: <3foeu0$bth@irisa.irisa.fr>
Source record: 172921

Does anybody have any suggestion about the best way for
printing old 'prehistorical' 1ST-WORD / WORDPLUS text file
on a Postcript laserprinter ?

- maybe a converting soft ?
- maybe several soft to chain for this final result ?

Well any suggestions or software would be nice,
(E-mail please !!!)

-yann.

p.S I tried the programm 1st2rtf available on most ftp sites:
the result is too awful to be acceptable: better insert your file
in ASCII and then reformat it, it would be faster than reformating
the RTF result totally amazing compared to the orginal file !

874. getting MiNT mailing list

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 14:07:27 UTC
From: abro@amath.unizh.ch
Message-ID: <1995Jan20.140727.3658@rzu-news.unizh.ch>
Source record: 172922

Hi!

A few days ago Nick Forde asked:

Hi,

Could someone tell me a bit about the MiNT Mailing List and
how I might subscribe.

Thanks in advance,

Nick.

I'm interested, too! Please send me a mail!

Thanks in advance!

Ciao, Arnt

---------------------------------- |
Arnt Broska, Uni Zuerich, Schweiz | --
---------------------------------- | Does anybody know an Email-address of God?
EMail-Adress: abro@amath.unizh.ch | --
| Newest answer: jesus.christ@your.heart.now

875. HD For Atari ST

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 14:54:30 UTC
From: gbccljlb@ibmmail.com
Message-ID: <gbccljlb-2001951458160001@146.105.1.8>
Source record: 172864

Dear All,

I could do with some recommendations for a hard disk for my Atari ST. I actually have a bare Quantum 52 Mb SCSI disk and wondered if it was possible to get a bare case for it, or if there were some unmissable deals out there for the ST in the HD arena that you could recommend.

Thanks

Julian

876. Re: NVDI 3.x vs. SpeedoGDOS and NVDI 2.51

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 14:58:30 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3foj2m$r8q@osiris.wu-wien.ac.at>
Source record: 172863

Leslie Hartmier (leslieh@warpcon.ersys.edmonton.ab.ca) wrote:
: Can anyone tell me if it is possible to disable the font
: abilities of NVDI 3.x without disabling NVDI? I would upgrade my
: 2.51, but I'm not a real fan of *having* NVDI load the fonts when
: I want to conserve memory, and using SpeedoGDOS and NVDI 2.51
: works fine in that case. Any help much appreciated.

If you have NVDI3, you will not need Speedo GDOS 5, of you ant to.

Regards,

Alfred

: Leslie

: --
: -- --
: leslieh@warpcon.ersys.edmonton.ab.ca
: Anyone know where I can get concise instructions on setting MinixFS?
: Moo, eh?
: -- --

877. Re: Laserbrain for TT

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 14:59:15 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9501201359.AA00330@ilmen.lanl.gov>
Source record: 172862

In a previous article, lanceb@perth.DIALix.oz.au (Lance H. Barrett) wrote:

> I have been searching for Laserbrain version 1.42 Sept 92, I read in AEO
> that this will work on the TT, but I haven't beeen able to find it.

I know the latest (TT compatible) Laserbrain version is on GEnie but I
don't know about any ftp sites.

-Hutch-

878. Re: Sheppard is a Twit

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 15:09:57 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3fojo5$r8q@osiris.wu-wien.ac.at>
Source record: 172861

Ian Mackereth (ianm@jolt.mpx.com.au) wrote:
: : Hutch writes:
: : >Ah, c'mon guys, can't we lay off Roger for awhile and let this thing die?
: : >
: : >After all... he'll think we don't love him anymore. :)

: Why get all bitter and twisted about this people? Just put Roger in your
: kill file like the rest of us and RELAX!

: While I recall that he sometimes said some useful things, I really don't
: miss his carping input...

I do not think it is as simple. I think one should keep in mind also
people that onl sometimes lokk through newgroups or want to inform
themselves. If you let Roger say wht he says uncommented, it would put a
bad light onto the serious user, it would seem, that we would agree to
his "arguments" and notice also how this would look for "non-insiders".
It is, regarding his tone, acceptable to react to it, even with the same
tone he applies.

Regards,

Alfred

879. Re: Need OCTOPUS bbs soft

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 15:18:02 UTC
From: Bruce.Sarte@f616.n266.z1.fidonet.org
Message-ID: <fc0_9501210601@nisc.fidonet.org>
Source record: 172946

#You can get a copy of the demo on Dateline Atari (the US HQ) but I can't remember the phone #.... The Round Table BBS has it as well though.. 609-268-7524... 28.8bps...

* (QW|{ 2.6 * Jaguar.... Do The Math!

880. Re: Books for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 15:18:02 UTC
From: Bruce.Sarte@f616.n266.z1.fidonet.org
Message-ID: <fbf_9501210601@nisc.fidonet.org>
Source record: 172947

#
On 01-12-95 rmccall@mcs.dundee.ac.uk wrote to All...
r> Can anyone recommend a good book for the Falcon which will help me learn
r> O/S calls in both C and Assembler. It should also hopefully contain some
r> information on the hardware.

Atari Compendium.... Its wonderful...

* (QW|{ 2.6 * Atari Computers --> Power Without the Support!

881. Re: MiNT won't work!

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 15:27:48 UTC
From: thopman@uoguelph.ca
Message-ID: <3fokpk$im7@ccshst05.cs.uoguelph.ca>
Source record: 172926

Lichtenberger Robert (k3086e1@cxmeta) wrote:
: I've ftp'ed Mint from a server somewhere in the U.S. (To bad there is no
: european mirror of atari.archive.umich.edu ...) and tried to install it.
There is a European mirror, as of December last year. src.doc.ic.ac.uk
mirrors atari.archive in the packages/atari/umich directory.
: - Next I started the Installation process which worked well (it seems) but
: when I had to reboot the Hard drive loaded the Mint.prg from the auto-
: folder and hanged.
: Can someone give me a hint? What have I done wrong?
I think I see the problem. I'm assuming you're not running a machine
with a 68030 processor, you you need mintnp.prg, _not_ mint.prg. I'm not
an expert, but I'm nearly certain that mint.prg uses memory protection,
which the 68000 processor doesn't support, and hence the
crashes/hangs/etc. mintnp has no memory protection, and thus will work
on the 68000.

THeo

882. Re: Subject: Tera Desktop extra icons avoid bounceback - ignore

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 15:32:27 UTC
From: thopman@uoguelph.ca
Message-ID: <3fol2b$im7@ccshst05.cs.uoguelph.ca>
Source record: 172858

m.agra (m.agra@ic.ac.uk) wrote:
: Does anyone know if it is possible to add extra icons to Tera Desktop. I so
: are there extra icons in PD?. Thanks in advance.
Yes. Get a good resource editor (ORCS work for me) or Icon Juggler, and
a set of NewDesk (ie TOS 2.06) icons to your heart's content. The icons
for TeraDesk are contained in ICONS.RSC.

THeo

883. Re: Mac MagiC?

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 15:34:00 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3fol58$r8q@osiris.wu-wien.ac.at>
Source record: 172927

Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:
: In article <3flk3m$4n5@osiris.wu-wien.ac.at>, h9250467@idefix.wu-wien.ac.at (Alfred Radauer) writes:
: >Hendrik Mylius (neptune@galaxy.teuto.de) wrote:
: >: In <3f9u9l$3u2@golem.wcc.govt.nz> Roger "Bonehead" Sheppard. wrote:
: >
: >But Warp doesn't run on the Acorn :-) On a side note, what does run on
: >the Acorn, Roger?

: Well you have made a big ass of yourself again, as it does and real Unix,
: and its a RISC machine..

It runs Warp??? wow! I am impressed! Really! If you insert a 486 card, it will run PC software (well, if Roger would have designed it, nothing would have worked on it)- Oh, I forgot to say my Atari can run PC stuff, too, I have a 386sx card, isn't that great?
So, Roger buys a RISC machine to emulate a 486.....ah, no, he doesn't buy one, he still uses the "worst machine of the world", his much hated Atari, and the Acorn remains "just a dream" (this is the end of Rogers soup opera)

: >Besides, why don't you throw your Atari away and get yiurself a decent
: >Acorn or whatever?

: Tell me Alfred, was it you that burnt the cakes...:-)..

Actully, the cakes in Austria are known to be the best of the world. I even bake myself, but I never burnt any cake. Maybe some time so. should show you how to bake real cakes. You know what real cakes are? *Grin*

: Well what machine do you know that will Run Multi-Processing, and
: Run Graphices 6 times faster than a 486 2-66...??

Wow, graohics six/sex times faster than a PC 486 2-66, a true sexy machine for you Roger. I am impressed, a copy of Acorn advertising, not looking at which graphics card the PC uses (well, there are few around, Roger).
I'll give you a bottle of rum and send you to the soccer stadium to entertain the people. You do actually entertain me. Honestly. It is a pleasure to read you, no sailor-man in the history and in lengends comes somewhere near you :-)

: >Regards, Regards to what...!!! that you burnt the cakes...??
^^^^^^^
Just tried to be polite :-)
mjam, the cake tastes excellent. Ever tried or heard of a "Sachertorte"? Excellent Austrian food. I'll send it to you down there.

(ahh...maybe)

: >Alfred

: >*** no bonehead's signature :-) ***

884. Anyone installed linux68k?

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 15:43:04 UTC
From: michaelm@cogs.susx.ac.uk
Message-ID: <3folm8$664@infa.central.susx.ac.uk>
Source record: 172928

I have been trying to get Linux68k installed on my Falcon030 WITH FPU and I can get it to boot up from the ramdisk fine, although I do get alot of scsi interrupt error reports (I only have an internal IDE). I have repartitioned my harddrive and freed up 46MB as a preliminary Linux partition (at great expense in time backing everything up!).

However, when I try to mkfs.ext2 /dev/hda3 <size in 1K blocks> as directed in the FAQ it starts ok but I get a load more of the scsi interrupt errors and then reports intermitently of bad sectors. It takes forever and eventually comes back with an errors saying that too many sectors are bad. Oh I am trying to make partition e a linux partition, hense hda3.

I know this is probably a linux newsgroup prob, but everyone there is PC linux so I thought I would try here and hope to get in contact with someone who has installed it ok for this and future references. I would therefore request anyone who knows anything of use to email me a reply to save wasting bandwidth on this.

Thankyou in advance,

Michael

--
Michael May, michaelm@uk.ac.susx.cogs
University of Sussex, Brighton, E Sussex, England michrm@uk.ac.susx.central

885. Re: Wizztronics Update

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 15:59:08 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FAUPEHABUP@galaxy.teuto.de>
Source record: 172929

In <3fklgb$ibr@crl5.crl.com> Sam McGee wrote:

>: > SM> The Barracuda will be Available at the end of February, Cost when
>: > SM> equipped with the 68040 33MHz with FPU "Floating Point Unit" is MSRP
>
>: Why is there an FPU with a 68040? It's onboard, which results in the
>: 68030 with FPU doing some transcendental functions faster than the
>I believe 'with FPU' means the 68040 will not be a LC version without a

That's the way I'd see it, too.

>FPU. Also note the clock rate.

What about it?

Hendr!K

886. Re: PC to ST disk problems. PLEASE HELP!!

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 16:32:55 UTC
From: mpui3@central.susx.ac.uk
Message-ID: <3foojn$74q@infa.central.susx.ac.uk>
Source record: 172930

Scott Rossell (sar@crash.cts.com) wrote:
: You can try two things:

: 1. Get a copy of DC Format. This will allow you to format disks for the
: Atari on the Atari and then when it's done, write an MS-DOS boot sector
: onto the disk so that it will read well on both machines. If you can't
: find DC Format give me a call <sar@cts.com>.

: 2. Format the disk on an IBM FIRST then use that disk on the Atari. The
: Atari's can usualy read IBM disks formatted at 720K just fine. But the
: reverse isn't always true.

: If anyone disagrees, please feel free to correct me...

: Good Luck! -Scott- <sar@cts.com>

FcopyPRO can format 720k IBM floppies (seemingly) without any
problems on an Atari. At least that's what I've always used and haven't
had any problems yet.

: John O'Neil (joneil@infi.net) wrote:
: : I've been told that I can download files on my
: : PC (BBS,Internet , etc.), copy them to a 720kb
: : 2S/2D 3.5" disk and put that disk in my ST and
: : copy the files to its hard drive. So far I've had
: : only limited success. I've been able to call up and
: : read a text file using this method (sometimes), but
: : copying or trying to run anything larger like a
: : program file returns the message "Data on the disk
: : in drive A: may be damaged. You must use the right
: : kind of floppydisk; you must connect your hard disk
: : properly." I've tried several disks including new ones
: : both DD and HD at 720kb, I've cleaned the heads on both
: : drives and I've tested the ST drive with disks formatted
: : by it and it seems to work fine on it's own. This is very
: : frustrating because I have access to so much software for
: : the ST on the A.A. but just can't get it onto the ST.

: : PLEASE HELP!

: : Thanks Very Much!!!
: : joneil@infi.net

--

| James Adams - |"The word sir?" |

```
| mpui3@central. |"The word is no. I am therefore going anyway." |
| susx.ac.uk | - Sulu & Kirk - Star Trek III: The Search for Spock. |
--------------------------------------------------------------------------------
```

887. Re: Linux Vs Minix

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 16:41:35 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3fop3v$9m9@percy.cs.bham.ac.uk>
Source record: 172931

Craig Graham <Craig.Graham@ncl.ac.uk> writes:
>Well, as I read it, major points to note (that don't get to techie):
>
>1) They both use the same minix partition format.
>2) Linux has Virtual memory - this is the biggy.
>3) Linux has shared libraries.
>4) Linux is a PC standard, which means that there are thousands of
> programs ready to compile straight away.
>5) Linux has X11R6 in colour. MiNT has X11R5 in mono.
>6) Linux requires a 68030 with FPU. MiNT runs on a plain 68000.
>7) MiNT runs TOS binaries. Linux68K runs any Linux68K binary (amiga,atari,mac).

But the most important point is that Linux doesn't have to force
itself onto TOS (oeerr Missus) unlike Mint, so it can afford to do
things 'right'. So it is a lot faster.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

888. atari for sale

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 16:58:43 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <3foq43$he@harvee.billerica.ma.us>
Source record: 172865

```
for sale:
Atari ST2 upgraded to 4 megabytes.
Monochrome and color monitors.
Second external floppy drive.
Floptical Drive + 5 disks
60 megabyte hard drive
2 host adapters (both ICD)
various software packages
Mark Williams C.
flight simulator
diamond back three
ultimate virus killer
and a few odds and ends that I can't remember right now.

make me an offer.

--- eric
```

889. Re: Linux Vs Minix

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 17:08:08 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3foqlo$ll6@lyra.csx.cam.ac.uk>
Source record: 172932

C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>Craig Graham <Craig.Graham@ncl.ac.uk> writes:
>>Well, as I read it, major points to note (that don't get to techie):
>>
>>1) They both use the same minix partition format.
[snip]
>>6) Linux requires a 68030 with FPU. MiNT runs on a plain 68000.
[snip]
>But the most important point is that Linux doesn't have to force
>itself onto TOS (oeerr Missus) unlike Mint, so it can afford to do
>things 'right'. So it is a lot faster.

Is it possible to have both installed (but not necessarily running) at
the same time, on the same machine?

This is the best way I can think of to decide which is best for you.
(personally I'm trying to get Mint etc installed as this won't cost me
any money at the moment, I still need a FPU....)

Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of
cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

890. Re: mh-mint112h2

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 17:10:04 UTC
From: vctec@westminster.ac.uk
Message-ID: <D2prIw.HI3@westminster.ac.uk>
Source record: 172933
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ben Bell (bjb@bigbox.demon.co.uk) wrote:
: Could someone either tell me a fast site where I can ftp mh-mint112h2 from,
: or upload to to hensa or atari archive?

Ben, check hensa before posting. :-)
It is there, and has been for the best part of the day...in the mint
section.

: Also, I have been told that there was a project to write a version of GEM
: AES for MiNT, either as a free or as a shareware product, but that it has

AFAIK, the author is still developing it...but has to finish his PhD
before carrying on with it. It is very nice indeed. But then, I talked
to the author a few moonths ago, due to lack of beta releases which I
was testing for him...hmmmm...I'll write to him again.

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

891. Latest files at HENSA (20 Jan 1995)

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 17:13:50 UTC
From: vctec@westminster.ac.uk
Message-ID: <D2prp4.HqJ@westminster.ac.uk>
Source record: 172934

```
Hi again

Latest installment of your fave list! :-)

ftp/gopher/telnet:- micros.hensa.ac.uk
WWW:- http://micros.hensa.ac.uk/

Go on...log in
Download and enjoy!
Danny

ATARI NEWS OF THE DAY Updated 20/01/95 @ 1550

Newsletters
-----------
Latest releases:-

atari-tos Volume 08 Issue 002 20/01/95
atari-mint Volume 08 Issue 001 20/01/95
atari-falcon Volume 08 Issue 001 16/01/95

Back copies can be found in the directory "tos/news","mint/news","falcon/news"
Please refer to the file "00readme" in the directory for details of how to
subscribe.

Digests
-------
tos/o/o107 Info-Atari8 digest e-mail newsletters
Updated weekly

tos/n/n151 Atari Explorer Online Magazine
Latest updates on.... 17/01/95

tos/n/n153 Central Atari Information Network Monthly Newsletter
Latest updates on.... 17/01/95

tos/o/o116 Silicon Times Report (STR) International Online Magazine
Latest updates on.... 18/01/95

New software for the Atari TOS section
--------------------------------------
New packages are as follows; type "cd ~/micros/atari/tos/<x>/<code>" to get to
where they are held. <code> is as below and <x> is the first letter of <code>.
EG. For package "m100" you'd "cd ~/micros/atari/tos/m/m100".

Pfx Date Key Details
--- ---- --- -------
p123 20/01/95 ---- VDIFONT Prints available GDOS fonts and their ID (G)
```

```
p124 20/01/95 S--- SYSINFO 2.30 Utility for getting system information (G)
p100 19/01/95 S--- KIVI 1.21 QWK Off-line reader (E)
o017 19/01/95 S--- GEMVIEW 3.10 Versatile image utility (E/G)
n198 19/01/95 ---- FLDLIB 0.93 Floating dialogue library for Lattice C (E)
p122 19/01/95 ---- AVI-PLAYER 0.91 A simple AVI file player (G)
o126 19/01/95 ---- CLAC 1.1 A simple calculator....Command line, and GEM (E)
p077 19/01/95 S--- PARAFIN 1.07 Find files on disks and in directories (G)
o149 19/01/95 S--- BIG 2.00 (Big Is GEM) Development C libraries for GEM (F)
o152 19/01/95 ---- PAPYRUS GOLD 3.62 DEMO Versatile document processor (E)
p116 18/01/95 ---- CD-PLAYER 1.1 Play audio CDs on your CD-Rom drive (E/G)
p117 18/01/95 ---- XBASE BBS dated 1 November 1994 A BBS program (E/G)
p118 18/01/95 S--- RUFTRADE UNREGISTERED German to English translator (E)
o018 18/01/95 S--- GEMINI 1.999e A desktop environment replacement (G)
p119 18/01/95 S--- THING 0.24 A desktop environment replacement (G)
p120 18/01/95 ---- IMAGECOPY 3.52d DEMO Versatile image utility (E)
p121 18/01/95 S--- GEM BENCH 4.01 GEM based benchmark program (E)
n133 18/01/95 ---- LED-PANEL 2.9 Drive access indicators on the desktop (E/G)
n140 17/01/95 S--- TWO-IN-ONE 1.22e Shell for use with many archivers (E)
p111 17/01/95 S--- EGALE 2.4i File comparison, alteration and analysis tool (E)
p112 17/01/95 ---- Fix for using HiSoft programming packages and MagiC 2.01 (E)
p113 17/01/95 ---- TOS 2.06 PATCH FILE 3.8 Patch TOS, and blow onto EPROM (G)
p114 17/01/95 ---- HEX EDIT 1.1 Edit files in HEX (G)
p115 17/01/95 ---- How to get rid of the 3 second ICD boot delay (E)

New software for the Atari MiNT section
---------------------------------------
New packages are as follows; type "cd ~/micros/atari/mint/<x>/<code>" to get to
where they are held. <code> is as below and <x> is the first letter of <code>.
EG. For package "a001" you'd "cd ~/micros/atari/mint/a/a001".

Pfx Date Key Details
--- ---- --- -------
a051 20/01/95 ---- GNU GCC 2.6.1 The full compiler system for MiNT (E)
a052 20/01/95 ---- MINT-NET 0.6 (MintNet) Network extension w/ Unix sockets (E)
a053 20/01/95 ---- MH-MiNT 1.12h2 Patched v 1.12. Binaries, sources, diffs (E)
a054 20/01/95 ---- DIALUP INTERNET PROTOCOL 3.3.7-uri IP connection handler (E)
a055 20/01/95 ---- PORTING LIBRARY PL08 Eases the porting of BSD software (E)
a056 20/01/95 ---- X-WINDOW SYSTEM PORT FOR MiNT (E)

New software for the Atari Falcon section
-----------------------------------------
New packages are as follows; type "cd ~/micros/atari/falcon/<x>/<code>" to get
to where they are held. <code> is as below and <x> is the first letter of <code>
EG. For package "a001" you'd "cd ~/micros/atari/falcon/a/a001".

Pfx Date Key Details
--- ---- --- -------
a071 16/01/95 ---- TOS 4.04 PATCH FILE 1.0 Patch TOS, and blow onto EPROM (E/G)
a072 16/01/95 ---- APEX MEDIA DEMO Image processing system (E/F/G)
a073 16/01/95 ---- 3D ANIMATION VIEWER Plays 3D2 animations via the DSP (E)
a047 16/01/95 S--- PLAYMPEG 0.70 Play MPEG files on the Falcon (E)
```

a063 16/01/95 ---- DEVPAC FALCON LIBRARY 5.0 Assembler subroutines (E)
a074 16/01/95 ---- PHOENIX OBJECT RENDERER 2.0 DEMO Falcon/TT version (E)
a075 16/01/95 S--- BACWARD II 2.71 Turn your falcon into an ST (E)
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

892. Re: Wordplus -> Postcript ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 17:24:40 UTC
From: daveh@netcom.com
Message-ID: <davehD2psD4.7nG@netcom.com>
Source record: 172859

There used to be a program 1st2ps or was it (wp2ps or somthing
similar) I think it is in the printutils section of
atari.archive.umich.edu

Dave.

Yann Ricquebourg (ricquebo@irisa.fr) wrote:

: Does anybody have any suggestion about the best way for
: printing old 'prehistorical' 1ST-WORD / WORDPLUS text file
: on a Postcript laserprinter ?

: - maybe a converting soft ?
: - maybe several soft to chain for this final result ?

: Well any suggestions or software would be nice,
: (E-mail please !!!)

: -yann.

: p.S I tried the programm 1st2rtf available on most ftp sites:
: the result is too awful to be acceptable: better insert your file
: in ASCII and then reformat it, it would be faster than reformating
: the RTF result totally amazing compared to the orginal file !

893. Re: NVDI 3.x vs. SpeedoGDOS and NVDI 2.51

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 17:27:16 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FAUSACWEUP@galaxy.teuto.de>
Source record: 172854

In <FASEFEUQUp@warpcon.ersys.edmonton.ab.ca> Leslie Hartmier wrote:

> Can anyone tell me if it is possible to disable the font
>abilities of NVDI 3.x without disabling NVDI? I would upgrade my

No, not really.

>2.51, but I'm not a real fan of *having* NVDI load the fonts when
>I want to conserve memory, and using SpeedoGDOS and NVDI 2.51

You can rename the NVDI.INF to e. g. NVDI.INX so the fontpaths are not found
and therefore the fonts are not loaded. However, the scalers are still active
and do use the memory.

I've talked to ï¿½B about this a couple of weeks ago and suggested a switch in
one of the CPX's to enable the scaling mechanisms if necessary. He wanted to
give it a thought, but I am not aware of any results on this, ATM. I think
I'll give him another ring ...

If you have NVDI3 you do not need Speedo at all. I assume you're running a 4.x
version together with NVDI 2.51?

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

894. HELP: Where can I find...

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 17:35:44 UTC
From: keithc@gx2.uk.mdis.com
Message-ID: <D2psvM.1IF@mdis.com>
Source record: 172857

Dear All
Apologies if this is not the correct place for this type of posting but
this was the only Atari based group I could find, with signs of life!
I would like to FTP some educational stuff/games for my 6 year old son
to use on his ST. Can anyone point me to a suitable machine.

|\ Keith Cordon. Email:kcordon@uk.mdis.com /|
| \ MDIS or :keithc@gx2.uk.mdis.com / |
------ \ Nottingham UK Fax : +44 115 9490614 / ------
> <
_____ / All comments are mine and mine alone! \ _____
| / All spelling and grammatical mistakes are deliberate \ |
|/ and designed to annoy the pedantic. \|

...living in a powder keg and giving off sparks! J.S.

895. ST Assembler - Coming Soon

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 17:45:30 UTC
From: py4sdh@bath.ac.uk
Message-ID: <Pine.SUN.3.91.950120174346.4639B-100000@ss1.bath.ac.uk>
Source record: 172935

ST Assembler is a WWW page that I'm working on at the moment. It will contain all the Atari ST/E hardware details that I can get hold off, and will contain at a later data Assembler code to demonstrate the use of the hardware.
I will be adding most of the information over the next few days, and then the source code bits over the next week. (Well depending on how fast I can type anyway).

The very small and no yet html'ed ST assembler can be found at:

http://www.bath.ac.uk/~py4sdh/index.txt

If anyone has any questions or want to donate info, articles or source code you can email me at:

py4sdh@bath.ac.uk

896. Re: ST emulators?

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 18:15:38 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.106.000D431E@cfcsc.dnd.ca>
Source record: 172936

>Has anyone tried to emulate the ST on a PC or on a workstation?
>Just curious.

>Mark Johnson
>mark.johnson@vlsi.com

Check out GEMULATOR-needs 486, MsDOS,4MB RAM, TOS 2.06 ROMs, $100US
Branch always software - brasoft@genie.geis.com

897. Re: anyone using atari 520?

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 18:21:57 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.107.000D5E15@cfcsc.dnd.ca>
Source record: 172937

>Laszlo Horvath (ac049@cfn.cs.dal.ca) comp.sys.atari.st wrote:
> Friend of my has an atari 520 and would like to connect it to a
> keyboard via midi. We no little about atari and less about midi
> softwares. Any help from users would be appreciated.

> We also would like to transfer some atari files to PC. I think
> there is a utility that would make the atari write to a pc disk anyone
> knows what that is or where can we get one?

> Thanks

If your TOS version is below 1.04(I believe) then you will need to give your
disk a PC boot sector when you format it. Double Click(DC*.*) has such a
shareware formatter downloadable from just about any atari BBS or ftp site.
You should be able to read - at least once :-) any 3.5" 720Kb PC disk.
salut
-ken

898. Re: Browsing STs

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 18:48:53 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.108.000DD105@cfcsc.dnd.ca>
Source record: 172938

```
>1) Atari 1040ST with SC1224
~$200Cdn
>2) SM124 monochrome monitor
~$100Cdn
>3) SF314 external floppy
~$50Cdn
>4) SH204 hard drive (unsure of size)
~$150-200Cdn

These prices are off the top of my head, but they should be pretty close.
Yes, there is STe specific software, but it's usually not a big problem. I'd
go for the STe over the ST because: 1) TOS, 2)Sound, 3)Colour, in that order
of importance 8^)
salut!
-ken
```

899. Re: Word processor Atari 1040 ST ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 19:12:45 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.109.000E36D8@cfcsc.dnd.ca>
Source record: 172939

>In summary, I'd like to receive some info about nice WordProcessors
>for the ST, commercial and shareware packages.

>Thanks,
>Ton Martens (martens_ton@tandem.com)

Well if you 'like' Windows word processors(I don't - I use them every day!)
There's DBWriter - excellent freeware from the ZeST writer, with a
dictionary, etc but non-GEM I believe, Marcel - an excellant shareware program
with a spell checker, dictionary, thesauarus?, search repalce etc and then
there's Edith Professional which I can find no words to describe it is so
good, it can even cut-search-replace-paste COLUMNS of text! I don't know of
ANY word program that can do that - but it may not be what you are looking for
as it is a text editor. Then there's a new Calligrapher(Gold I think), for
Document processing look at Redacteur or Papyrus. There are so many word
processors! This is just a brief look.
Have fun/aie FUN!
-ken

900. Re: GUI Interface

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 19:28:55 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.110.000E7BDA@cfcsc.dnd.ca>
Source record: 172940

>Ben Willcox (ben@sv.span.com) wrote:
>: In article <3f6d7r$188@dux.dundee.ac.uk>,
>: Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:

>: >It strikes me that while the Atari has a reaonable to good range
>: >of software what it lacks is a good, nice easy to look at GUI.
>: >Did atari ever include a tool bar in TOS?

As far as I know OS/2(and NeXT?) only have toolbars in the OS setup

>: And just what would you want this 'tool bar' to do?
>: Do you mean something like the 'Desk' menu, where we can load any
>: 'tools' (accessories) we like? Hey, just a minute - bloody hell, what's
>: this at the top left of my screen.....

>By a toolbar I mean a graphical menu which has all the most used options
>for that program, availble simply by clicking on that button. For example
>in a worldprocessor things such as underline, bold, jusfity, load, save
>, print. That sort of stuff. Yes sure a keypress is faster but when you
>compare the GUI with Windoze you realise that small things like toolbars
>make quite a bit of difference.

>Rod

Windows does NOT have a tool bar. 3rd party people offer them but not Windows.
os/2 Warp has a toolbar. MOST toolbars are IN the programs and are offered by
that program ie. CorelDRAW, Word Perfect. This is exactly like Atari programs
such as Calamus, any paint program.
In point of fact Toolbats are only good when learning the program, if one
wants to speed up ones use of ANY program, the keyboard shortcuts are the
only way to go! Ask anyone who knows their software well, especially in word
processing - mice slow you down! In drawing programs my left hand is on the
keyboard and my right holds my pen or mouse.

901. Legend: another try

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 20:39:08 UTC
From: morisset@ERE.UMontreal.CA
Message-ID: <D2q1D9.ByF@cc.umontreal.ca>
Source record: 172941

Love Legend from Mindscape, but I get stuck, and plan to be stuck many more times... I think there is a cluebook, with maps, and aids for the many puzzles encountered in this game. Does somebody has it? Is there a walkthru on the net? Does someone would like to help me in my moment of terrible need ?

I have already asked this question, but didnt get an answer, so I keep trying...

Francis Lacasse

902. Sinclap's brain found??

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 21:02:18 UTC
From: eddiea@bnr.ca
Message-ID: <3fp8cq$e7@crchha60.bnr.ca>
Source record: 172942

I was reading the AMW the other day and came upon this article. Are they talking about our buddy Peter Sinclair a.k.a. Sinclap?? You Decide.

This article has been reproduced in its entirety without permission of Astounding Medical Weekly newsletter (vol. 8 issue 10, pg 12):

==========

PETER'S BRAIN FOUND!!!!!

The Banzai Institute has done it again! On Jan 12th 1995, Doctor Buckaroo Banzai, with the assistance of several Institute members succeeded in finding what everyone said did not exist: Peter's brain.

Dr Banzai released the following statement:

Through the years, there have been several reports of MWOB's (Men WithOut Brains). They were all fairly easy to solve- Genetic Mental Deficiency Disorder, Heinikens Multi-Brain-Cell Shrinkage Syndrome, Saget's Brain Stem Detachment Complex. All these were discovered and identified by this Institute's previous attempts to prove/disprove that MWOB's do in fact exist.

We had heard about Peter, and the multitudinous assertations that here indeed was a MWOB did not fail to catch our attention. We contacted him early last year and invited him to the Institute to take some tests. The initial series of tests and scans looked promising, so we set up a schedule for Peter to return and take more tests. All the data was indicating that Peter was a MWOB. Then two weeks ago, New Jersey and Dr. Hakita detected a very faint neural retransmission firing in Peter's cranial area. We informed Peter of this and he was very eager to allow us to operate. At this point he had become very concerned that he might actually be a MWOB. Notoriety aside, who among us would really want to go down in history as the first Man Without a Brain? We removed the top of his cranium on January 12th. We thought we had prepared ourselves, but it was still a shock to actually view the vast empty space we had uncovered. We had intended to use our new enhanced laser scanning tunneling lepton microscope to search for the brain, but with such a large volume of space to search, it would take weeks. We could not leave the top of Peter's head off for that amount of time. In a flash of inspiration, Perfect Tommy theorized that having known Peter for the past year, we could assume that if he has a brain, it would move extremely slowly, if at all, allowing us to do away with Heisenberg's Uncertainty Principle. We quickly calculated the exact location to search for the brain, and were able to capture a picture of it with our new microscope. Peter has recovered completely and is enthused at having a new syndrome named after him - Peter's Ultra Microscopic Brain Syndrome (PUMBS).

Dr Banzai further said that after spending such an exhausting year locating Peter's brain, the Institute would be putting further research into MWOB's on

hold, turning instead to MWNP's (Men With No Penises). Although there is no comment from the Institute, it is rumored that Peter is also involved in this study.

==========
--
+---+
No email to bnr.ca - it will bounce back. Instead post replies in USENET.

903. Monitor agony!

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 21:17:20 UTC
From: e91rj@efd.lth.se
Message-ID: <3fp990$3kc@nic.lth.se>
Source record: 172943
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi all!

I've come across an old monitor that has a painful(!)
resemblance to Atari's sm124 (the one with the knobs on the side), the
"box" looks exactly as the Atari equivalent but this one has no speaker
and the plastic frame around the screen is darker than the rest of the
monitor (which is/was atari-greyish).

It's from a company called Taxan (!), with ser # E4-70300086,
dated March -87. It has a chassis type MT-15 and a Goldstar tube with
a type # 31KGLA and/or (it says both on the sticker) 31KGB (russian
version ? ;) Tube serial nr. is 70302760. On the back of the monitor it
says "KAGA Electronics co LTD".

It doesn't have the 13 pin atari monitor plug, only a nine-pin
"joystick" male with only 6 or 7 pins available (it's at home now and
I forgot to write that down), something like this.

```
_________________________
| | |
_________________ |
\ . . . . . / These two pins have 1.7 and 0.7 volts
\ . . / over them when I plug the monitor in,
~~~~~~~~~~~~~~~ can't tell if its a signal or DC
```

Can I use this as a mono monitor? (it is a b/w monitor, I can
tell that from the cicuit board) What are the different pins on the
9-pin? Why do crocodiles cry? Mail or post and I will be happy.

Thanks in advance
--
----------//----------
Rickard Juteg&#65533;rd (disclaimers etc.) // +46(0)46 137019
Lund Institute of Technology // e91rj@efd.lth.se
http://www.df.lth.se/~rickard/ // rickard@df.lth.se

904. Looking for (US) dealer recommendations....

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 22:58:04 UTC
From: catfood@prairienet.org
Message-ID: <3fpf5s$c0n@vixen.cso.uiuc.edu>
Source record: 172944

Hey gang,

Hopefully, I'm looking at grabbing a Falcon in the next coupla
months, so I was wondering if anyone had recommends on dealers they've
had good experiences with. I'm hoping to do this mail-order if at all
possible, so I can get the lowest price.

I'm grabbing this thing specifically to use with Cubase Audio 16
for Falcon, so I need to get at least an 030 with specced memory (yeah, I
know I should probably wait for the 040: if it's out by the time I buy,
then I'll get one of those), and most likely a co-pro.

I'm putting as much emphasis as possible on getting a nice low
price (hence mail-order) since I can take care of most of the basic
support stuff myself (configurations, swapping drives, etc.).

Thanx a lot!!!
-c-

=] catfood@prairienet.org "With the guts of the last Priest,
=] catfood@mindvox.phantom.com let us strangle the last King."
=] catfood@well.sf.ca.us -Diderot
------------------ ---- --- ---- - --- -- - - -

905. Re: Word Processor ST

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 23:15:50 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <3fpg76$fhd@brachio.zrz.TU-Berlin.DE>
Source record: 172945

In article <3fmv61$q2t@brachio.zrz.tu-berlin.de>
alpldbia@w255zrz.zrz.tu-berlin.de (Andre Leistner) writes:
[...]
>>If anybody knows about a full GEM program that likes Magic!, please pot
>>here or e-mail me.
>
>Papyrus. There's a standard version and the Gold version.

In english language only the Gold version is available from HiSoft.
Since we do some optimising and switch to a better compiler,
Papyrus Gold 4.0 might run on 1 MB Ataris, but I can't promise
that yet.

Otherwise I can only agree.

A while ago I uploaded an english Demo p362demo.lzh to

site directory

atari.archive.umich.edu Applications/Wordproc
(AFAIK mirrored at
wuarchive.wustl.edu /systems/atari/umich.edu
src.doc.ic.ac.uk /computing/systems/atari/umich
ftp.pht.com /pub/mac/umich
archive.orst.edu /pub/mirrors/archive.umich.edu)

micros.hensa.ac.uk micros/atari/tos/...

ftp.cnam.fr pub/Atari/Text

A german Demo is available from ftp.cs.tu-berlin.de and ftp.uni-kl.de

---
Christian Nieber +-----------------+
email chris@buran.fb10.tu-berlin.de | Always plan ahea|
R.O.M. logicware, the Home of Papyrus |_____________d|
Raschdorffstr. 99, D-13409 Berlin | |
Tel. ++49/30/492 41 27, FAX 491 93 67 | |
---

906. Re: Looking for (US) dealer recommendations....

Newsgroup: comp.sys.atari.st
Date: 1995-01-20 23:21:18 UTC
From: rbarbaga@jupiter.cs.uml.edu
Message-ID: <3fpghe$sf4@ulowell.uml.edu>
Source record: 172948

Yeah, I'm looking for a cheap Atari mail order place
too. I'd like to get a Portfolio, but some of TOAD's prices
on the accessories are a bit much. Is there an alternative
mail order outlet that stocks Portfolio stuff?

--
Ralph A. Barbagallo III --- rbarbaga@cs.uml.edu --- Only AMIGA makes it
URL: http://www.uml.edu/~rbarbaga "Don't be a Dunk!"* Possible... *
R.I.P. Jay Miner: June 20th 1994 Father of the 2600, Atari 8bit, Amiga
-=-VAPS Member=-=-Classic Game Collector=-=-Broke Freelance Journalist=-

907. Re: Parallel port

Newsgroup: comp.sys.atari.st
Date: 1995-01-21 00:04:48 UTC
From: paul@vega.ame.arizona.edu
Message-ID: <3fpj30$lf5@news.CCIT.Arizona.EDU>
Source record: 172949

In article FAUUEAUYUp@stingray.manawatu.gen.nz, richard@stingray.manawatu.gen.nz (Richard MORRIS) writes:
> Does anyone know the difference between an ST's centronics parallel port,
> and a PC's?
>
> I thought that the PC is supposed to be bidirectional, but not the ST, but
> this is not the case, as I can send data out of the port quite happily.
>
> Perhaps there are some extra pins used or something? Maybe these were
> added to the Falcon, as I remember reading that it was coming out with a
> bi-directional parallel port - yes "coming out" - it was an old mag.
>
Yup, there is a pin missing on STs (and TTs). I can't recall exactly right now just what, but it has to do with flow control. I've tried two printers (a Cannon dot-matrix and a HP Laserjet) which have refused to do anything with my TT and worked fine with PCs, yet other printers work fine with mine.

> Thanks,
> Richard =8-]
>

-Paul Harris @ @
paul@vega.ame.arizona.edu ___/

908. Re: AstroPanic94! rev. c.

Newsgroup: comp.sys.atari.st
Date: 1995-01-21 00:42:29 UTC
From: npetrlik@public.srce.hr
Message-ID: <3fpl9l$adj@nippur.irb.hr>
Source record: 172950

Daniel D Ackerman (dackerma@magnus.acs.ohio-state.edu) wrote:
: AstroPanic94! rev. c. is now on atari.archive.umich.edu, under
: Games/Space/p94_revc.zip. This file only contains the program and the
: graphics. A seperate file in the same directory, original.zip, contains all
: the sound files. And there are numerous more sound files. Several small bug
: fixes have also been applied.

: There is also now a "Select Sound Set" button that lets you select a
: different set of sounds for AstroPanic to use. Alternate sound sets can be
: located on any drive. This also allows for floppy based systems to put
: the sounds on a different disk than the game.

: For those of you who don't know. AstroPanic94! is a small shoot-em-up
: that runs in any planar video mode (i.e. 2-256 colors) any resolution and also
: supports DMA sound. It runs on video cards, TT's, Falcons, Mega's etc.

: Registration is only $5. And get's you a registered version with 2
: additional Ufo types.

: For more information, or comments or bug reports.
: Write me at baldrick@terminator.rs.itd.umich.edu

: Thanks,

: Dan Ackerman
: baldrick@terminator.rs.itd.umich.edu

Does it work on Ste ?
On my Ste this AstroPanic plays the intro sound (siren), shows
the image , and then when I push the left mouse button bombs (two
bombs),
and returns to desktop ..

I've also try it on MegaSte with 4MB RAm without cache , 8MHz;
with cache & 16MHz, and on 16MHz without cache (all possible
combinations).. but still doesn't work (two bombs afterpicture).

Also, I've try it on clean system with and withot hard disk ..
(starting it from hard d., and the other time from floppy).

909. Re: Notator/Creator sofware for Sale

Newsgroup: comp.sys.atari.st
Date: 1995-01-21 00:55:26 UTC
From: ckormos@delphi.com
Message-ID: <Jm6bKUG.ckormos@delphi.com>
Source record: 172851

Yes, I'm interested in the software. Please E-mail a reply to CKORMOS.
Charley

910. *>--Atari--Computer--Software--Sale--<*

Newsgroup: comp.sys.atari.st
Date: 1995-01-21 02:37:18 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <3fps0u$io9@ucunix.san.uc.edu>
Source record: 172852

```
************************************************************
** **
** A T A R I ST(e) S O F T W A R E S A L E **
** **
************************************************************

Sierra - SubLogic - TimeWorks - Infocom - OSS - Image Works - CodeHead
Technologies - Stregic Simulations Inc. - Lebri - Sega - Team - Haba -
SSW - Accolade - The Bitmap Brothers

Nothing over $15 Nothing Over $15

Title_____________________________Creater_____________________Price
=====================================================================

Word Writer ST TimeWorks $15
-Word Processor, Spellchecker, Comprehensive Thesarus.
Analyze! SSW $15
-Lotus compatable Spreadsheet.
Warp9 Codehead $10
-Everyone knows what this does =)
Personal Pascal (no box) OSS $10
Spritenstein Lebri $5

Title_____________________________Creator_____________________Price
=====================================================================
Armour-Geddon Psycnosis $10
Tournament Golf Sega $10
Flight Simulator II SubLogic $10
---------------------------------------------------------------------
Conquest of Camelot Sierra $10
-With Hint Book
Colonel's Bequest Sierra $10
-With Hint Book
Leisure Suit Larry III Sierra $10
-With Hint Book
Codename: ICEMAN Sierra $10
-With Hint Book
Hoyle 28 games of Solitare Sierra $10
Police Quest II Sierra $10
-With solution text
Space Quest I Sierra $8
Space Quest II Sierra $8
Space Quest III Sierra $10
Kings Quest I Sierra $8
Kings Quest III Sierra $8
```

ManHunter I Sierra $8
ManHunter II Sierra $8
Gold Rush Sierra $8
Black Caultron Sierra $8

Gods (No Box) The Bitmap Brothers $10
Speedball (No Box) Image Works $10

Roadwar 2000 SSL $5
BattleTech Infocom $5
A Day at the Races Team Software $5
Heatwave (Speedboat Racing) Accolade $5

Terms:
Everything is in working order. I have bought entire computer systems
through the internet and have yet to recieve a faulty product. I believe
in the integrity of InterNET selling and will uphold it.

Prices are listed above. Add in a buck each for shipping and handling.

Please, USA orders only. I am located in Cincinnati, Ohio.

+-------------------------------------+_
| *> Kevin Klasmeier - Cincinnati OH | |
| *> NET: klasmekj@ucunix.san.uc.edu | |
+---+ *> GEnie: K.Klasmeier ==-U-S-A-=> +---+_
| Try StrangeMUD - Sleepy.cc.utexas.edu 9332 | |
+---+ |
'---'

911. Discovery Cartridge

Newsgroup: comp.sys.atari.st
Date: 1995-01-21 02:54:00 UTC
From: robert.smith@onlinesys.com
Message-ID: <c9.6390.3146@onlinesys.com>
Source record: 172853

Howdi
FOR SALE
I have a discovery cartridge by happy computers. It will back up any
Atari disc made. It will work on 520 or 1040 st., Falcon? It will run
with or without a hard drive. Lots of software support included.
Price negotiable. Ph 686-5628.
Robert Smith

ps I bought an IBM and can't use it!

912. Re: Parallel port

Newsgroup: comp.sys.atari.st
Date: 1995-01-21 03:41:20 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3fpvp0nqd1@perth.DIALix.oz.au>
Source record: 172855
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Richard MORRIS (richard@stingray.manawatu.gen.nz) wrote:
: Does anyone know the difference between an ST's centronics parallel port,
: and a PC's?

: I thought that the PC is supposed to be bidirectional, but not the ST, but
: this is not the case, as I can send data out of the port quite happily.
<snip, snip>

I don't know the method of how it's done but I do know that 2 way data transfer is possible via the ST's centronics parallel port (and its quite fast as well)

How do I know you may ask ?? I have *ATARI* produced software that was produced for the STbook data trans to the ST,TT,Falcon (the STbook does not have a floppy only a HD).

AFAIK the magic is carried out within the CABLE.....

I'm sure that the *SLAVE* side of the software could produced for the other type of P.C.'s (you know those "clone" types and Mac's) it's just that nobody has sat down and done it....

BTW the above software is in two parts MASTER & SLAVE. It's simular to GhostLink in operation BUT without the excellent Ghostlink desktop operation

eMail me if you require more info

Regards Fezzy

--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

913. Re: fansi

Newsgroup: comp.sys.atari.st
Date: 1995-01-21 03:46:43 UTC
From: Arthur Santos <arthurs@delphi.com>
Message-ID: <BM+bSIL.arthurs@delphi.com>
Source record: 172856

Eric March <diehl@r-node.io.org> writes:

>This is a small bug that crept into the program before its initial
>release... basically, if any text (Even a background colour other than
>black) resided on the 80th column of the screen, it wuldn't save that line
>-- and if all lines had text on the 80th column, the ANSI file would wind up
>being 0 bytes long. The fix is simple: Keep your ANSI screents to 79
>coumns (Or counting from 0 as Fansi does, to 78 columns). This also makes
>sense in that if you have your screen full to the 80th column of anything,

Well Eric you were right. I tried that and the program worked
great. You did an excellent job on that program. Now i do have
another question! I would like to register it, and in the registration
form that comes with the program, you say to leave you email it
would speed the process along, so im doing just that right now.
The mailing address is still the same and the cost is still $15.00
correct?
Can i ask you anothe question not about fansi do you know of a
good drawing program for vt52 screens? If not do you think fansi might
ever have one in any of its newer updates..Well thanks again eric.
Arthur

914. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1995-01-21 05:06:51 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3fq4pb$6mu@lastactionhero.rs.itd.umich.edu>
Source record: 172860
Cross-posted to: comp.sys.atari.st,umich.archives

```
0_SEE_README_ABOVE_FOR_NEW_UPLOADER_INSTRUCTIONS
Bad-uploads
archive.notes
cdplayer11.lzh
cdplayer11.readme
cgcc
dc-bio.lzh
dc-bio.txt
insync10.lzh
insync10.txt
make-3.71-mint.readme
make-3.71-mint.tar.gz
minixfs-0.60pl10-941129-diffs.gz
mint-1.12h1-1.12h2-diffs.gz
mint-1.12h2-README.1ST
nfs-050.tgz
phem10.lzh
phem10.txt
tricky.upl
-rw-r--r-- baldrick 27859 Jan 17 18:10 ./Games/0index
-rw-r--r-- baldrick 89944 Dec 30 12:01 ./Games/Board/tricky26.lzh
-rw-r--r-- molin 378823 Jan 16 15:31 ./Utilities/pgp262st.zip
-rw-r--r-- baldrick 124719 Jan 17 19:57 ./0ls-lR.Z
-rw-r--r-- baldrick 124599 Jan 17 19:59 ./0ls-lRc.Z
-rw-r--r-- baldrick 158151 Jan 17 19:55 ./0compind.Z
-rw-r--r-- baldrick 390807 Jan 17 19:55 ./0index
-rw-rw-r-- entropy 4161 Jan 19 21:17 ./Archivers/0index
-rw-r--r-- baldrick 196812 Jan 19 06:56 ./Archivers/arj_994a.tos
-rw-r--r-- baldrick 62493 Jan 17 18:14 ./Diskutils/cdplayer11.lzh
-rw-rw-r-- entropy 12299 Jan 19 21:37 ./Diskutils/0index
-rw-r--r-- baldrick 27850 Jan 19 20:47 ./Games/0index
-rw-r--r-- baldrick 370701 Jan 19 20:32 ./Games/Space/p94_revc.zip
-rw-r--r-- baldrick 666555 Jan 19 20:32 ./Games/Space/original.zip
-rw-rw-r-- entropy 11484 Jan 19 21:24 ./Mint/0index
-rw-r--r-- baldrick 181902 Jan 18 08:51 ./Mint/Network/httpd-1.3.tar.gz
-rw-r--r-- weiner 4336 Jan 19 21:38 ./Sound/0index
lrwxr-xr-x baldrick 27 Jan 19 21:35 ./Sound/cdplayer11.lzh -> ../Diskutils/cdplayer11.lzh
-rw-r--r-- baldrick 125221 Jan 19 21:43 ./0ls-lR.Z
-rw-rw-r-- entropy 1814 Jan 19 20:54 ./Tt/0index
lrwxr-xr-x baldrick 27 Jan 19 20:48 ./Tt/p94_revc.zip -> ../Games/Space/p94_revc.zip
lrwxr-xr-x baldrick 27 Jan 19 20:48 ./Tt/original.zip -> ../Games/Space/original.zip
-rw-r--r-- baldrick 124821 Jan 19 21:44 ./0ls-lRc.Z
-rw-r--r-- baldrick 10853 Jan 19 21:30 ./Falcon/0index
```

```
-rw-r--r-- baldrick 327077 Jan 17 18:24 ./Falcon/Demos/dc-bio.lzh
lrwxr-xr-x baldrick 30 Jan 19 20:55 ./Falcon/Games/p94_revc.zip ->
../../Games/Space/p94_revc.zip
lrwxr-xr-x baldrick 30 Jan 19 20:55 ./Falcon/Games/original.zip ->
../../Games/Space/original.zip
-rw-r--r-- baldrick 70439 Jan 19 06:56 ./Falcon/Graphics/avi_play.lzh
-rw-r--r-- baldrick 158346 Jan 19 21:41 ./0compind.Z
-rw-r--r-- baldrick 391033 Jan 19 21:41 ./0index
-rw-r--r-- baldrick 87444 Jan 19 22:13 ./sbm.zip
-rw-r--r-- baldrick 36678 Jan 19 22:18 ./tetrhunr.zip
-rw-r--r-- baldrick 1257482 Jan 19 22:25 ./MoonSpeeder_demo.zip
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

915. FS: Atari 1040STf

Newsgroup: comp.sys.atari.st
Date: 1995-01-21 07:49:08 UTC
From: drozycki@marge.cs.mcgill.ca
Message-ID: <3fqe9k$cb5@homer.cs.mcgill.ca>
Source record: 172893

By itself, and w/1 meg RAM and 3.5 DD.

Derek

916. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1995-01-21 09:24:02 UTC
From: srp20@cam.ac.uk
Message-ID: <srp20-210195102402@mac123.nmus.pwf.cam.ac.uk>
Source record: 172866

In article <g.m.hockney-2001950856520001@edbtech.central.susx.ac.uk>,
g.m.hockney@sussex.ac.uk (Geoff Hockney) wrote:

> Can anyone tell me if the Spectre GCR v3 works on a Falcon?.
>
Don't think so. I plugged mine in to my Fuelcan and it just
bombed. I haven't made a concerted effort though...

srp

917. Re: Linux-68k

Newsgroup: comp.sys.atari.st
Date: 1995-01-21 10:12:06 UTC
From: Nharlow@nharlow.demon.co.uk
Message-ID: <450010461wnr@nharlow.demon.co.uk>
Source record: 172868

I Would be EXTREMELY INTERESTED in Linux for my TT (or Falcon), both for
personal tinkering reasons and general interest, please tell me more,
by email if you wish

Thanx in advance

--
Nick Harlow
16/32 Systems, Strood, Kent (Atari, Amiga, PC)
****
If it's not nailed down, I'll sell it......
.....For sale: Internet, only 10 million careful users
****

918. Re: Farewell ST Review

Newsgroup: comp.sys.atari.st
Date: 1995-01-21 10:12:06 UTC
From: Nharlow@nharlow.demon.co.uk
Message-ID: <300005883wnr@nharlow.demon.co.uk>
Source record: 172869

I agree that the latest issue of ST Format is much the same, thats because I would expect the new Editor to take a least a month or two before she starts to make changes. She at least has a reasonbale pedigree ie Mac Format amongst others. Maybe the magazine will get better, I certainly hope so, both as reader, enthusiast, advertiser and someone who does make his living from the Atari market.

Nick Harlow
16/32 Systems, Strood, Kent (Atari, Amiga, PC)
****
If it's not nailed down, I'll sell it......
.....For sale: Internet, only 10 million careful users
****

919. Re: TT030 prepress syetem for sale

Newsgroup: comp.sys.atari.st
Date: 1995-01-21 10:12:06 UTC
From: Nharlow@nharlow.demon.co.uk
Message-ID: <626845228wnr@nharlow.demon.co.uk>
Source record: 172870

Nice system....(drool) If you weren't Stateside I would be very
interested...

--
Nick Harlow
16/32 Systems, Strood, Kent (Atari, Amiga, PC)
****
If it's not nailed down, I'll sell it......
.............For sale: Internet, only 10 million careful users
****

920. Re: MiNT won't work!

Newsgroup: comp.sys.atari.st
Date: 1995-01-21 11:04:23 UTC
From: k3086e1@cxmeta
Message-ID: <3fqpnn$40@alijku06.edvz.uni-linz.ac.at>
Source record: 172871

Michael Plonus (michi@pluto.ping.de) wrote:
: Hi,

: In <3flu7q$b0i@alijku06.edvz.uni-linz.ac.at>, k3086e1@cxmeta (Lichtenberger Robert) writes:
: > I've ftp'ed Mint from a server somewhere in the U.S. (To bad there is no
: > european mirror of atari.archive.umich.edu ...) and tried to install it.

: On ftp://ftp.uni-muenster.de/pub/atari/Mint is nearly a clomplete mirror of
: the a.a.u.e Mint section
Thanks a million!

: Tell us about your hardware! In Case you have a 68030 try moving MINT.PRG
: to MINTNP.PRG.
: In case you have a PAK3/030 you have to run HSMOD before MiNT in the Auto
: folder.
I've got a 1040 STe, 1MB RAM, 1 3,5" floppy, Monochrome Monitor, 60MB Atari Megafile HD.

BTW.: Someone mailed me and told me that my mail address isn't O.K. so here it is: k3086e1@cxmeta.edvz.uni-linz.ac.at

Thanks a lot for the help I already received. And for the question which software won't run on Mint: Mint itself won't start: it just displays the initial message and then stops.

Robert Lichtenberger
k3086e1@cxmeta.edvz.uni-linz.ac.at

921. Re: JPEG viewers. Convert to SPC?

Newsgroup: comp.sys.atari.st
Date: 1995-01-21 11:22:56 UTC
From: guenther@cabal.shnet.org
Message-ID: <FAVLBHUYUP@cabal.shnet.org>
Source record: 172867

In <FATSBBZZUP@cabal.shnet.org> Thorsten Guenther wrote:

>In <1995Jan17.123950.5814@bay.cc.kcl.ac.uk> udem148@bay.cc.kcl.ac.uk wrote:
>> For viewing, also try Bgif or dmjgif(?) (anyone else know of fast gif
>>to spc converter, rendering decent quality?) after using jpg5abin.zoo
>>can convert gif to spc (spu) and get 512 cols using an spc viewer. A bit of a
>>long way round I admit. dmj's a tad slow though to say the least, but the
>>quality's excellent.
>
>Well, I guess the best quality would be a result of - first resizing the
>.JPG to 320*y or x*200, matching the aspect ratio of the original picture.
>
>GEMView should serve for this purpose :-)...
>
>And then add black borders and/or use a program that does this all on its
>own and convert it to .SPC. (DMJ-GIF or similar, is there a pbmtospc in
>the PBMplus package?).

Or write a GEM-View save module that does this, I have to add. Anyone here
willing to try? It should only work with sizes of up to 320*200, of
course.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- .signature still under construction - _
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)

922. Re: Lynx Browser for Atari

Newsgroup: comp.sys.atari.st
Date: 1995-01-21 11:59:34 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <790689574snz@bigbox.demon.co.uk>
Source record: 172872

In article <3fe6g8$9g9@usenet.INS.CWRU.Edu>
em129@cleveland.Freenet.Edu "Thomas Main" writes:

> I have a dial-up internet connection through my university and
> use a Falcon030/4/84 w/TOS 4.02. I am interested in looking at
> WWW sites, but am unaware of a Lynx browser that exists for my
> computer. Does anyone on the list use Atari equipment to con-
> nect to WWW? What program exists that would enable this? Where
> can one find the program? Also, if anyone out there could give
> me advice on navigating the internet with the Atari, I would app-
> reciate their thoughts.

You can get Lynx for the ST but it needs MiNTnet, which needs MiNT and
preferably MiNTOS. And preferably its own minix partition.
It can be done and works pretty well but you need some HD space and a little
Unix knowledge or some help. If you've got that - I recommend it.

Bye,

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+---+

923. Atari upgrading

Newsgroup: comp.sys.atari.st
Date: 1995-01-21 12:59:20 UTC
From: dwalker@island.net
Message-ID: <3fr0f8$m9v@cliff.island.net>
Source record: 172873

Hello folks

I've just come across this group, much to my delight, and have a few
Q. Ive had a old 520 st, w\ a 1224 monitor for a year - but I'm starting
to realize some of it's limitations. I bought myself a 486 PC and gave the
Atari to my daughter for now as I actually like the old machine - it's
a real workhorse, and seems really reliable.

However I'd like to upgrade it, to make it a bit more usable for her,
and eventually I'd like to use it to drive synths/drums etc

I understand the basic upgrade reqs - mem, SCSI H.Drive DS drive - but
it appears expensive (600 cdn.), any info on cheaper or alternative configs
would be appreciated.

As well, any directions to obtaining a suitable VT 52 or better Terminal
prog would be appreciated.(how fast of a modem can a 520 handle?)

In the short term I'm trying to figure out how to format DS disk progs
into SS format, as the machine has only a SS drive - i've followed
(the somewhat scetchy) dirs in the manual to no avail ??? pls help, as
Iv'e access to loads of DS progs

Thanks in Advance
dwalker@island.net

924. *** Falcon BBS List ***

Newsgroup: comp.sys.atari.st
Date: 1995-01-21 14:27:11 UTC
From: fg024@cleveland.Freenet.Edu
Message-ID: <3fr5k0$jro@usenet.INS.CWRU.Edu>
Source record: 172874
Cross-posted to: fr.comp.sys.atari,de.comp.st,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy

```
BBS that have a Falcon 030 section
==========================
Version : 0.01
Here is a List of BBSs that have a Falcon Section, If you Have more please E-mail me info
of:
+Name
+Country
+Phone numbers
+Speed (Min /Max)
+Ratios
+Parity ( n of bits ; Even/Odd/None ; bit of stop )
+Used Spaced for Falcon

Now my gathering (by the way I would like to thankUs the people who have contributed to
this list).

WhatUs New : added Canada, Germany, Sweeden, UK ; Added 9 bbs

Canada (+ 1)
-----------
Grand Central Galaxy
403 986 9843 14.4 kbps 5/1 8-N -1

Denmark (+ 45)
-------------
DK-Soft
43 71 70 75 19.2 kbps no ratios 8-n-1

France (+33)
----------
Brasil
1 44 67 08 44 at least 14.4 Kbps ??? ???

Germany (+49)
------------
GoreZone
4841 6069 2.4-19.2 Kbps no ratios 8-N-1

Norway (+47)
----------
The STand
56 30 58 57 14.4 kbps no ratios 8-N-1

XBASE
73 52 30 18 28.8 kbps ??? ???
```

Sweden (+46)

Crime City
8 760 40 67 28.8 kbps no ratios ???

Jabberwocky
031 795624 14.4 Kbps ??? 8-N-1

Master
031 364423 14.4 kbps ??? 8-N-1

MidiNet
40 160655 28.8 Kbps Membership 8-N-1
(Free for Foreigners)
STraight
031 363973 28.8 Kbps ??? 8-N-1

U K (+44)

Chameleon
0272 881095 14.4Kbps Yes (?) 8-N-1

U S A (+ 1)

Neostag
216 792 2580 14.4 kbps no ratios 8-O-1

Cumberland county
609 451 7475 14.4 kbps ??? 8-?-?

PLEASE NOTE:
This list is copyright 1995 by Hirlimann Ludovic. It should be widely distributed as long has NO MONEY IS MADE OUT OF IT. So please distribute it. Upload it to your favorite bbs. If youhave any information dealing with Falcon bbss please mail them to me, those info will be added to the List.

--
E-Mail : Fg024@Cleveland.freenet.edu
Falcon 030 VGA + FPU 4/200

925. How to read cursor keys?

Newsgroup: comp.sys.atari.st
Date: 1995-01-21 15:05:37 UTC
From: artoj@mits.mdata.fi
Message-ID: <3fr7s1$ebq@prime.mdata.fi>
Source record: 172875

> I am writing some game and was wondering how to read (in C) the arrow or
> cursor keys. Now I use the numeric key pad but I want to use that for
> something else. I tried to read and echo these arrows but all turned out
> to be 0. Is there some other function I should use? Something like reading

You have to read scan codes for arrow keys as they don't have ascii
codes. Every key in your keyboard has a scan code, and ESC is the
first. To read scan codes, you can, for example, use
Crawcin() (GEMDOS function) which returns a long word. Bits
31-24 are Shift key status, bits 23-15 scan code and bits 7-0
ascii code. Bits 15-8 seem to be allways 0.

---
* Kivi 1.21 *

926. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-01-21 15:07:56 UTC
From: paul@xciv.demon.co.uk
Message-ID: <790700876snz@xciv.demon.co.uk>
Source record: 172876

In article <FAPDAHURUP@dksoft.ping.dk> kim@dksoft.ping.dk "Kim Andersen" writes:

> >No don't blame any one, how come the NeXt and the Amiga has gone that way to,
> >and they were far better computers...
>
> I'm not sure what happened to the NeXt machine, it just dissapeared. As

AIUI NeXT pulled out of the hardware business because they weren't making
enough money, they now concentrate on their o/s NeXTSTEP which is now
available for Intel processors and soon to be others too.

I'm not sure when or how long they were in the h/w business, '90, '91 but
yes they were/are really nice machines, I guess they were just too expensive
otherwise they would've sold better.

The 040 25Mhz on my desk at work multitasks beautifully.

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC You see that small child, the one that can't do */
/* Owner division, well that's your Pentium that is. */

927. MSTE/TT keyboard

Newsgroup: comp.sys.atari.st
Date: 1995-01-21 15:10:32 UTC
From: kucik@Leo1.zlin.vutbr.cz
Message-ID: <3fr858$6oe@rhino.cis.vutbr.cz>
Source record: 172877

Hi!

Anybody has a needless Subj. on sale?

928. Re: How connect MFM HDD to STE?

Newsgroup: comp.sys.atari.st
Date: 1995-01-21 15:15:16 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FAVPCFVJUP@galaxy.teuto.de>
Source record: 172801

In <3fjpuv$dnc@ccnews.ke.sanet.sk> Jarko Kurimsky wrote:

>I've got 40 Mb harddisk with MFM system.Please,somebody can help me with
>connecting it to STE?

You can use the adaptors e. g. from a Megafile 30/60. AFAIK, there are no
adaptors available like the "Link" ones for SCSI drives.

There was s. th. about an OMTI controller sometime back, but I dunno about
that one.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

929. Re: Mac MagiC?

Newsgroup: comp.sys.atari.st
Date: 1995-01-21 15:18:30 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FAVPCFVMUP@galaxy.teuto.de>
Source record: 172900

In <3flk3m$4n5@osiris.wu-wien.ac.at> Alfred Radauer wrote:

>has higher wages than most of the other countries, shows that the
>"teenagers" there work more seriously than some old guys, who cannot
>afford DM 300 for software (well, Roger, people may know why you get less
>paid than others).
>Besides, why don't you throw your Atari away and get yiurself a decent
>Acorn or whatever?

He probably cannot afford one with the low wages down there :-($)

Hendr!K

930. Re: SCSI port. speed of in FALCON.?

Newsgroup: comp.sys.atari.st
Date: 1995-01-21 15:21:46 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FAVPCFVPUP@galaxy.teuto.de>
Source record: 172802

In <mnb20.14.00120301@cam.ac.uk> Mark Baker wrote:

>>If this is the case please can you tell me which TOS/BIOS/XBIOS call I
>>should use to send a 6 or 10 byte Command Descriptor Block (CDB) to my
>>scsi CD-ROM to start playing a music CD. The answer unfortunatly is that Atari
>>did not provide a low level interface to the scsi chip, so all suppliers of
>>scsi devices have to write their own interface ie Hard Drives (ICD etc)
>>CD-ROMS (Metados, extendos),

>cdrom drivers don't, as cdroms are still arranged in sectors which can be read
>using the DMAread()/DMAwrite() commands (which I believe depend on a HD driver
>being installed) However playing music from a CD, or using tapes, scanners or

Doesn't matter if a HD-driver is installed at all. The modern drivers e. g.
HuSHI or HDDRIVER recognise a non-HDD-device and cancel that ID anyway.

>any other SCSI device would indeed require hardware access - and so is
>different on ST, TT and Falcon. I agree with you that a low level xbios call
>would be nice. How about the scsi driver for MiNT, I haven't looked at it yert

I'm not sure about this one. Perhaps Julian could say s. th. about this
matter? If he's out there, that is ;-)

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+--------------------\ (----( )--------------------+
_)) /
(_/

931. Mega 2 ST and SW/HW Sale (long post)

Newsgroup: comp.sys.atari.st
Date: 1995-01-21 15:27:56 UTC
From: tgrel@aol.com
Message-ID: <3fr95s$893@newsbf02.news.aol.com>
Source record: 172878

*** Long post warning *** Mega St and 'accessories' for sale!

Since I've had an avalanche of interest, I've decided to sell the whole deal to the highest bidder. (Escpecially since I don't know the current market, and you supposedly will) If I don't like the price (< $500), then

I'll just keep the machine and my (eventual) kids will have enough games to keep them happy a long time. I invested thousands here, so someone is going to get ALOT for their money.

All items are at least 4-5 years old. I don't have the latest 'anything'. I'll leave that up to whoever gets the system. All software comes with boxes and doc's unless otherwise listed. I got alot of this stuff when I bought the system, so I've never even run it myself.

Please email tgrel@aol.com with any questions, offers. I'm NOT breaking up all this stuff seperately, so don't ask. I want one buyer, and its gone. Shipping costs will be the buyers responsibility. I will only sell it C.O.D. and as a warning the shipping will be over $50 (I'm positive of that).

Here we go....

Hardware

MEGA ST 2
Mono Monitor
Color Monitor
Monitor Master
85 Meg ICD hard drive (needs new power supply)
360k 5-1/4" external floppy drive
Okimate 20 Color Printer (three black and one color cartridge)
Avatex 1200 Baud Modem
2 Quickshot Joysticks

Software

Simulation

Falcon
Falcon Mission Disk 1
Their Finest Hour
Red Storm Rising
Gunship
Midwinter
Fighter Bomber

Carrier Command
Starflight
Tracker

Sports

Wayne Gretzky Hockey
MicroLeague Baseball

Sierra Adventure Games

Colonel's Bequest
KQ II, III, IV
Hero's Quest - So you want to be a Hero
Space Quest I , III
ManHunter / New York
Police Quest I

Other Adventures

Dungeon Master
Dungeon Master - Chaos Strikes back
Ultima IV - Quest of the Avatar
Zak McKraken and the Alien Mindbenders
Star Trek - The Rebel Universe
Space Ace
Drakkhen
Paladin
The Pawn
Bard's Tale (I think a disk was bad)
Infocom - Hollywood Hijinx

Arcade/General Games

Barbarian
Obliterator
Oids
Xenon 2
Sim City
Populous
Populous - the promised lands
Risk
SpeedBall
SpeedBall 2
BlockBuster
Vampire's Empire
Monster Grand Slam
Prince
North and South
Armada

System

NeoDesk 3.0
NeoDesk Developers Kit
NeoDesk CLI
PC Ditto
Minix
Revolver
Turbo ST v 1.6
A&D Universal Item Selector II v2.0
ICD utilities

Word Processors/DTP

Calamus
Calamus Font Editor
Word Perfect
1st Word Plus
Neocept Wordup
Neocept Fontz
Thunder Spellchecker
Mavis Beacon Teaches typing (bad disk I think)

Graphic Editors

Spectrum 512
Unispec
Touch Up
Cyber Paint
CAD 3D 2.0
Degas
Neochrome
Flair Paint
GFA Artist
Aegis Animator
C.O.L.R. Object Editor
ST Sprite Factory
Advanced Art Studio

Compilers/Interpreters/etc

Laser C w/ Debugger
Mark Williams C (no docs, just disks)
Personal Pascal
Assemble Pro
GFA Basic 3.0
GFA - Ray Trace
STOS - Compiler
STOS - The Game Creator
STOS - Maestro
STOS - Games Galore

Misc. S/W

The Astronomy Lab
The Astronomy Lab Plus
Atari Planetarium
Phasar 4.0 (Home Accounting)
PC Intercomm (communications)
Interlink ST (communications)
... Tons of disks with no docs...

Books

The Guide to Calamus DTP
Atari ST Machine Language - Abacus
Atari ST Gem Programmers Ref - Abacus
Atari ST 3D Graphics Programming - Abacus
GFA Basic Book 3.0
Programming with GFA Basic 3.0
Various Atari manuals
D Basic for ST
From Basic to C
Learning C Programming Graphics on Atari ST
Computes ST Programming Guide
40 More Great Simulation Adventures
Runaway USA

OK. Whew. There you have it. A complete (of what I could find) list of the
goodies I have. I also have all the STart Magazine disks, Computes Atari ST
disks, and various other disks from Mags gone by. I don't REMEMBER throwing
away the mags themselves, So I'll look again if your interested. All this

will probably fill 5 or 6 large boxes (at least it does now), thus the large
shipping fee. But hey, sell off the extras to recoup some of the cost.

I'll be watching the email, so all those interested....

Dave (tgrel@aol.com)

932. SUPER BOMBERMAN

Newsgroup: comp.sys.atari.st
Date: 1995-01-21 16:19:40 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <3frc6s$ei4@vishnu.jussieu.fr>
Source record: 172879

Hello,

In April 1994, I wrote in this newsgroup to ask if people would like to have a Super Bomberman clone on the Falcon. I thought I had understood that Falcon users were complaining about the lack of Falcon-specific programs, and especially games. I then received more than ten positive answers : not much, really, but I found it encouraging, since
it was just a question.
Three weeks ago, I uploaded the first playable version on ftp.cnam.fr . Do you think I received many leetters, from thousands of poooor Falcon users that finally get a good and funny game (although in a previous version) ?? Nope. I have only received two or three letters, nearly each of which telling me it didn't work. An improved and correct version was spread a week later. Not even ONE answer... I even wondered if I would finish it. I hope I'll receive more news from you, all of you. You can get the last version (dated yesterday, Friday, the 21st of January 1995), on ftp.cnam.fr, or ftp.uni-kl.de, which features :
- from 2 to 6 players
- 3 different levels
- many bonuses : bombs, flammes, kick, punch, speed
- many maluses : slowness, turbo, no bomb,...
- "five legs win match"

Of course, as it's not the final version, it lacks from :
- real music
- nice sounds
- more levels
- more options?
- decent menu
- more ?

It's NOT a freeware game. It's not a shareware either, I fear from copyright problems by Hudson Soft. BUT, if Falcon users want good and many games...they know what they've to do....

MB.

933. Re: Dos/Windows ST emulator?

Newsgroup: comp.sys.atari.st
Date: 1995-01-21 16:46:05 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Jan21.164605.7789@bradford.ac.uk>
Source record: 172880

```
On Tue, 17 Jan 1995 03:41:05 GMT, Scott Rossell wrote:
: Kevin Luster (kluster@goth.engr.sgi.com) wrote:
: : Anybody know of any ST emulators that will run on a 486? I've heard
: : of "Gemulator", but the going price for it appears to be over $200. I

: Well there's always PC Ditto...SLOOOOOOOOOWWWWWW!

Whoops... Who didn't read the question??? :-))

--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \
```

934. Re: PC to ST disk.

Newsgroup: comp.sys.atari.st
Date: 1995-01-21 16:46:45 UTC
From: C.A.Roberts@herts.ac.uk
Message-ID: <3frdpl$co5@helios.herts.ac.uk>
Source record: 172881

Graham Beint, 321 (graham@insignia.co.uk) comp.sys.atari.st wrote:
: In article l7i@bright.ecs.soton.ac.uk, sgb94@PROBLEM_WITH_INEWS_DOMAIN_FILE (Steven Blackburn) writes:
: >udem148@bay.cc.kcl.ac.uk wrote:
: >: I've formatted HD and used those without probs (although resulting disk
: >: space is less for HD disks for some reason). However you will get probs
: >
: > I am not sure I fully understand what you are saying about HD disks. If
: >you are formatting HD's to 720Kb this is very dangerous. If it works at
: >all it will be very unreliable. I have only ever managed to format HD as
: >DD a couple of times, with a lot of bad sectors (=less space).

: HD disks need a stronger signal to write them. Older drives can't quite manage it.
: Obviously an HD drive will write perfectly as will some newer DD drives (like mine).

: In fact many of my disks are HD's are formatted to 84x11 (=935k) but don't do it yourself
: unless you fully appreciate the risk.

What are you guys on??? All HD disk are is DD disks that are better
quality thus allowing more data to be stuffed in the same space 1.44
rather than 720. You can make DD into HD by making a hole the other side
but they won't be very reliable. But using a HD as a DD will work fine
although you will have to tape up the HD hole if using it on a HD drive
when it is formatted to 720K because the drive will think it is 1.44
formatted but apart from that a HD will behave and be as reliable as a
DD disk. What you guys are on about is totally wiered??????

935. Re: Farewell ST Review

Newsgroup: comp.sys.atari.st
Date: 1995-01-21 16:50:09 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Jan21.165009.8045@bradford.ac.uk>
Source record: 172882

I cried when I picked up my last copy of STR. It will be sorely missed.

--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \

936. *>--Atari--Computer--Software--Sale--<*

Newsgroup: comp.sys.atari.st
Date: 1995-01-21 17:45:58 UTC
From: bcloud@rolix.com
Message-ID: <18518UUOKETAOUNYQWQ@rolix.com>
Source record: 172883

I am very interested in purchasing "Analyze" from you. Please email your
smail address and I will send you a money order immediately.
Thanks,
Bob Cloud

--
New Visions Inc. Ph 216-262-8293

937. Re: Parallel port

Newsgroup: comp.sys.atari.st
Date: 1995-01-21 18:41:28 UTC
From: larserik@oslonett.no
Message-ID: <1E359920.larserik@oslonett.no>
Source record: 172884

> I thought that the PC is supposed to be bidirectional, but not the ST, but
> this is not the case, as I can send data out of the port quite happily.

I have written a program for parallell port transfer to and from the Portfolio
and it uses the ST parallell port both directions.. However it misses some
of the signals on the PC port and I had to hack the cable a bit...
--
Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

938. Re: getting MiNT mailing list

Newsgroup: comp.sys.atari.st
Date: 1995-01-21 19:08:11 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <3frm2r$c1m@lastactionhero.rs.itd.umich.edu>
Source record: 172885

In article <1995Jan20.140727.3658@rzu-news.unizh.ch>,
Arnt Broska <abro@amath.unizh.ch> wrote:
>A few days ago Nick Forde asked:
>
> Hi,
>
> Could someone tell me a bit about the MiNT Mailing List and
> how I might subscribe.
>
> Thanks in advance,
>
> Nick.
>
>I'm interested, too! Please send me a mail!
>
>Thanks in advance!
>

To join the mint mailing list, send mail to
mint-request@atari.archive.umich.edu

You will receive a reply from one of the list maintaince folks with
detailed instructions about what to do next.

Do not send mail to me, as I no longer monitor the mint list.

Cheers,
--
Jeff Weiner - weiner@atari.archive.umich.edu - Umich Atari Posse -
Never solve puzzles that open portals to Hell.

939. Re: Atari shows

Newsgroup: comp.sys.atari.st
Date: 1995-01-21 19:46:42 UTC
From: Nharlow@nharlow.demon.co.uk
Message-ID: <292466515wnr@nharlow.demon.co.uk>
Source record: 172886

Why would you condsider Atari_inside?

--
Nick Harlow
16/32 Systems, Strood, Kent (Atari, Amiga, PC)
****
If it's not nailed down, I'll sell it......
.............For sale: Internet, only 10 million careful users
****

940. Re: Mac MagiC?

Newsgroup: comp.sys.atari.st
Date: 1995-01-21 19:46:43 UTC
From: Nharlow@nharlow.demon.co.uk
Message-ID: <521143019wnr@nharlow.demon.co.uk>
Source record: 172887

On a more serious note re Mag!C, I am still not convinced (unlike Vic and Ofir) that it's the way for Atari owners to go. However what I seen is extremely impressive, does it now print? and if I buy from Germany ('cause as Sys Sol can be a little expensive) will I get a English version?

--
Nick Harlow
16/32 Systems, Strood, Kent (Atari, Amiga, PC)
****
If it's not nailed down, I'll sell it......
.....For sale: Internet, only 10 million careful users
****

941. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-01-21 20:00:20 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FAVSFBBTUP@galaxy.teuto.de>
Source record: 172888

In <3fmrs7$fv7@golem.wcc.govt.nz> Roger Sheppard.. wrote:

>Tell me what home machine do you know that can do Multi-Processing
>and Runs PC software has a 1.6 meg floppy and is 6 times faster than
>a 486 2-66 in handling Graphices..

Any PC with Linux on it? And that one is FREE. Tons of software for it ,
either.

And on my MegaSTE I use 1.8 meg floppies, so what? 82 tracks with 22
sectors/track. What's the big deal?

And if the grafics on the PC are that slow, I'd change it to a decent board
anyway. Activly accelerated, PCI, 2megs of DRAM, support for all major OS's
for under 500,-- DM. That'll blow away any Acorn.

>I think you can stack up to 7 processers...

Does the OS support that? It'll cost a fortune, though.

Hendr!K

942. Re: NVDI 3.0 -- NVDI ET 4000

Newsgroup: comp.sys.atari.st
Date: 1995-01-21 20:04:08 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FAVSFBBWUP@galaxy.teuto.de>
Source record: 172889

In <D2pDx9.7FB@dcs.ed.ac.uk> Joe Tapply wrote:

> Hmm, I have just added an ISA ET4000 card to my TT via the VME port, and
>I am currently considering writing some drivers for it (perhaps full VDI or maybe

Why don't you use the VDI-calls in the first place?

>$fe000000 and $feffffff (TT-VME space), is it linear or paged and what version of
>the ET4000 do the VME-ET4000 cards use (Unaccelerated ET4000AX or Accelerated

AFAIK, it is only the common ET4000. Not the \p or \i ones. But I'm not dead
sure about it.

Hendr!K

943. Re: Nova card

Newsgroup: comp.sys.atari.st
Date: 1995-01-22 00:20:28 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <790734028snz@chowgar.demon.co.uk>
Source record: 172890

In article <D2An6s.6GF@world.std.com>
Lexicor@world.std.com "ysiu@lexicor.com" writes:

> In article <D1yGGy.Dy3@cix.compulink.co.uk>,
> BARRY WILSON <wilsontjb@cix.compulink.co.uk> wrote:
> >In message <789169738snz@chowgar.demon.co.uk>, smoore@chowgar.demon.co.uk said:
> >
> >>I've just bought a Maga ST with a Nova card fitted inside but the lad I
> >>bought the computer off has lost his original disks for it and I
> >>re-partitioned the drive before I realised this so I now can't use the
> >>card at all.
> >>
> >>Any ideas on how I can get hold of the software I need????
> >
> >Try asking Nick Harlow of 16/32 Systems who sells Nova in UK, email to
> >nharlow@cix.compulink.co.uk
>
> or FTP to the Lexicor Software support site at ftp.std.com in
> /pub/atari/Graphics/Lexicor/Nova and you will find the latest english
> software update for the NOVA Megabus (amongst other nova graphic boards.)
>
> Cheers
>
> Yat @ Lexicor
>
Thanks, I'll give it a try later. I downloaded the versions from your
Compuserve forum but as they were in German I didn't have much luck.

Cheers.

--

Simon Moore
smoore@chowgar.demon.co.uk

944. Re: ROM Image Program...!!

Newsgroup: comp.sys.atari.st
Date: 1995-01-22 01:24:20 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <790742206.0@mettav.exnet>
Source record: 172891

It was none other than Roger Sheppard. who wrote on 15 Jan 95 that ...:

RS> WinX22 that I have just dnloaded does not have a program to copy
RS> ROMs to a file...

You need to get it seperately ,either GEMRAM15 or ROMSPEED. (The later using
huge amounts of memory and only worthwhile if the former gives problems).
WinX23g and GEMRAM16 is the latest versions.

RS> Is there a different WinX with Gemview....???

Beats me too ..there is no WinX or Rom/RAm patch included with Gemview ?

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/0.8)

945. Re: Animation-Player for ATARI

Newsgroup: comp.sys.atari.st
Date: 1995-01-22 01:29:12 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <790742206.1@mettav.exnet>
Source record: 172892

It was none other than Christian Mittendorf who wrote on 14 Jan 95 that ...:

CM> MPEG and FLI could I now watch with my F030. But there are still AVI
CM> and Quicktime which could be found very often on all of these
CM> Multimedia-Magazin CD's (Most of them are really rubbish - but I also
CM> found some nice animations
CM> which I watched on my brothers PC.)
CM> Does anybody have information about these formats? Is anybody working
CM> on a player for these animations?

There are some Mpeg players the best one using some DSP code is called Mpegplay
IIRC. FLI files we are much better served with. There are some very good French
FLI players that have been around for ages but the Viewer/player distributed
with APEX is a recent addition and not only plays FLI (256 colour) but FLH
(hi-colour) files and can be launched from any res
and is very fast. APEX itself is able to edit/create and maniplute all FLI
formats. The viewer AFAIK is available seperately and maybe for download
(anyone confirm that ..Daron?)And a demo of Apex has just been released.

////
Graham Irvine
Graham@grin.mettav.exnet.com

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/0.8)

946. KA9Q (NOS)

Newsgroup: comp.sys.atari.st
Date: 1995-01-22 01:48:47 UTC
From: klassa@aur.alcatel.com
Message-ID: <3fsdhv$8g5@aurns1.aur.alcatel.com>
Source record: 172894

I just downloaded a bunch of stuff for KA9Q (NOS) from a.a. I got NOSFILES and NOSDOC, too... Trouble is, I don't know how to set it up, or what I need at the Unix end (i.e. not my ST end). Anybody have some documentation for this, or know of a better way to get SLIP and/or PPP?

[I first tried the 900kB "install" version in th Install directory under Ka9q/Nos -- it wouldn't extract itself...]

John

--
John Klassa 919-850-1246 \ /\ /\
Alcatel Network Systems Subject: @CMD help \ /\ & \/ \
Raleigh, NC, USA for info... \/ \/ \
---

947. Re: AstroPanic94! rev. c.

Newsgroup: comp.sys.atari.st
Date: 1995-01-22 03:19:36 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <3fsis8$6l7@charm.magnus.acs.ohio-state.edu>
Source record: 172895

> Does it work on Ste ?
> On my Ste this AstroPanic plays the intro sound (siren), shows
> the image , and then when I push the left mouse button bombs (two
>bombs),
> and returns to desktop ..

> I've also try it on MegaSte with 4MB RAm without cache , 8MHz;
> with cache & 16MHz, and on 16MHz without cache (all possible
>combinations).. but still doesn't work (two bombs afterpicture).

> Also, I've try it on clean system with and withot hard disk ..
>(starting it from hard d., and the other time from floppy).

Are you using rev.c? The first release and rev.a behaved in this way on anything other than a Falcon. But rev b, functioned on any TOS compatible machine. Please check the original archive you got and find out if it's rev.c. If it's rev. c. You would have had a directory called PANIC.REL and inside that another folder called IMG, and then PANIC.PRG, PANIC.DFT, PANIC.TXT and UPGRADE.TXT. If this is what you got then please let me know what site you got it from so I can test there archive and see if that's where the problem lies.

Thanks for your message, hopefully we can get this figured out quickly. If anyone else is having problems with rev. c. please let me know.

Thanks,

Dan Ackerman
baldrick@terminator.rs.itd.umich.edu

948. Re: fansi

Newsgroup: comp.sys.atari.st
Date: 1995-01-22 04:32:49 UTC
From: diehl@nudge.io.org
Message-ID: <3fsn5h$81g@ionews.io.org>
Source record: 172896

Arthur Santos (arthurs@delphi.com) wrote:
: Well Eric you were right. I tried that and the program worked
: great. You did an excellent job on that program. Now i do have
: another question! I would like to register it, and in the registration
: form that comes with the program, you say to leave you email it
: would speed the process along, so im doing just that right now.
: The mailing address is still the same and the cost is still $15.00
: correct?

Correct. I am pleased that you enjoy the program ... E-Mail does speed
things up faster -- but the E-Mail was for after I recieved your
cheque/money order (the latter is preferable), so that if you leave me an
E-Mail address, I can just E-Mail you your registration key, rather than
having to use snail mail; it's much faster. :-)

: Can i ask you anothe question not about fansi do you know of a
: good drawing program for vt52 screens? If not do you think fansi might
: ever have one in any of its newer updates..Well thanks again eric.
: Arthur

I have considered and in fact intended to add in VT52 support, though mostly
in the form of VT52-E (16-colour variant). I may put in VT52 support as
well, for the 4 colour variant, in a future update. Unfortunately I don't
know any really _good_ VT52 editors... most of the ones I saw were pretty
basic and had very few features.

--
_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

949. Re: SUPER BOMBERMAN

Newsgroup: comp.sys.atari.st
Date: 1995-01-22 06:59:40 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FAWEBFCUUp@warpcon.ersys.edmonton.ab.ca>
Source record: 172897

In <3frc6s$ei4@vishnu.jussieu.fr> Marc BOURLON wrote :

> Hello,
>
> In April 1994, I wrote in this newsgroup to ask if people would like to have
>a Super Bomberman clone on the Falcon. I thought I had understood that Falcon users
>were complaining about the lack of Falcon-specific programs, and especially games. I then
>received more than ten positive answers : not much, really, but I found it encouraging,
since
>it was just a question.
> Three weeks ago, I uploaded the first playable version on ftp.cnam.fr . Do
>you think I received many leetters, from thousands of poooor Falcon users that finally get
>a good and funny game (although in a previous version) ?? Nope. I have only received two
>or three letters, nearly each of which telling me it didn't work. An improved and correct
>version was spread a week later. Not even ONE answer... I even wondered if I would finish
>it. I hope I'll receive more news from you, all of you. You can get the last version
(dated
>yesterday, Friday, the 21st of January 1995), on ftp.cnam.fr, or ftp.uni-kl.de,
>which features :
>- from 2 to 6 players
>- 3 different levels
>- many bonuses : bombs, flammes, kick, punch, speed
>- many maluses : slowness, turbo, no bomb,...
>- "five legs win match"
>
> Of course, as it's not the final version, it lacks from :
>- real music
>- nice sounds
>- more levels
>- more options?
>- decent menu
>- more ?
>
> It's NOT a freeware game. It's not a shareware either, I fear from copyright
>problems by Hudson Soft. BUT, if Falcon users want good and many games...they know what
>they've to do....
>
> MB.
I really enjoy Super Bomberman, and when a) the Canadian dollar
stabilizes, and b) I get the demo (I only have Usenet access right
now), I'll very likely throw some loot your way.

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?
-- --

950. Re: Lynx Browser for Atari

Newsgroup: comp.sys.atari.st
Date: 1995-01-22 13:17:30 UTC
From: simon@kingres.demon.co.uk
Message-ID: <790780650snz@kingres.demon.co.uk>
Source record: 172898

In article <790689574snz@bigbox.demon.co.uk>
bjb@bigbox.demon.co.uk "Ben Bell" writes:

> You can get Lynx for the ST but it needs MiNTnet, which needs MiNT and
> preferably MiNTOS. And preferably its own minix partition.
> It can be done and works pretty well but you need some HD space and a little
> Unix knowledge or some help. If you've got that - I recommend it.
>
Do you know where all of the above programs can be obtained and what they
would be called. As I'm very interested in setting up Lynx on mt St at
home ?

--

/ | / Snail-mail E-mail
\ |< 216 Scarborough Avenue simon@kingres.demon.co.uk
/ imon | \ ing Stevenage. Herts SG1 2HW

951. Test - Ignore

Newsgroup: comp.sys.atari.st
Date: 1995-01-22 13:18:51 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <01221995.131851@empyr.dircon.co.uk>
Source record: 172899

```
Date: 01-22-95; 13:39
To: comp.sys.atari.st @news.demon.co.uk (Internet)
From: kevan winch @44792000 (VirtualNet)
Organization: Empyrion BBS
Subject: Test - Ignore

Subject: Test - Ignore.

Just trying an alternative route to post Usenet messages. Please Ignore
this., and yes I know alt.test exists, but I can't get it ok :-) Thanks.

Kevan@empyr.dircon.co.uk

VQWK 6.20 [Rev H - 04/04/94]
```

952. Re: Parallel port

Newsgroup: comp.sys.atari.st
Date: 1995-01-22 13:44:26 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-FAWMEFXG@ttgk.textlitho.nl>
Source record: 172821
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <3fo5uj$ebv@RW320B49.rz.fhtw-berlin.de> Joogn wrote :

>well i tried that too with my ST and my C64 but i seem to have problems with the
>voltage-levels, because my st doesnt seem to get the data bits ...
>the GEMDOS (or was it BIOS) call to feed the PSG might can send but not receiving ...
>i recently plugged a led to the strobe pin and was surprised that it seems to be
>always on high ... |: (not even cycled)
>
>i would appreachite too some advices ...

The Atari printer port has NO automatic strobe on writing to the data port
(the C-64 PIA can be programmed to generate a strobe on write), you have to
put the data to port B of the PSG and then toggle the strobe line yourself
by bitsetting and clearing...
With some careful asm coding you can reach about 100kb per second writing
data on a standard ST. (I used this to fill up a 512kb ROM emulator)

In principle you can connect two ST's with the datalines tied 'one-on-one'
together, but chances are you blow out one of the ports (or both). For
safety I placed some 1k resistores in series with each dataline. You will
have to cross connect the strobe and busy lines.

When using the port for input (with TOS) through the Bconin call (BIOS 2)
the port is automatically switched to input.
The performance through TOS Bios routines is low, say about 1kb per
second...

Gert

--

-- --
Atari TT-Point
-- --

953. Booting problems

Newsgroup: comp.sys.atari.st
Date: 1995-01-22 14:49:54 UTC
From: mark@forsyth.demon.co.uk
Message-ID: <950122Z144954.082mark@forsyth.demon.co.uk>
Source record: 172803

Help. I am having a few problems with my STE 4Meg, Monochrome system.
Occasionaly (although getting more frequent) when I switch my system on
I get 4 bombs (I think this is an Illegal instruction but I'm not sure)
If I then press the reset button, the screen goes blank, there is no HD or
FD access and nothing more happens. If I then switch off and leave the
system for a while,and then try again it sometimes comes back. Since this is
an intermittent fault I dont want to send my machine off as with my luck
it will work OK all the time it is at the shop. If you have any ideas as to
what my problem may be please get in toutch.

Mark Forsyth | |\ /|/--\ |--- |
Surrey, England | | \/ ||--| |-- | Email : mark@forsyth.demon.co.uk
| | || | | |

A Truely wise man never plays leapfrog with a unicorn

954. GCC installation problems

Newsgroup: comp.sys.atari.st
Date: 1995-01-22 15:03:46 UTC
From: ied2@aber.ac.uk
Message-ID: <3fts4i$2qi@osfa.aber.ac.uk>
Source record: 172804
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've just installed GCC on my Atart STFM. When I attempt to compile any
C program (say first.c) I get the following error reports:

```
In file included from first.c:2:
e:\\gnu\\include\\stdio.h:85:'fp' undeclared, outside of functions
e:\\gnu\\include\\stdio.h:86: parse error before ';'
e:\\gnu\\include\\stdio.h:87: parse error before '{'
```

The file first.c is just a simple 'Hello World' program. eg.

```
#include <stdio.h>
main{
printf("blah");
}
```

I looked at the offending lines in stdio.h:

```
line no.
84 if defined(__GNUC__) && !defined(__NO_INLINE__)
85 static inline int __getc__(fp)
86 FILE *fp;
87 { int c;
```

As far as I can see, everything is set up OK. My environment vars are
fine. My GNU stuff is all in e:\gnu, includes in e:\gnu\include, libraries
in e:\gnu\lib and binaries in e:\gnu\bin.

What is going wrong? What's wrong with my STDIO.H file? All the library and
header files are the ones which came with the distribution of GCC I'm using.

I've tried versions 2.5.8 and 2.3.3b both with the same result.

In case it matters, my setup is :

2.5 meg Atari STFM with 40 meg Vortex HD.
TOS 1.02 with NVDI 2.5 installed.
I'm calling GCC from the PCommand CLI.

I'd appreciate any help you could give me. Either reply here on the group
or to me personally.

Thankyou very much.

955. Re: Mac MagiC?

Newsgroup: comp.sys.atari.st
Date: 1995-01-22 15:41:12 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FAWQDBVUUP@galaxy.teuto.de>
Source record: 172805

In <95019.233142STIRRE31@MAINE.MAINE.EDU> STIRRE31@MAINE.MAINE.EDU wrote:

>Roughly how much is 300 DM in US dollars?

190 US$

Hendr!K

956. System Solutions

Newsgroup: comp.sys.atari.st
Date: 1995-01-22 16:35:50 UTC
From: eb4336@irix.bris.ac.uk
Message-ID: <D2tFFq.CFL@info.bris.ac.uk>
Source record: 172806

Do they have an email address?

957. Re: Books for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-01-22 16:45:26 UTC
From: aford@t-ph.demon.co.uk
Message-ID: <790793126snz@t-ph.demon.co.uk>
Source record: 172807

In article <9501121436.AA01584@ilmen.lanl.gov>
hutch@ilmen.lanl.gov "Hutch" writes:

> In article nbn@dux.dundee.ac.uk, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
> >Can anyone recommend a good book for the Falcon which will help me learn
> >O/S calls in both C and Assembler. It should also hopefully contain some
> >information on the hardware.
>
> Hmmmm... to the best of my knowledge, there isn't such a book as you describe,
> at least not one specifically for the Falcon.
>
> One of the best hardware books out there (which contains a wealth of info
> about all sorts of things Atari) is 'The Atari Compendium.' Available at more
> enlightened book stores everywhere, or by mail order, anyway. :) I'm not sure
> who the UK distributor is but I'm sure it's available somewhere there.
>
> -Hutch- @ Fair Dinkum Tech
>
Pretty sure System Solutions sell the Atari Compendium.
I have a book i bought from HiSoft called `Modern Atari System Software`
which lists all the Falcon specific OS calls, Trouble is it doesn't list
all the older OS calls so you'd need another book as well
--
Andy Ford
aford@t-ph.demon.co.uk

958. Re: HELP: Where can I find...

Newsgroup: comp.sys.atari.st
Date: 1995-01-22 16:52:44 UTC
From: aford@t-ph.demon.co.uk
Message-ID: <790793564snz@t-ph.demon.co.uk>
Source record: 172808

In article <D2psvM.1IF@mdis.com> keithc@gx2.uk.mdis.com "Keith Cordon" writes:

>
>
> Dear All
> Apologies if this is not the correct place for this type of posting but
> this was the only Atari based group I could find, with signs of life!
> I would like to FTP some educational stuff/games for my 6 year old son
> to use on his ST. Can anyone point me to a suitable machine.
>

Try FTP'ing to src.doc.ic.ac.uk
in the path computing/systems/atari/umich
This is where i get a lot of stuff.
--
Andy Ford
aford@t-ph.demon.co.uk

959. X11 - many questions

Newsgroup: comp.sys.atari.st
Date: 1995-01-22 18:01:39 UTC
From: selick@bu.edu
Message-ID: <3fu6i3$74m@news.bu.edu>
Source record: 172809

Hi!

I've got a 1040STe tos 1.6 Adspeed St/e 16mhz, Mint 1.12 MintNet .6 Mintos (whatever the latest version is) Minixfs (ditto) and I'm just trying to get X up and running. I have so far gotten an X display (desktop) with 1 xterm window on it, with tcsh in it. While it seems to be OK, many of the keys are mapped wrong (ie. the 'y' key produces a 'z' and vice versa). In addition, the xterm window is not resizable, or movable, and neither is the xclock when I run the program. Also, I am no longer asked a login and password, and I end up on the root directory of k, my minix mint partition.

When I do finally get these things worked out, how will X work with Slip? Will I be able to hold 2 xterm windows with different sessions in them?

Puzzled, dazed, and confused,
Steve
selick@acs.bu.edu

960. SY35 SysEx info

Newsgroup: comp.sys.atari.st
Date: 1995-01-22 19:06:38 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <790801598snz@bigbox.demon.co.uk>
Source record: 172811

Could someone mail me or point me at a file containing the Yamaha SY35 SysEx dump format?

I have decided that seeing as the only patch editor I have come across is #50, I'd be better trying to write my own.

Thanks.

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+--+

961. Time to put my 1040STf out to pasture?

Newsgroup: comp.sys.atari.st
Date: 1995-01-22 19:07:01 UTC
From: pking@random.ucs.mun.ca
Message-ID: <3fuacl$clg@coranto.ucs.mun.ca>
Source record: 172812

Hello folks,

I was an avid Atari devotee for many years, having had many
atari's since I first tickled a computer's keys. However, I have been
out of the atari world for many years since I found NO support from any
local supplier. I have recently gotten into the Internet and have been
using my old machine to connect. I have:
1) One of the first 1040stf machines with no modifications.
2) A SC1224 colour monitor.

That's it. The machine must be getting close to ten years.

I would like to use my computer for slip/PPP clients. My
question is: Is it time to retire the old girl?

I realize that getting slip/PPP/Ka9q may be asking a lot of my
old machine without more memory and a hard disk drive. Is there any hope
or should I just seriously think about a new computer? I have been out
of the Atari loop for so long that I don't know what is out there.

If my atari can be brought back to life, I would appreciate any
suggestions.

There must be others out there in the same boat.

Thank-you in advance for any help or suggestions!!

Peter

--

Internet: pking@random.ucs.mun.ca
---

962. HILFE!!!-Plattencrash

Newsgroup: comp.sys.atari.st
Date: 1995-01-22 19:12:19 UTC
From: joern@reality.snafu.de
Message-ID: <3fuamj$7t@reality.snafu.de>
Source record: 172813

Hi

Nachdem ich neulich einige Bilder scannte und das Programm verliess,
waren alle Daten auf der Platte kaputt. Sie sind unleserlich, ich meine
es sind wirre Buchstabenkombinationen, die Ordner sind aber noch erkennbar.
Kann ich die Daten retten? Ich will nach Moeglichkeit nicht alles neu
formatieren und bespielen.

Antworten bitte als E-mail, danke!!

--
Mal wieder eine neue Adresse...:

```
+-------------------------------------------------------------------------+
| ||| | Joern Mohr | joern@reality.snafu.de | Wenn Radio, dann |
| ||| | | ... | |
| / | \ |BERLIN-Spandau| ----- | FRITZ |
| A T A R I | | ||||| | |
+-------------------------------------------------------------------------+
```

963. NVDI 3 help!

Newsgroup: comp.sys.atari.st
Date: 1995-01-22 19:26:34 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95022.142634STIRRE31@MAINE.MAINE.EDU>
Source record: 172814

I just got NVDI 3 for my Falcon and, for the most part, am very happy
with it. Unfortunately, I am having problems with getting my Canon
BJ-5 working with it. It works okay except the letters "CJ" are printed
in hte upper-left hand corner of my document. I also get a messege
when getting ready to print that the defined area of the page is larger
than the printable area (or something like that). This is with using
US letter size. I am using NVDI with AtariWorks btw. Any help would
be greatly appreciated!
-scott tirrell
-stirre31@maine.maine.edu

964. Re: KA9Q (NOS)

Newsgroup: comp.sys.atari.st
Date: 1995-01-22 19:36:02 UTC
From: sturm@ost1.ping.de
Message-ID: <FAWTCAUTUp@ost1.ping.de>
Source record: 172810

In <3fsdhv$8g5@aurns1.aur.alcatel.com> John M. Klassa wrote :

>I just downloaded a bunch of stuff for KA9Q (NOS) from a.a. I got
>NOSFILES and NOSDOC, too... Trouble is, I don't know how to set it up,
>or what I need at the Unix end (i.e. not my ST end). Anybody have some
>documentation for this, or know of a better way to get SLIP and/or PPP?
>
Get NOS042.TOS from ftp.demon.co.uk. This archive contains nothing but
the necessary stuff and will ertainly extract itself allright. Also,
there are all steps for installation in there.
You need a UNIX-machine with any setup capable of TCP/IP. (== _any_
Unix-machine)
Better idea though, if you have more time: Get mint and mintnet.

>[I first tried the 900kB "install" version in th Install directory
>under Ka9q/Nos -- it wouldn't extract itself...]
>
>John
>
>--
>John Klassa 919-850-1246 \ /\ /\
>Alcatel Network Systems Subject: @CMD help \ /\ & \/ \
>Raleigh, NC, USA for info... \/ \/ \
>--
>

--

-- --
Oliver Sturm sturm@ost1.ping.de
-- --

965. Re: Lynx Browser for Atari

Newsgroup: comp.sys.atari.st
Date: 1995-01-22 19:37:38 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <790803458snz@bigbox.demon.co.uk>
Source record: 172815

In article <790780650snz@kingres.demon.co.uk>
simon@kingres.demon.co.uk "Simon King" writes:

> > You can get Lynx for the ST but it needs MiNTnet, which needs MiNT and
> > preferably MiNTOS. And preferably its own minix partition.
> > It can be done and works pretty well but you need some HD space and a little
> > Unix knowledge or some help. If you've got that - I recommend it.
> >
> Do you know where all of the above programs can be obtained and what they
> would be called. As I'm very interested in setting up Lynx on mt St at
> home ?

Try atari archive (or better still the mirror on imperial college).

ftp.doc.ic.ac.uk:
/computing/systems/atari/umich
Mint/mint112b.zoo
Mint/Network/net-060.tgz
Mint/Filesystems/mfs609b.zoo
Network/Www/lynx-231-beta.tgz
Mint/Utilities/mintos14b.zoo

These aren't the exact filenames - but they are close enough to give you an
idea. I recommend if you get this working you also get Mint/Network/ncftp.tgz
because it is much faster and better than the NOS version - but once again
needs setting up.

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+---+

966. Re: Pro music made with Ataris

Newsgroup: comp.sys.atari.st
Date: 1995-01-22 19:51:37 UTC
From: urbansky@bailey.com
Message-ID: <D2tol2.IGI@bailey.com>
Source record: 172816

In article <D2ELrr.8pC@info.bris.ac.uk>, eb4336@irix.bris.ac.uk (EAM. Breen) says:
>
>Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:
>
>: In <3f74c2$b4s@elaine38.Stanford.EDU> darmok@leland.Stanford.EDU (Philips Dilworth Patton) writes:
>
>: >I just found out that one of my favorite albums, "Deep Forest", was put
>: >together on an Atari using Cubase. Cool.
>
>: >Anyone know of any major CDs out that were produced with Ataris?
>: >'cya

STs are still used a lot for MIDI -- they're really cheap and can handle a lot of MIDI traffic with ease, plus MIDI software is still supported on the ST. As far as using them for anything else, this becomes a personal thing (i.e. if the computer does what you need it to do and you're happy then it's cool). Many professional musicians use Ataris, including one of _my_ favorite bands, Skinny Puppy ...

This doesn't mean Ataris are any better than Macs, PCs or Amigas for MIDI, though (though certainly not any worse). I just bought Emagic's Logic 2.0 for my Mega ST4, and have been _very_ happy with it. It's a lot better than my old sequencers (Twelve, RealTime) and I think it's easier to use than Omega II (which I have, but never liked, power notwithstanding). I plan to trigger samples on my PowerMac (running OSC's Deck II) via Logic, and Logic supports the Mackie 1604 with Otto (MIDI automation for the mixer). Plus, Emagic also makes SoundDiver for the Atari, which I plan to get soon (I currently use X-oR but don't want to upgrade, as i've heard bad things about MOTU support).

Sorry about the long-winded reply -- music is life to me ...

John

967. "The Atari Compendium"

Newsgroup: comp.sys.atari.st
Date: 1995-01-22 20:07:58 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950122120529.3843C-100000@CSOS.ORST.EDU>
Source record: 172817

Looking for this book. Does anybody have it, know where it's available, how much it costs? Exactly WHAT kind of information is in here? I am looking for programming information, tips, etc.

Also:
"Mapping the 68000." Where is this book available/does anybody have it?

"Michtron's GFA BASIC" book (unsure of title) Is Michtron still around? Someone who has this book told me the (c) date is 1988 on his copy. Is this available/does anybody have it?

THanks!!!!

James

968. Re: Dos/Windows ST emulator?

Newsgroup: comp.sys.atari.st
Date: 1995-01-22 20:38:46 UTC
From: Alexander_Bochmann@traveller.fido.de
Message-ID: <2f22c31e@p1.f20.n2000.z242.fidonet.org>
Source record: 172838

...message from Kevin Luster to All:

KL> Anybody know of any ST emulators that will run on a 486? I've
KL> heard of "Gemulator", but the going price for it appears to be over
KL> $200. I was wondering if there was anything a bit closer to the
KL> free end? :-)

There's the Janus board from vhf Computer... You won't like it's price very much, though (roughly DM800.--). A 16bit AT Card with a 16MHz 68k, an MFP, some PALs and TTLs, and sockets for TOS 2.06 and two 8bit SIMM modules on it.

Mail me if you are interested in how well it works; I will install one this week.

/\|ex.
ab@traveller.fido.de

969. Null cable length limit?

Newsgroup: comp.sys.atari.st
Date: 1995-01-22 20:39:23 UTC
From: zap@eskimo.com
Message-ID: <D2tqpn.yD@eskimo.com>
Source record: 172819

How long can a null cable be before the signal drops so low as to be useless at the other end? How can I measure the signal drop? Will a signal amplifier correct any deficiencies? Thanks in advance.

--

Randall Dale Spreadborough
internet: zap@eskimo.com
uucp: zap@eskimo.celestial.com

970. Re: Lynx Browser for Atari

Newsgroup: comp.sys.atari.st
Date: 1995-01-22 21:21:16 UTC
From: henk@elrond.Simplex.NL
Message-ID: <FAWVBFUQUp@elrond.Simplex.NL>
Source record: 172818

In <790689574snz@bigbox.demon.co.uk> Ben Bell wrote :

>In article <3fe6g8$9g9@usenet.INS.CWRU.Edu>
> em129@cleveland.Freenet.Edu "Thomas Main" writes:
>
>> I have a dial-up internet connection through my university and
>> use a Falcon030/4/84 w/TOS 4.02. I am interested in looking at
>> WWW sites, but am unaware of a Lynx browser that exists for my
>> computer. Does anyone on the list use Atari equipment to con-
>> nect to WWW? What program exists that would enable this? Where
>> can one find the program? Also, if anyone out there could give
>> me advice on navigating the internet with the Atari, I would app-
>> reciate their thoughts.
>
>You can get Lynx for the ST but it needs MiNTnet, which needs MiNT and
>preferably MiNTOS. And preferably its own minix partition.
>It can be done and works pretty well but you need some HD space and a little
>Unix knowledge or some help. If you've got that - I recommend it.
>
>Bye,
>
>+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
>| /// | < Space for rent - ï¿½1 per character per week > |
>| bjb | email: bjb@bigbox.demon.co.uk |
>| _/ |Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England|
>+---+
>

Easy: use a VT100 terminal emulator and use lynx on your UNIX host.

Maybe you can use lynx under minix?

Or run under Linux and use Mosaic?

You can also look at local files under TOS with lynx for Atari.
Just local files. Worked for me. I used a command line program.

Henk

BTW: I would like a SlipKnot-like program under GEM!!

--
Henk van der Griendt, Student Library Sciences
Dordrecht Email: henk@elrond.Simplex.NL or
The Netherlands griendt@Simplex.NL

971. Read SIGNUM II in MAC?

Newsgroup: comp.sys.atari.st
Date: 1995-01-22 21:35:49 UTC
From: cmpart@world-net.sct.fr
Message-ID: <cmpart-2201952235490001@client37.sct.fr>
Source record: 172820

I am looking for some utility program running on Mac which should allow
for a SIGNUM II -> WORD 5 file format translation.
If such an utility does not exists, please send more info about the Atari
emulator for Mac. It has been made by the same society as Signum I think?

Thanks all

972. GCC probs (oops)

Newsgroup: comp.sys.atari.st
Date: 1995-01-22 22:08:41 UTC
From: ied2@aber.ac.uk
Message-ID: <3ful19$2c1@osfa.aber.ac.uk>
Source record: 172822
Cross-posted to: comp.sys.atari.st,comp.sys.atari.tech

Before anyone else mails me - yeah, I'm aware that in my last posting I used a faulty C program as an example. I was rushed for time and just typed it wrong when I posted. Sorry. The fault on my system doesn't lie with my programs - all have compiled correctly on Lattice C and GCC under Unix. It's been suggested that the STDIO.H file is simply badly written on this GCC implementation. Should I just replace it with one from an earlier implementation? I'll try it and see.
Thanks to Michal Jaegermann and A.I. Nicholls.

973. S3M modules?

Newsgroup: comp.sys.atari.st
Date: 1995-01-22 22:34:46 UTC
From: d92jk@efd.lth.se
Message-ID: <3fumi6$5cc@nic.lth.se>
Source record: 172823

Does anyone know of a good place to find S3m[M modules?

Johan K

974. MiNT?

Newsgroup: comp.sys.atari.st
Date: 1995-01-22 22:43:33 UTC
From: mikess@comtch.iea.com
Message-ID: <3fun2l$is6@krel.iea.com>
Source record: 172824

I'm kind of new to Atari computers. Could anyone tell me what MiNT is?

Thanks.

Michael S. Smith Atari Enthusiast,
mikess@comtch.iea.com Conservative,
Spokane, Washington and DOOM addict.

"No one can grow with nothing to inspire" -Jim Matheos

975. Re: Korg Synth

Newsgroup: comp.sys.atari.st
Date: 1995-01-22 22:51:10 UTC
From: peters@damp.apana.org.au
Message-ID: <3fungu$n68@frisbee.damp.apana.org.au>
Source record: 172825

ckormos@delphi.com writes:

>I am interested in buying Edit 8000 by Savant Audio.
>DOes anyone here have a Korg Dw 8000 they are still using for midi?
>VHarley
Yes I certainly use my Korg DW 8000 . However I programme it from the
front panel. I am working on a Cubase mixer map for it though.
There is an ftp site for Korg Dw 8000 at loose.apana.org.au pub/dw8000
Hope thats of help ?
Peter Sansom peters@damp.apana.org.au

976. Surplus ST 3.5" Disks For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-01-22 22:51:51 UTC
From: ecaruso@hookup.net
Message-ID: <3funi7$414@relay.tor.hookup.net>
Source record: 172826

I have many diskettes 3.5" (Single and Double Sided) for the Atari ST.
All are loaded with software, since I no longer have an Atari
I'd like to get rid of all the disks since they are taking up space.
they are sold as is... and as a complete lot.

over 100 disks, asking $30 bucks plus whatever shipping cost is...

email at ecaruso@hookup.net

977. X-Boot help wanted

Newsgroup: comp.sys.atari.st
Date: 1995-01-22 23:44:38 UTC
From: paul@damp.apana.org.au
Message-ID: <3fuql7$ol8@frisbee.damp.apana.org.au>
Source record: 172827

I have a Mega Ste\4mb\external drive and am having all sorts of problems with X-Boot. If I use X-Boot my computer wants to boot at 16mhz. This is great but i want to use 8 mhz due to speed compatability problems with some programmes. I have tried to run a speed switch and all that does is give me all sorts of problems eg. the computer freezes up. Any and all help will be welcomed.
Paul

--
If you dont like the answers Internet: paul@damp.apana.org.au
Dont ask the questions. OR
To paraphrase Avon. Fidonet: S.A.C.C. 300:800/3

978. MGIF 4.4beta, feed-back wanted

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 00:14:15 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <3fuscn$hg0@nyheter.chalmers.se>
Source record: 172828

It's now been almost two weeks since I posted here about the public
beta release of MGIF 4.4. Since then more than 60 people have fetched
some version of the archive from rand.thn.htu.se.

I'm very glad to see that so many are interested in my program, but
I'd _really_ like to get some feed-back on it.
Don't think that someone else has mentioned what you're thinking about.
(The probability of that is quite low right now...)

Has MGIF crashed on you?
Have you discovered any bugs?
Any opinions on the interface?
Did you understand the documentation?
Graphics card etc you want output support for?
Do you badly miss any file formats for read or write?
What should be the first thing to use the DSP on the Falcon?
Interesting image processing functions you'd like to see implemented?

Please, email with any questions etc you might have.
For bug and crash reports I'd of course like as much information as
possible, but whatever you've got is better than nothing.

If you're running MGIF on something a bit out of the ordinary, such as
an accelerated ST/Falcon, a TT etc, I'd be very interested in some speed
figures (on GIF loading, drawing, filtering etc).

The latest working MGIF can always be found on rand.thn.htu.se.
There have been four updates since the original archive appeared.

Short summary of what's happened since January 8:
(A somewhat longer list can be found on rand.)

- Self-loading .FL files.
- IMG loading.
- Bad convolution filter bug (under GUI) fixed.
A file with some filtering ideas included.
- Load .FL files from GUI.
- 4.2 vs 4.4 .FL file compatibility fixed.
- Button size problems fixed.
- Scrolling during zoom and cut now works (almost) fine.
--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

979. QMI DeskCart! cartridge help!!

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 00:58:12 UTC
From: joneil@infi.net
Message-ID: <3fuuv4$37k@lucy.infi.net>
Source record: 172829

I have a cartridge for the ST called "DeskCart!" by QMI (Quantum Microsystems Inc.). The owners manual describes this cartridge as a set of GEM Desk Accessories on ROM including a battery operated clock, calendar, notebook, cardfile, calculator, control panel, disk utilities, ramdisk control and more. Sounds great but I don't have the disk software that came with cartridge! I've tried contacting the company but they seem to be out of business. If anybody has this software or knows where I might find it please email me! The files required for using the cart are BOOTCART.ACC and DESKCART.RCS .

Also if I can't find this disk, is there another way to access the cartridge?

Thanks!!
John O'Neil
joneil@infi.net

980. Re: FAX

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 01:23:42 UTC
From: zonny@xs1.xs4all.nl
Message-ID: <3fv0eu$g7d@news.xs4all.nl>
Source record: 172832

Van Snyder (vsnyder@math.jpl.nasa.gov) wrote:
: My brother has an ST 1040. I think he's running TOS 1.0. He wants to attach
: a FAX/data modem.

: What do you recommend in the way of PD/reasonably priced FAX software? He's
: still using First Word! Is there FAX software that'll work with that? I had
: some PC FAX software that intercepted the print request and routed it to the
: FAX, but it required you to pretend your printer was some flavor of Epson, no
: matter what it really was. Of course, when you receive stuff, it's important
: to be able to print it, and at that point, you can no longer pretend to have
: a different kind of printer. His printer is a Star B-10. (BTW, he never got
: a screen dump to work with that printer. Is there software for that now?)

: I recommended Uniterm for the data section of a modem. Is there something
: better now? As I remember, Uniterm was pretty good.

That was a long time ago, I suppose.....:)
I really hate Uniterm, it keeps locking up. I'm currently using FZDSterm,
which is really superb, except for the fact you can't register it any more.
However, a friend of mine is now using STorm, (no, not Stormtracker) and
he claims it's perfect. Kinda looks like CoNnect, but with better
features, it's completely in english (with some german docs i think) AND
it's capable of sending faxes. Or so he says.
I haven't seen it anyware on the net, though, but I'm supposed to get a
copy, and it's shareware, so I'll dump it on a few FTP-sites, IF the copyright
lets me. But I think so.

: He wants to do the whole thing for under $150, because he's found a FAX
: machine for that price. But he'd rather not print stuff just so he can
: shove it into the FAX machine, and then throw away the paper.
Under $150 should be no problem, a have an OK v32bis/v42bis (That is,
14k4, with MNP2-5 and LAP-M errorcorrection, and MNP5 and v42bis
compression, claimed to make the transfer around 25k (I've allmost seen
him doin' it, with compressed stuff!)).
And it cost Dfl 250, that's arround $150, a bit less I think....
Look arround!
Anyway, good luck.
zonny.

: What fraction of Americans believe | Van Snyder
: Wrestling is real and NASA is fake? | vsnyder@math.jpl.nasa.gov

981. Re: Atari upgrading

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 02:02:18 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.RO2q&gaWXBc@icon.pp.se>
Source record: 172830

In <3fr0f8$m9v@cliff.island.net>, dwalker@island.net (D. Walker) writes:

> Atari to my daughter for now as I actually like the old machine - it's
> a real workhorse, and seems really reliable.

It is! Unfortunately it`s also just a tad bit outdated. :-)

> However I'd like to upgrade it, to make it a bit more usable for her,
> and eventually I'd like to use it to drive synths/drums etc

To run decent MIDI-software you will need at least one meg of memory
and a DS drive. I don`t think a HD is a must for MIDI, but it will
of course make everything much easier.

> I understand the basic upgrade reqs - mem, SCSI H.Drive DS drive - but
> it appears expensive (600 cdn.), any info on cheaper or alternative configs
> would be appreciated.

Upgrading an Atari ST has never been cheap. My suggestion is that you
dump the machine and buy a cheap second-hand STE. That will give you
a DS drive and possibility to upgrade to 4MB of RAM cheap and easy
(just plug in a couple of SIMM-modules).

To add a SCSI-drive is easy, but will probably set you back more than
you first thought. AFAIK there`s no easy way of fitting one inside
the case, so you will need an external case with a power-supply. In
Sweden this is rather expensive. You will also need a SCSI host-
adapter and some software to operate the HD. You could probably get
a case and an adapter with software for around 150USD.

Another way to go could be to add an IDE-drive. There are cards you
plug in on the motherboard that gives you TOS 2.06 and an IDE-interface.
If you`re lucky you could find a cheap and small 2.5" drive that would
fit inside the original case. If you`re REALLY lucky the original PSU
(which probably is total crap) will manage to power the drive too.

> As well, any directions to obtaining a suitable VT 52 or better Terminal
> prog would be appreciated.(how fast of a modem can a 520 handle?)

There are a couple of ShareWare term-progs available on the net. Personally
I`m using Connect which is _very_ good, especially if you have some
extra speed and a good resolution. For a plain 520 you would probably
want something that doesn`t make use of the slow VDI. Have a look at
Freeze Dried Terminal. It`s supposed to be really good!

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |

|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

982. Second serial port on Falcon (take 2)

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 02:17:16 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.Y1ddmBIo1Tk@icon.pp.se>
Source record: 172831

I`m about to modify my Falcon to get a second serial port by using
the built-in but not used MFP. I know that there`s a description
in the HSMODA-package on how to do it, but it`s all in german.

So my questions are: Has anyone on the net tried this? Was it easy?
Does it work well?

Thanks in advance!

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

983. Barracuda and VME gfx-cards

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 02:27:02 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.4__Y4Q_kBDk@icon.pp.se>
Source record: 172833

The Barracuda is supposed to ship with two VME-slots. Will this make
it possible to attach _any_ VME gfx-card (like Crazy Dots VME), or do
I need special cards and/or special software?

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

984. Re: GUI Interface

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 02:47:04 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.dSdjcwXsWZ_@semprini.waterloo-rdp.on.ca>
Source record: 172834

In <3fllev$gs2@m1.cs.man.ac.uk>, Anthony Jacques writes:
>Check out Atari Works (Copyright Atari Corp.) - this uses toolbars with
>functions
>like bold, underline, centre etc. in the word-processor and others in the
>spreadsheet etc.

AtariWorks isn't a very good example of a good user-interface design.

>The lack of toolbars in programs is partly to do with Atari not making it easy,
>but also that the developers for not having a go (IMO)...

It's actually very, very easy if you draw your toolbar in another window
(like PageStream, and probably most programs with a batch of tools
on-screen), but harder if you put it in a window with something else.
But not really much harder (if you're clever, or have good tools, like
GEM++).

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

985. Re: Mupfel

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 02:48:34 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.OFf3AWHtkSQ@semprini.waterloo-rdp.on.ca>
Source record: 172835

In <3fmvgf$q5i@brachio.zrz.TU-Berlin.DE>, Andre Leistner writes:
>In article <FORDEN.95Jan18150431@antelope.cs.man.ac.uk>,
>Nick Forde <forden@antelope.cs.man.ac.uk> wrote:
>
>>reliable, however, I was wondering is it possible to use '/' as
>>directory separators, or must the default '\' be used. I know this may
>
>AFAIK you can only use '\'. Due to the fact that Mupfel has been written
>for TOS not Un*x.

The older version of Mupfel that I use (from the Gemini 1.21 dist.) has
a setting to use UNIX-style directory separators. I'd turn it on, but I
often use zoo, which needs '/' as a command.

--
------------------=======================================------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

986. 1040STf + mono $175

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 03:33:08 UTC
From: selick@acs2.bu.edu
Message-ID: <3fv81l$j37@news.bu.edu>
Source record: 172836

Hi!

In Boston, I have a 1040STf with 1 meg ram, builtin clock, dsdd floppy drive,
and sm124 mono monitor for $175 in Boston. I would like to sell it locally,
but will consider shipping it. Everything works fine.

Call Steve at 617-782-2219 or e-mail <selick@acs.bu.edu>

987. Atari ST Software MUST SELL

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 05:36:24 UTC
From: jschwart@soda.CSUA.Berkeley.EDU
Message-ID: <3fvf8o$k06@agate.berkeley.edu>
Source record: 172837
Cross-posted to: misc.forsale.computers.other,comp.sys.atari.st

I sold my falcon, so now have no atari computer. I need to seel the folowing
software now.

For Sale:

Timeworks DTPer $15
Amberstar $15
Civilization $15
Ishtar II (Falcon Only) $15
CardFile 4 ..... $10
Personal Pascal $10
Safari PD Type 1 Fonts I & II (15 dsks) $15

$5 or BO on all items below:

Dungeon Master
Ultima III
Zak McKracken
The Games (Winter)
Print Master +
Pang
De Ja Vu

Universal Item Selector III

If you see somthing you like, make me an offer.
Buyer also pays shipping charges.

-Jonah Schwartz
jschwart@soda.CSUA.Berkeley.EDU
Berkeley, CA USA

988. Re: Parallel port

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 08:00:10 UTC
From: <>
Message-ID: <3fvnma$3bq@btmplq.god.bel.alcatel.be>
Source record: 172841

In article <1E359920.larserik@oslonett.no>, larserik@oslonett.no (Lars-Erik
0sterud) writes:
>> I thought that the PC is supposed to be bidirectional, but not the ST,
>but
>> this is not the case, as I can send data out of the port quite happily.
>
>I have written a program for parallell port transfer to and from the
>Portfolio
>and it uses the ST parallell port both directions.. However it misses
>some
>of the signals on the PC port and I had to hack the cable a bit...
>--
> Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
> Atari Developer Pager +47 96634222 larserik@oslonett.no
> SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no
>
Do you want to post it in this newsgroup???
Or don't you want to share it with others??

--

Peter Hofman e-mail: see 'Reply-To' in header

No REPLY, only FOLLOWUP

989. Dan! Did you get my last email? Chris.

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 08:23:28 UTC
From: cwilliso@harp.aix.calpoly.edu
Message-ID: <1995Jan23.082328.192012@zeus.aix.calpoly.edu>
Source record: 172839

```
Dan! Did you get my last email? If you didn't, I need to re-send!
I think I mailed it 2 months ago. :-)

Chris W.

--
( ( ( ( ( ( ( | ) ) ) ) ) ) )
|Chris Willison:(cwilliso@tuba.aix.calpoly.edu):CSC Cal Poly S.L.O CA |
| "No Core Dump Required" |
( ( ( ( ( ( ( | ) ) ) ) ) ) )
```

990. Re: Animation-Player for ATARI

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 08:37:16 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <950123Z083716.492dbrewood@nest.demon.co.uk>
Source record: 172840

In article <790742206.1@mettav.exnet>
Graham.Irvine@mettav.exnet.com "Graham Irvine" writes:

> and is very fast. APEX itself is able to edit/create and maniplute all FLI
> formats. The viewer AFAIK is available seperately and maybe for download
> (anyone confirm that ..Daron?)And a demo of Apex has just been released.

Yep, that one viewer only has been released.

--


```
============================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
= 7 Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
============================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, Audio/Photo CD. Beta tester. =
============================================================================
```

991. Re: Mupfel

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 09:32:24 UTC
From: huth@stack.zfe.siemens.de
Message-ID: <3fvt38$hm8@ztivax.zfe.siemens.de>
Source record: 172842

Andre Leistner (alpldbia@w255zrz.zrz.tu-berlin.de) wrote:
> In article <FORDEN.95Jan18150431@antelope.cs.man.ac.uk>,
> Nick Forde <forden@antelope.cs.man.ac.uk> wrote:

> >reliable, however, I was wondering is it possible to use '/' as
> >directory separators, or must the default '\' be used. I know this may

> AFAIK you can only use '\'. Due to the fact that Mupfel has been written
> for TOS not Un*x.

No. There is a option which allows '\'. See the 'set' options (is it set -\ ?).

HP
--
+---+
| Hans-Peter Huth |
| Siemens AG, Dept. ZFE T SN 23 Phone: +49 89 636 430 71 |
| Otto-Hahn-Ring 6 FAX: +49 89 636 480 00 |
|D-81730 Munich E-mail: Hans-Peter.Huth@zfe.siemens.de |
+---+
Sig!
---------- cut here 8< ----------

992. Re: System Solutions

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 09:56:54 UTC
From: vctec@westminster.ac.uk
Message-ID: <D2urMu.1Dp@westminster.ac.uk>
Source record: 172843

EAM. Breen (eb4336@irix.bris.ac.uk) wrote:
: Do they have an email address?

Yes, they do. :-)

;-))
ssolutions@cix.compulink.co.uk

Regards
Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

993. Re: MiNT won't work!

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 10:05:58 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <SCHWAB.95Jan23110559@issan.informatik.uni-dortmund.de>
Source record: 172845

In article <3fokpk$im7@ccshst05.cs.uoguelph.ca>, thopman@uoguelph.ca (Theodore L Hopman) writes:

|> Lichtenberger Robert (k3086e1@cxmeta) wrote:
|> : I've ftp'ed Mint from a server somewhere in the U.S. (To bad there is no
|> : european mirror of atari.archive.umich.edu ...) and tried to install it.
|> There is a European mirror, as of December last year. src.doc.ic.ac.uk
|> mirrors atari.archive in the packages/atari/umich directory.
|> : - Next I started the Installation process which worked well (it seems) but
|> : when I had to reboot the Hard drive loaded the Mint.prg from the auto-
|> : folder and hanged.
|> : Can someone give me a hint? What have I done wrong?
|> I think I see the problem. I'm assuming you're not running a machine
|> with a 68030 processor, you you need mintnp.prg, _not_ mint.prg. I'm not
|> an expert, but I'm nearly certain that mint.prg uses memory protection,
|> which the 68000 processor doesn't support, and hence the
|> crashes/hangs/etc. mintnp has no memory protection, and thus will work
|> on the 68000.

This is wrong, when running on a plain 68000 MiNT automatically turns
off the memory protection feature. It's just a matter of setting a
variable inside MiNT, i.e., the binaries are identical, unless you use
a version compiled explicitly for the 68030, but then renaming to
mintnp.prg won't help either.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

994. TT as X-Terminal?

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 10:42:14 UTC
From: ralf@afsysent.de
Message-ID: <173@kirk.central.afsysent.de>
Source record: 172844

I plan to use my Atari-TT as a X-terminal via SLIP. My first idea was to setup
linux bot I've heard that network stuff currently is not supported for the
atari version. In a news-article I've read that X is available for mint.
My problem is that I don't know very much about the current Mint version(s).
Question:
1. Is it possible to set up Mint and its X implementation so that
my TT can be used as an X-terminal?

2. Are there other solutions for my problem?

It would be nice if somebody can give my information. If this is a FAQ I'm
sorry for that.

Best regards
Ralf

995. Pure C vs Lattice C

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 10:58:15 UTC
From: lundquist@panam.edu
Message-ID: <3g0247$qm1@spectre.techrscs.panam.edu>
Source record: 172846

Hello Netters,

I would like to buy a good C development system for the Atari ST. I have
been using Sozobon 2.0 but I really want source level debugging.

I was wondering if anyone could tell me the pros and cons of Pure C and
Lattice C. From the descriptions, they seem roughly equivalent.

Thanks,
--

Eric Lundquist S/W Systems Specialist|"There Ain't No Rules Around Here,
University of Texas - Pan American | We're Trying To Accomplish Something."
Edinburg, Texas 78539 USA Earth Sol | - Thomas Edison -
LUNDQUIST@PANAM.EDU - Internet --
PANAM::LUNDQUIST - THEnet | E.LUNDQUIST1 - Genie
(210)316-7198 - MaBellNet | (210)381-2164 - Fax
==========
#include <std.disclaimer>

996. Re: Wordperfect?????

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 11:09:20 UTC
From: lundquist@panam.edu
Message-ID: <3g02p0$qm1@spectre.techrscs.panam.edu>
Source record: 172847

In article <3foaca$ps9@news.xs4all.nl>, zonny@xs1.xs4all.nl (zonny) writes:
|>Yo everybody....
|>(Sorry if you read this allready, but something went wrong with my local
|>nntp-server..... So this might have come through anyway....)
|>Does anybody know if there's still 'Wordperfect ST' available somewhere?
|>I would REALLY like to see this.....:)

Wordperfect Corp dropped support of the ST version of Wordperfect a couple of years ago. I remember writing a letter to them at the time and in response I received a poorly xeroxed form letter saying basically "Tough!". They did offer me an upgrade to the PC version (Oh Joy!) for a "limited time". At the time, I believe that they also abandoned their Amiga and Apple II users along with the Atari.

I think the last release was version 4.1. I haven't seen anyone offering old copies for sale in a long while.

|>Or else a package that converts WP PC to, say, 1wordplus, or something
|>like that. My sister is in desparate need of such a package (preferable
|>one that can tackle a new as possible WP formats, like 5.0 too or

I believe that Gribnif has a package that does the type of file conversions that you need. Sorry, I don't remember the name or price off hand. You could contact them at gribnif@genie.geis.com to get the latest info.

|>something) and it woult be a great (!!) opportunity for me to show here
|>computers and the net are not only sex-gif's and dirty old men.....:)

Nope, just mostly :)

|>(I hope this posting come's through, though........)
|>keeping my fingers crossed,
|>
|>zonny@dds.nl Digital Amsterdam
|>zonny@xs4all.nl My internet gate
|>Quantum-Mechanic In the LambdaMOO's !
|>

Regards,
--
Eric Lundquist S/W Systems Specialist|"There Ain't No Rules Around Here,
University of Texas - Pan American | We're Trying To Accomplish Something."
Edinburg, Texas 78539 USA Earth Sol | - Thomas Edison -
LUNDQUIST@PANAM.EDU - Internet --
PANAM::LUNDQUIST - THEnet | E.LUNDQUIST1 - Genie
(210)316-7198 - MaBellNet | (210)381-2164 - Fax
==

```
#include <std.disclaimer>
```

997. Re: SUPER BOMBERMAN

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 11:19:34 UTC
From: SCHWARTE@PS1515.chemie.uni-marburg.de
Message-ID: <SCHWARTE.12.2F2390C5@PS1515.chemie.uni-marburg.de>
Source record: 172848

In article <3frc6s$ei4@vishnu.jussieu.fr> bourlon@gla.ecoledoc.ibp.fr (Marc BOURLON) writes:
>From: bourlon@gla.ecoledoc.ibp.fr (Marc BOURLON)
>Subject: SUPER BOMBERMAN
>Date: 21 Jan 1995 16:19:40 GMT

>or three letters, nearly each of which telling me it didn't work. An improved and correct

Yes, that's right! On my VGA-Screen it doesn't run! You have to make a better description (monitor, resolution etc.) or a change in the screen-switching. Most Falcon-Owners have a VGA-Monitor, so don't try to set 50 Hz! I hope you can change this.

Bye, Martin

998. Re: Books for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 11:39:01 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3g04gl$mdf@bs33n.staffs.ac.uk>
Source record: 172849

The Atari Compendium is a truly *massive* book containing all things Atari and includes commands for Assembler. Its about 40 UK pounds and HiSoft sell it. The publisher is Scott Sanders (California).

Modern Guide to the Atari covers Assembler, C and HiSoft Basic commands and is also published by HiSoft.

RiCH

999. Re: MiNT won't work!

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 12:26:14 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.95Jan23122614@hpbeo82.bbn.hp.com>
Source record: 172778

Theodore> I think I see the problem. I'm assuming you're not running a machine
Theodore> with a 68030 processor, you you need mintnp.prg, _not_ mint.prg. I'm not
Theodore> an expert, but I'm nearly certain that mint.prg uses memory protection,
Theodore> which the 68000 processor doesn't support, and hence the
Theodore> crashes/hangs/etc. mintnp has no memory protection, and thus will work
Theodore> on the 68000.

MiNT checks the processor type. MINT.PRG quite happily runs on my 68000.
Bye,
Jens.

--
Internet: jensk@hpbbn.bbn.hp.com | Phone: (0|+49)7031-14-4785 (TELNET 778-4785)
MausNet: Jens Kilian @ BB | Fax : (0|+49)7031-14-2049
---------------------------------+--
As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

1000. Re: Linux-68k

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 12:27:04 UTC
From: hn@informatik.rwth-aachen.de
Message-ID: <3g07ao$bjb@news.rwth-aachen.de>
Source record: 172850

Nharlow@nharlow.demon.co.uk (Nick Harlow) writes:

>I Would be EXTREMELY INTERESTED in Linux for my TT (or Falcon), both for
>personal tinkering reasons and general interest, please tell me more,
Here's more:
http://www-users.informatik.RWTH-Aachen.de/~hn/linux68k.html
--
Helmut Neukirchen "Harry, manchmal hasse ich meinen Beruf."
hn@pool.informatik.rwth-aachen.de (Stefan Derrik)
<A HREF="http://www-users.informatik.rwth-aachen.de/~hn/">My WWW homepage</A>

1001. Re: NVDI 3.x vs. SpeedoGDOS and NVDI 2.51

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 13:07:05 UTC
From: jtace@prometheus.hol.forthnet.gr
Message-ID: <3g09lp$idg@brigitte.forthnet.gr>
Source record: 172751

Leslie Hartmier (leslieh@warpcon.ersys.edmonton.ab.ca) wrote:
: Can anyone tell me if it is possible to disable the font
: abilities of NVDI 3.x without disabling NVDI? I would upgrade my
: 2.51, but I'm not a real fan of *having* NVDI load the fonts when
: I want to conserve memory, and using SpeedoGDOS and NVDI 2.51
: works fine in that case. Any help much appreciated.

: Leslie

: --
: -- --
: leslieh@warpcon.ersys.edmonton.ab.ca
: Anyone know where I can get concise instructions on setting MinixFS?
: Moo, eh?
: -- --

--
I have almost the same problem...NVDI 3 seems to be very nice..but it
consumes a lot of memory. Any suggestion for that???

---------------------Friendly-----------------------
Jim Sourmelidis * jtace@prometheus.hol.forthnet.gr *
-----------------Athens, Greece---------------------
The important thing is never to stop questioning.....
Albert Einstein

1002. Re: Null cable length limit?

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 13:08:45 UTC
From: arjanvdm@htsa.htsa.hva.nl
Message-ID: <3g09ot$60a@lek.htsa.hva.nl>
Source record: 172753

In article <D2tqpn.yD@eskimo.com>, Randell Spreadborogh <zap@eskimo.com> wrote:

> How long can a null cable be before the signal drops so low as to be
>useless at the other end? How can I measure the signal drop? Will a signal
>amplifier correct any deficiencies? Thanks in advance.

Mm, I once heard that an RS-232 cable can be up to about 30 meters (98 feet).
Since an null modem cable is an RS-232, I think you can use this length.

--
Greetz,

Arjan van der Meer

1003. Re: TT as X-Terminal?

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 13:30:27 UTC
From: koehne@tripolis.informatik.uni-dortmund.de
Message-ID: <3g0b1j$68m@fbi-news.informatik.uni-dortmund.de>
Source record: 172752

In article <173@kirk.central.afsysent.de>, ralf@afsysent.de (Ralf Nitzgen)
writes:

|> 1. Is it possible to set up Mint and its X implementation so that
|> my TT can be used as an X-terminal?
|>
|> 2. Are there other solutions for my problem?
|>

This would be of interest for me, too!
I'm using a 1040ST with an 68030.
But I will have to use the PPP protocol. Is that possible, too?

--

Gruss

...Patrick

Patrick Koehne, Irisweg 9, 59439 Holzwickede, Germany

e-mail: koehne@ls10.informatik.uni-dortmund.de

1004. Recalibrating a RLL-Harddisk

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 14:14:29 UTC
From: bowinke@uni-muenster.de
Message-ID: <3g0dk5$g8q@majestix.uni-muenster.de>
Source record: 172727

Hi atari-freaks,

I'm searching for a recalibrating-tool for RLL/MFM-Harddisks,
like under Norton Utilities for the PC.

??
greetings Joerg

1005. Dr T's e-mail address?

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 15:17:04 UTC
From: alkio@finsun.csc.fi
Message-ID: <3g0h9g$2ch@pobox.csc.fi>
Source record: 172755
Cross-posted to: comp.sys.atari.st,comp.music

Hi,

Does anybody happen to know if Dr T's have an e-mail address. I would like to ask them a question about upgrading the KCS Omega to KCS Omega II. (Or if you have done such a thing, I would like to know how much did it cost you...)

Greetings, Jouni
.

---------------------------------------alkio@finsun.csc.fi
Jouni Alkio -------AURAL EXPANSION-----------------------
--------------------weird-down-to-earth-electronica------

1006. Low Prices on Falcon??

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 15:21:21 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <ai1DZc2w165w@sys6626.bison.mb.ca>
Source record: 172754

Hello to all in the UK! I am interested in knowing how some Atari UK Computer shops are doing selling the 1 Meg Falcon at 255 pounds???

How is it you are able to purchase them at such low prices, when here in Canada, they still cost $1150.00?

Are they selling well? I hope so, at that price. everyone should own one now. After all when the UK users where surveyed over a year ago, 80 percent of you reponded by saying you would buy one!

Any response here would be welcome, as I am curioous to hear how things are going there.

.....and please, no demise of Atari comments as they still are producing Falcons in their current configuration as market demands.

Thanks..

Eva Crouse

1007. Re: Atari ST joysticks -

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 15:46:14 UTC
From: msmith@maxine.jf.intel.com
Message-ID: <msmith.790875974@maxine>
Source record: 172756

jondinga@io.org (Jon Dinga) writes:

>On 01-13-95 waynlein@hk.super.net wrote to ALL...
> w> Hard to believe, but in the computer heaven that is Hong Kong you can't
> w> find a nine-pin joystick to save your life. (Matter of fact, I haven't
> w> found another Atari user in Hong Kong - my local mail server techies

> Maybe you should ask for Amiga joysticks, most of them have a
> switch to use on a Atari, or rewire them according to some doc files
> [just switch 2 wires]. .... dont have any to spare myself ... contact
> BEST electronics [their phone/fax was listed here a couple of days ago]

> Good luck,
> Jon

Try a local Commodore 64/128 user group.. or a place where Commodore
accessories are sold. The joysticks are the same. I use my old Wico
Bathandle on my Mega STe that I had when I used a Commodore 128. If
you can find one of these, you'll be impressed.. they're simple but
extremely sturdy.

MHS

1008. Re: MiNT won't work!

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 16:40:29 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3g0m5t$i7i@m.ehd.hwc.ca>
Source record: 172757

Lichtenberger Robert (k3086e1@cxmeta) wrote:

...
: I've got a 1040 STe, 1MB RAM, 1 3,5" floppy, Monochrome Monitor, 60MB
: Atari Megafile HD.

I have a similar setup, but 4meg, colour & 85 MB Quantum running off ICD
ADSCSII+ adaptor. TOS 1.06 BTW

...

: Thanks a lot for the help I already received. And for the question which
: software won't run on Mint: Mint itself won't start: it just displays the
: initial message and then stops.
: ---

I've also had this happen to me. I ended up having to disable all my
autofolder proggies to get Mint 1.12 running (Thank God for
Superboot!!). Pinhead & GemRam/Winx in particular seem to really throw
Mint for a loop on my machine. Either it (Mint) will die a quick death
or it won't read it's .CNF file. Silkmouse seems to work OK though, at
least at the moment :).

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

1009. Re: MiNT won't work!

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 16:46:23 UTC
From: bericd@bri.hp.com
Message-ID: <D2vALC.3M6@bri.hp.com>
Source record: 172758

Lichtenberger Robert (k3086e1@cxmeta) wrote:
: Michael Plonus (michi@pluto.ping.de) wrote:
: : Hi,

: : In <3flu7q$b0i@alijku06.edvz.uni-linz.ac.at>, k3086e1@cxmeta (Lichtenberger Robert) writes:
: : > I've ftp'ed Mint from a server somewhere in the U.S. (To bad there is no
: : > european mirror of atari.archive.umich.edu ...) and tried to install it.

: : On ftp://ftp.uni-muenster.de/pub/atari/Mint is nearly a clomplete mirror of
: : the a.a.u.e Mint section

src.doc.ic.ac.uk has a complete mirror of a.a.u.e under /computing/systems/atari/umich

Beric..

1010. Re: KA9Q (NOS)

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 16:54:35 UTC
From: zonny@xs1.xs4all.nl
Message-ID: <3g0n0b$92t@news.xs4all.nl>
Source record: 172759

John M. Klassa (klassa@aur.alcatel.com) wrote:
: I just downloaded a bunch of stuff for KA9Q (NOS) from a.a. I got
: NOSFILES and NOSDOC, too... Trouble is, I don't know how to set it up,
: or what I need at the Unix end (i.e. not my ST end). Anybody have some
: documentation for this, or know of a better way to get SLIP and/or PPP?
There's an Atari Slip-FAQ, that might help....
it's on http://www.dl.ac.uk/MISC/ATARI/SLIP_FAQ
Loads of info...:)
Setting up NOS isn't to hard.....
customise the dial.txt, the startup.nos for youre system, and (if nos.ttp
isn't in .\spool\) use the -d option to set the startup-path.
now youre modem should begin dialing.....
There is some trouble with the cwait command, but it should work as it is...
On the unix end, you would need ppp/slip software.....
try typing 'ppp' or 'slip' on the prompt to see if youre provider has it.
Mail the helpdesk or something to find out how to login with ppp or slip
(either login: slip password: youre own, or login: [P/S/D]name password:
youre own. It could be something else though....)
put that sequence in youre dial.txt.
now it should work.
The commands are more or less like unix.
try and find out!

: [I first tried the 900kB "install"
: version in th
: Install directory : under Ka9q/Nos -- it wouldn't extract itself...]
I don't know about that..... sorry.
: John
zonny.
: --
: John Klassa 919-850-1246 \ /\ /\
: Alcatel Network Systems Subject: @CMD help \ /\ & \/ \
: Raleigh, NC, USA for info... \/ \/ \
: ----------

1011. Looking for Paul Blagay

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 17:02:45 UTC
From: michrm@central.susx.ac.uk
Message-ID: <3g0nfl$88g@infa.central.susx.ac.uk>
Source record: 172760

Paul is you cread this, its me michael may from Birghton trying to get
in touch with you, I have tried to email you and it always bounces back.

Please email me at: michaelm@uk.ac.susx.cogs
michrm@uk.ac.susx.central

Its about the monitor. Sorry to use this group for such things, but nothing
else has worked.

Michael

--

Michael May
University of Sussex, Brighton, England Falcon030, 4 MB RAM, 65 MB H/D

1012. Re: Linux Vs Minix

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 17:03:28 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <tnjdaaxzpqc@moacs11>
Source record: 172761

In <3foqlo$ll6@lyra.csx.cam.ac.uk>, Phillip Davey (Path wrote:

> >But the most important point is that Linux doesn't have to force
> >itself onto TOS (oeerr Missus) unlike Mint, so it can afford to do
> >things 'right'. So it is a lot faster.
>
> Is it possible to have both installed (but not necessarily running) at
> the same time, on the same machine?

Installed: yes.
Running: no.

Waldi

1013. Re: "The Atari Compendium"

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 17:39:29 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9501231639.AA00780@ilmen.lanl.gov>
Source record: 172762

In a previous article, James Wood <jamesw@CSOS.ORST.EDU> wrote:

> Looking for this book. ["The Atari Compendium"]

It's available from Toad Computers for US$44.95.

> "Michtron's GFA BASIC" book (unsure of title) Is Michtron still around?

Michtron is no longer around and that book is long out of print. Your only chance would be to find a used one or a dealer which may still have a copy. Toad lists two GFA books, "GFA BASIC Dev. Book" and "Concepts in GFA" in their latest catalog ($37 and $14 each, respectively).

-Hutch- @ Fair Dinkum Tech

1014. Re: Surplus ST 3.5" Disks For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 17:45:28 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9501231644.AA00783@ilmen.lanl.gov>
Source record: 172763

In a previous article, ecaruso@hookup.net (E. Caruso) wrote:

> I have many diskettes 3.5" (Single and Double Sided) for the Atari ST.
> All are loaded with software, since I no longer have an Atari
> I'd like to get rid of all the disks since they are taking up space.
> they are sold as is... and as a complete lot.

It would be nice if you would also mention that your disks contain ONLY
public domain or shareware software and no copies of commercial software.

Pirates (and other criminals) are not appreciated here and I'm sure you
don't want to be inadvertently associated with such scum.

'tanx,

-Hutch- @ Fair Dinkum Tech

1015. Re: Pro music made with Ataris

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 17:51:59 UTC
From: TOMM@cms.cc.wayne.edu
Message-ID: <1732FB4F3S85.TOMM@cms.cc.wayne.edu>
Source record: 172764

In article <3f74c2$b4s@elaine38.Stanford.EDU> darmok@leland.Stanford.EDU (Phili ps Dilworth Patton) writes:
>
> Anyone know of any major CDs out that were produced with Ataris?
>. 'cya
>
It's way before CDs, but....

Kraftwerk toured with a few Atari 800s in the early '80s. It was shortly after the release of the "Computer World" album. I think that was the name of it. They were the first band to use a computer that I know of.

1016. Re: Parallel port

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 17:56:21 UTC
From: larserik@oslonett.no
Message-ID: <1E37940C.larserik@oslonett.no>
Source record: 172765

> Do you want to post it in this newsgroup???
> Or don't you want to share it with others??

Well, there is nothing strange about using the port for I/O, the trick was doing it fast and finding out the portfolio transfer protocol (had some help from a friend in Germany whos e-mail adress I have lost...)

If anyone would like the assembler source for using the port, write a private message to me and I'll send it (no point posting it public)

--
Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

1017. Re: ***MagiCMac information wanted***

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 18:25:17 UTC
From: clive@netmag.cityscape.co.uk
Message-ID: <clive-2301951825170001@cparker.futurenet.co.uk>
Source record: 172766

> I don't think Mac users who didn't have an Atari legacy would use it
> though (unless there really are great hordes of them that want to run
> Calamus; porting Calamus to MacOS would probably attract more
> customers).

I'm pretty sure that Calamus SL is available for the Mac in Germany, and I know that you can get Calamus SL for Windows NT.

Clive

--
.net: The Internet Magazine - issue four on sale 2nd February 1995
Future Publishing Tel: +44 (0) 1225 442244

All opinions are my own, not those of .net magazine or
Future Publishing.

1018. Re: Farewell ST Review

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 18:30:09 UTC
From: clive@netmag.cityscape.co.uk
Message-ID: <clive-2301951830090001@cparker.futurenet.co.uk>
Source record: 172767

In article <300005883wnr@nharlow.demon.co.uk>, Nharlow@nharlow.demon.co.uk
wrote:

> I agree that the latest issue of ST Format is much the same, thats
> because I would expect the new Editor to take a least a month or two
> before she starts to make changes. She at least has a reasonbale
> pedigree ie Mac Format amongst others. Maybe the magazine will get
> better, I certainly hope so, both as reader, enthusiast, advertiser and
> someone who does make his living from the Atari market.
>
>

You'll start to see some changes from issue 68 onwards. For a start, ST Answers
is getting bigger - at least 8 pages per issue. And no, this isn't because
of 'incorporating'
ST Review. The extended ST Answers section was planned as long ago as last
October.

It just takes a few months for ideas to reach the on-sale issue.

Clive

--
.net: The Internet Magazine - issue four on sale 2nd February 1995
Future Publishing Tel: +44 (0) 1225 442244

All opinions are my own, not those of .net magazine or
Future Publishing.

1019. Re: Mac MagiC?

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 18:33:02 UTC
From: clive@netmag.cityscape.co.uk
Message-ID: <clive-2301951833020001@cparker.futurenet.co.uk>
Source record: 172768

In article <FALWABWJUP@galaxy.teuto.de>, neptune@galaxy.teuto.de (Hendrik Mylius) wrote:

> In <789761482snz@bigbox.demon.co.uk> Ben Bell wrote:
>
> >I have heard that MagiC is being written to run on the Mac. Are there any
> >details on the pricing of this?
>
> In Germoney (pun intended) it sells for around 300,-- DM with the
> EASE-desktop. From what I've heard it is considerably more expensive in the
> UK.
>
> --
> /Hendr!K/

Of course it will be if System Solutions are selling it.

Clive

--
.net: The Internet Magazine - issue four on sale 2nd February 1995
Future Publishing Tel: +44 (0) 1225 442244

All opinions are my own, not those of .net magazine or
Future Publishing.

1020. Re: Null cable length limit?

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 18:46:48 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Jan23.184648.9835@bradford.ac.uk>
Source record: 172769

On Sun, 22 Jan 1995 20:39:23 GMT, Randell Spreadborogh wrote:
: How long can a null cable be before the signal drops so low as to be
: useless at the other end? How can I measure the signal drop? Will a signal
: amplifier correct any deficiencies? Thanks in advance.

On a similar note, you maybe interested to know that I have just networked
2 of the ST's in my house using 20 metres of shielded cable through the
midi ports! there is no problem using MX2NET, Midimaze, or Rayoid so
probably there would be no problem with any software.

Just FYinterest!

--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \

1021. Re: Cubase Audio Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 18:58:39 UTC
From: az822@FreeNet.Carleton.CA
Message-ID: <D2vGpr.M27@freenet.carleton.ca>
Source record: 172770

In a previous posting, HALL B J (cb170@city.ac.uk) writes:
> contacts@mits.mdata.fi (Pekka Saarinen) writes:
>
>>Emagic Logic Audio for Falcon is not supported any more (old owners
>>got the audio version for free with a letter telling there will be no
>>further updates).
>
> It is only not supported in the USA. Otherwise, it is supported as normal.
>
Being a Logic Audio user in Canada, I'm curious as to why Emagic would
ignore a good portion of their market as you say they are. I, too am
under the impression that they have pulled out of support for the North
American market, but why? Have they made Logic so CPU intensive for
the 68030 processor that it simply cannot support Audio tracks the way that
the Mac version does?

Angus Armstrong

1022. Outburst

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 19:09:36 UTC
From: az822@FreeNet.Carleton.CA
Message-ID: <D2vH80.MnG@freenet.carleton.ca>
Source record: 172771

I recently purchased Outburst to speed up my printing, and it does work
very well except when I want to print from Logic (a music notation program).
To print 1 page of notation takes over 7 minutes (with Outburst disabled)
on my Brother HL-6 laser printer (2.5 meg ram). With Outburst enabled it
takes the same amount of time, and it doesn't matter if autospool is on or
off. I have set up a 1 meg buffer for the spooler but it doesn't spool as
it should. I'm under the impression that I should be able to use my
computer while the printer is working on printing the page but this is not so.
If anyone has any ideas or suggestions I'd appreciate it!
I have a Falcon, TOS 4.04, AHDI 6.061, 16 megs of ram, a Dynatek 1.08 Gig
harddrive, Steinberg FDI (digital interface), Practical Peripherals 2400
baud modem, and as mentioned Logic Audio Falcon 2.0.

Thanks in advance

Angus Armstrong

1023. Re: Linux Vs Minix

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 19:29:56 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3g103k$hk4@mercury.dur.ac.uk>
Source record: 172773

Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:

: But the most important point is that Linux doesn't have to force
: itself onto TOS (oeerr Missus) unlike Mint, so it can afford to do
: things 'right'. So it is a lot faster.

I'm thinking of installing Linux as I've just royally screwed my MiNT setup and will probably have to reinstall a large part of that anyway. A few questions:

i) Just how well adapted is the latest version to the Falcon? Will I have to apply tonnes of patches to get it to run properly?

ii) How stable is it? MiNT is *very* stable on my setup (4Mb RAM, IDE hard drive) - for me to use it Linux will have to at least be stable enough so that I can do development work inside it comfortably. Does Linux get at all unstable when it starts doing a lot of paging to disk?

iii) Has anyone actually benchmarked it against a properly set up MiNT system yet? If so, how _much_ faster is it?

ATB,

Martin

--
****
* ---------------- M.J.Maisey@durham.ac.uk -------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

1024. Re: Neon Demo problems!

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 19:35:27 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3g10dv$hk4@mercury.dur.ac.uk>
Source record: 172774

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: M.S. Smith (msh@mserv1.dl.ac.uk) wrote:
: : I recently downloaded a copy of the demo of Neon Raytracer for the Falcon.
: : Whenever I try to execute any of the TOS files I just get bombs. Does anyone
: It needs an FPU.
: I have talked to some other ppl who have an FPU and who still have
: troubles running it, maybe its TOS version sensative?

I'm among this number - I couldn't get it to work at all. I'm running
TOS4.04.

ATB,

Martin

--
****
* ---------------- M.J.Maisey@durham.ac.uk -------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

1025. Re: Mac MagiC?

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 19:35:48 UTC
From: Lexicor@world.std.com
Message-ID: <D2vIFp.3MD@world.std.com>
Source record: 172775

In article <521143019wnr@nharlow.demon.co.uk>,
Nick Harlow <Nharlow@nharlow.demon.co.uk> wrote:
>On a more serious note re Mag!C, I am still not convinced (unlike Vic
>and Ofir) that it's the way for Atari owners to go. However what I seen
>is extremely impressive, does it now print? and if I buy from Germany
>('cause as Sys Sol can be a little expensive) will I get a English
>version?

Nick,

nice to see you online :), I had no idea personally that there was
an english version of Magic Available, as a matter of fact I had thought
that officially ASH did not want to sell an english version as of this date.

Any users in the UK who know a little more abou this?

Cheers

Yat

>
>
>--
>Nick Harlow
>16/32 Systems, Strood, Kent (Atari, Amiga, PC)
>**
>If it's not nailed down, I'll sell it......
>.............For sale: Internet, only 10 million careful users
>**
>

1026. Re: Nova card

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 19:37:22 UTC
From: Lexicor@world.std.com
Message-ID: <D2vIIA.4pv@world.std.com>
Source record: 172776

>Thanks, I'll give it a try later. I downloaded the versions from your
>Compuserve forum but as they were in German I didn't have much luck.

Simon,

on the compuserve forum use the keywords NOVA 2.52 and english and
the english language drivers should be there, if you have any problems
please let me know

Cheers

Yat @ Lexicor Software

>
>Cheers.
>
>--
>
>Simon Moore
>smoore@chowgar.demon.co.uk

1027. Re: Low Prices on Falcon??

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 19:46:24 UTC
From: alewis@indy.net
Message-ID: <alewis.4.2F240790@indy.net>
Source record: 172777

In article <ai1DZc2w165w@sys6626.bison.mb.ca> redhead@sys6626.bison.mb.ca (eva crouse) writes:
>From: redhead@sys6626.bison.mb.ca (eva crouse)
>Subject: Low Prices on Falcon??
>Date: Mon, 23 Jan 95 09:21:21 CST

>Hello to all in the UK! I am interested in knowing how some Atari UK
>Computer shops are doing selling the 1 Meg Falcon at 255 pounds???

255 pounds? thats about 200 bucks US? I want to know how they can as
well, and if any US firms can match it......I really want one too, but 1k is
outta my range....

Ziggy

1028. Re: MiNT won't work!

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 20:26:12 UTC
From: sturm@ost1.ping.de
Message-ID: <FAXUBAVGUp@ost1.ping.de>
Source record: 172772

In <JENSK.95Jan23122614@hpbeo82.bbn.hp.com> wrote :

>Theodore> I think I see the problem. I'm assuming you're not running a machine
>Theodore> with a 68030 processor, you you need mintnp.prg, _not_ mint.prg. I'm not
>Theodore> an expert, but I'm nearly certain that mint.prg uses memory protection,
>Theodore> which the 68000 processor doesn't support, and hence the
>Theodore> crashes/hangs/etc. mintnp has no memory protection, and thus will work
>Theodore> on the 68000.
>
>MiNT checks the processor type. MINT.PRG quite happily runs on my 68000.
>Bye,
> Jens.
>
So does it on mine. But have you checked out, which drivers are in
your /mint or /multitos directory?? Some drivers may collide, e.g. the
plip and lpdev drivers don't work simultaneously, of course. I'e had a
problem similar to yours which was because of a faulty combination of
drivers, but didn't look like it at first, because none of the
programs were able to show any messages before the crash.

Oliver

--

-- --
Oliver Sturm sturm@ost1.ping.de
-- --

1029. Re: Farewell ST Review

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 20:48:12 UTC
From: et94drw@exeter.ac.uk
Message-ID: <D2vLsD.Lo1@exeter.ac.uk>
Source record: 172779

Nharlow@nharlow.demon.co.uk writes:
> I agree that the latest issue of ST Format is much the same, thats
> because I would expect the new Editor to take a least a month or two
> before she starts to make changes.

Listen Guys. Give it a chance. Alright, ST Review was the best
mag an ST owner could buy, but ST Format is the only one left!

Don't moan about it so much.

Support it or otherwise face losing the last reminder of our
dying machines. Think on it my friends.

Cheers,

Dave.
--

_____| |_____ --
{[POLICE BOX]} [David Woodley- E-Mail= et94drw@exeter.ac.uk]
I T===T T===T I [**]
I I I I I I [*********LEAVE THE PRISONER ALONE!*********]
I L===/ L===/ I --
I | I
I | I

1030. Re: Pro music made with Ataris

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 21:09:31 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3g15ub$3fa@nyheter.chalmers.se>
Source record: 172780

```
The Swedish rap-band "Just D" dedicated a song called "V{r Atari" to their
Atari computer on the album "Svenska Ord" :-)...
```

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

1031. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 21:53:12 UTC
From: kim@dksoft.ping.dk
Message-ID: <FAXVFBURUP@dksoft.ping.dk>
Source record: 172781

In <790700876snz@xciv.demon.co.uk> Paul Civati wrote:

>AIUI NeXT pulled out of the hardware business because they weren't making
>enough money, they now concentrate on their o/s NeXTSTEP which is now
>available for Intel processors and soon to be others too.
>
>I'm not sure when or how long they were in the h/w business, '90, '91 but
>yes they were/are really nice machines, I guess they were just too expensive
>otherwise they would've sold better.
>
>The 040 25Mhz on my desk at work multitasks beautifully.
>

Hi Paul. Thanks for letting me know, but i doubt thats the machine i'm
going to chose in the future if Atari dissapear. But it's always good with
some new info.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

1032. FS: C-Lab Creator software

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 22:19:25 UTC
From: joe@zirconium.mcc.com
Message-ID: <D2vq0D.EAI@mcc.com>
Source record: 172782
Cross-posted to: comp.sys.atari.st,rec.music.makers.marketplace

FOR SALE: C-Lab Creator Sequencer for Atari 1040STs.
Version 3.149
Includes dongle and original manual.
Price: $100 obo.

Phone (512)-338-3735
jnewman@mcc.com

--

Joe Newman
MCC/Experimental Systems Lab
jnewman@mcc.com

1033. atari for sale

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 22:45:40 UTC
From: markl@easynet.co.uk
Message-ID: <markl-2708561248100001@markl.easynet.co.uk>
Source record: 172783

I have a 520 ST, Phillips 8833 monitor, external disk drive and printer for sale. Only open to people in the UK or who are willing to pay the postage. I'll throw in about 100 games. I'm looking for 100 pounds but am willing to hear offers. e-mail me

1034. Spectre GCR for sale

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 22:52:33 UTC
From: japolis@nyx10.cs.du.edu
Message-ID: <3g1bvh$mbg@nyx10.cs.du.edu>
Source record: 172784

Spectre GCR Macintosh emulator for sale... complete with docs, packaging, version 3.0 software, registration card, a couple of interesting newsletters from Gadgets by Small, Mac PD software, and of course the cartridge and Apple ROM's and drive cable.
COMPLETE
$150 plus shipping
japolis@nyx.cs.du.edu
or JeffApolis@aol.com

Have a great day!

1035. Atari ST/TT misc for sale

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 22:59:46 UTC
From: japolis@nyx10.cs.du.edu
Message-ID: <3g1cd2$p4v@nyx10.cs.du.edu>
Source record: 172785

Hello! I have the following items for sale:
Mini Office professional presentation graphics...graphing and stuff $25
Pinball magic game $5
Codehead utilities, Gplus+ and MultiDesk...$10 each or $20 for all three
Image Cat graphics catalog program... slick! $10
Two EPYX 500xj joysticks... $10 for both
thanks... have a great day!
Jeff Apolis
303-473-0511
japolis@nyx.cs.du.edu or
jeffapolis@aol.com

1036. Re: TT030 prepress syetem for sale

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 23:03:09 UTC
From: japolis@nyx10.cs.du.edu
Message-ID: <3g1cjd$qfk@nyx10.cs.du.edu>
Source record: 172786

Nharlow@nharlow.demon.co.uk (Nick Harlow) writes:

>Nice system....(drool) If you weren't Stateside I would be very
>interested...

>--
>Nick Harlow
>16/32 Systems, Strood, Kent (Atari, Amiga, PC)
>**
>If it's not nailed down, I'll sell it......
>................For sale: Internet, only 10 million careful users
>**

Ah, yeah... shipping to jolly'ol would be pricey!
Just have to keep drooling, I guess!
Jeff Apolis

1037. Looking for STe Power Supply.

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 23:57:18 UTC
From: mneme@dorsai.org
Message-ID: <D2vuJJ.HJ8@dorsai.org>
Source record: 172787

Like the subject says, I'm interested in aquiring a power supply
suable for connection to an Atari 1040 STe; I'm not sure which power
supplies aren't sutable, though the PC supply I've found would require
hacking off the end and replacing with with a makeshift even to make it
--

Joshua Kronengold -- mneme@dorsai.dorsai.org
Programming is a race between programmers trying to create bigger and

1038. Re: Null cable length limit?

Newsgroup: comp.sys.atari.st
Date: 1995-01-23 23:58:20 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D2vuL9.I3F@cix.compulink.co.uk>
Source record: 172788

> On Sun, 22 Jan 1995 20:39:23 GMT, Randell Spreadborogh wrote: :
> How long can a null cable be before the signal drops so low as to
> be : useless at the other end? How can I measure the signal drop?
> Will a signal : amplifier correct any deficiencies? Thanks in advance.

Well I haved a 10-15 metre one. AFAIK you can get away with quite a lot
more. There are signal amplifiers around which will boast the signal,
though you won't ba able to run very high speeds through them.

:-)

Roland.

@CiX

1039. GVC 14400/V42bis & MSTE - help!

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 01:45:26 UTC
From: lnonvei@public.srce.hr
Message-ID: <3g1m3m$ogl@nippur.irb.hr>
Source record: 172789

Hi!

I need help with my GVC 14400/FAX Modem. And the problem is .... I have Mega STE (TOS 2.05) and HSMODEM 04. I checked them many times, and nothing. When I connect to local host at 14400/V42bis, time after time error occures, and communication freezes (on line, but no send/receve). The local host seems OK, 'cause my PC friend is using it without any problems (14400b).

I ask anyone, who has the same modem, to send me, please, his modem setup (PROFILES).

Thanks in advance.

/Loris

E-mail: lnonvei@public.srce.hr

1040. Papyrus frames?

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 01:46:26 UTC
From: lnonvei@public.srce.hr
Message-ID: <3g1m5i$ogl@nippur.irb.hr>
Source record: 172790

HI!
I wonder, does anyone made few frames in Papyrus (DTP demo) with text
going from one to another (I don't mean columns)?
Or maybe it's only possible with columns...

Thanx in advance.

/Loris

1041. st for sale

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 03:56:00 UTC
From: anthony.dunleavy@compudata.com
Message-ID: <8A2259C.04C00039FB.uuout@compudata.com>
Source record: 172791

Atari ST for sale!

Included is 520ST upgraded to 1040ST (1 meg and DSDD), Atari color monitor, Star NP-10 Printer, All original docs.

Some software that is included (theres more, but I'm not going to list all unless somebody asks):

Dungeon Master, Flight Simulator, Degas Elite, Wordwriter St, Pagestream, Bowling, Golf, Midisoft Studio, MT-32 Editor,Lotus 1-2-3 Clone, Gauntlet

Make offer please (I really don't know what value is). First reasonable offer gets it. Will sell items seperately if no offers come in for whole package.

My Internet Address is anthony.dunleavy@compudata.com

1042. Re: Wordplus -> Postcript ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 04:27:22 UTC
From: hellman@teleport.com
Message-ID: <3g1vja$rnu@kelly.teleport.com>
Source record: 172792

Yann Ricquebourg (ricquebo@irisa.fr) wrote:

: Does anybody have any suggestion about the best way for
: printing old 'prehistorical' 1ST-WORD / WORDPLUS text file
: on a Postcript laserprinter ?

I have had good luck doing this by importing the 1st Word Plus
file into Pagestream as a formatted file (Pagestream has a built-in
module to do this) and printing from Pagestream. One problem is with
tabs. If you have a lot of tables or heavy tabbing, it's hard to get
that to come out in Pagestream. Otherwise most other formatting seems to
work.

Walter Hellman
--
hellman@teleport.com Internet Public Access User Hillsboro, Oregon USA

1043. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 05:09:26 UTC
From: mrburkley@delphi.com
Message-ID: <BQ6bKau.mrburkley@delphi.com>
Source record: 172793

No, the Spectre GCR won't work with a Falcon because it needs a connection to an external Floppy port to run. There isn't an external Floppy port of the Falcon!

--Michael Burkley
The Unabashed Atariophile
MRBURKLEY@DELPHI.COM

1044. Re: "The Atari Compendium"

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 05:09:47 UTC
From: dancer@nntp.brisnet.org.au
Message-ID: <1995Jan24.050947.3917@nntp.brisnet.org.au>
Source record: 172794

Hutch (hutch@ilmen.lanl.gov) wrote:
: In a previous article, James Wood <jamesw@CSOS.ORST.EDU> wrote:

: > Looking for this book. ["The Atari Compendium"]

: It's available from Toad Computers for US$44.95.

Also available from Paragon Computers in Perth, Western Australia, for about $130 Australian.
(Depends on how desperate you are)

1045. Re: Pro music made with Ataris

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 06:42:11 UTC
From: larserik@oslonett.no
Message-ID: <1E37B40F.larserik@oslonett.no>
Source record: 172795

> The Swedish rap-band "Just D" dedicated a song called "V{r Atari" to their
> Atari computer on the album "Svenska Ord" :-)...

Your swedish characters look as bad as my norwegian outside Scandinavia :-)
Maybe a tranlation would be ok "Our Atari" from the album "Swedish words"..
(and btw - there are several groups and composers using Atari in Norway too)

--
Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

1046. Re: Read SIGNUM II in MAC?

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 07:18:22 UTC
From: dcohen@cix.compulink.co.uk
Message-ID: <D2wEyM.KI8@cix.compulink.co.uk>
Source record: 172796

In message <cmpart-2201952235490001@client37.sct.fr>,
cmpart@world-net.sct.fr said:
> I am looking for some utility program running on Mac which should allow
> for a SIGNUM II -> WORD 5 file format translation. If such an utility
> does not exists, please send more info about the Atari emulator for
> Mac. It has been made by the same society as Signum I think?

Signum files are so special that I do not think there will be a converter.
You could, if you still have an Atari and Signum, save the files as ASCII
and then transfer.

MacMagic is still in development, not sure when it will be commercially
available. They say that Signum will run under it.

Daniel Cohen
e-mail: D.E.Cohen@qmw.ac.uk or dcohen@cix.compulink.co.uk

1047. Re: NVDI 3 help!

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 07:18:25 UTC
From: dcohen@cix.compulink.co.uk
Message-ID: <D2wEyp.KIu@cix.compulink.co.uk>
Source record: 172797

In message <95022.142634STIRRE31@MAINE.MAINE.EDU>, STIRRE31@MAINE.MAINE.EDU
said:
> I just got NVDI 3 for my Falcon and, for the most part, am very happy
> with it. Unfortunately, I am having problems with getting my Canon
> BJ-5 working with it. It works okay except the letters "CJ" are
> printed in hte upper-left hand corner of my document. I also get
> a messege when getting ready to print that the defined area of the
> page is larger than the printable area (or something like that).
> This is with using US letter size. I am using NVDI with AtariWorks
> btw. Any help would be greatly appreciated!
> -scott tirrell
> -stirre31@maine.maine.edu

I hope you have set US letter size in the NVDI Printer CPX. If you have,
I can't help. But if you haven't, go to that CPX, click on the paper
size to get a menu of sizes, click several times on
the down arrow till the US letter size is visible (you only see three sizes
at a time, but eight or nine are available) and click on it.

Daniel Cohen
e-mail: D.E.Cohen@qmw.ac.uk or dcohen@cix.compulink.co.uk

1048. SM204 autoboot

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 08:11:47 UTC
From: malcolm@pigsty.demon.co.uk
Message-ID: <628964013wnr@pigsty.demon.co.uk>
Source record: 172798
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I haven't been using STs regularly lately but I recently picked up a 1040STFM and have been trying to get it working with an old SM204 hard disc. The problem is that the hard disc has a boot sector set up for a much older version of the machine and, for some reason, it bombs on the new machine. I now find the floppy on which I believe the boot intall program used to exist is unreadable. Can someone point me at a current copy of a program to install a workable boot or alternately to invalidate the boot sector so it can be booted from floppy? Otherwise I'm probably going to have to write a little program to invalidate the boot.

I _can_ access the disc alright if I switch it on after booting up the 1040 and then run adhi from floppy. This is obviously very clumbsy though and, since the system is intended for my mother, probably too clumbsy.

Malcolm

Malcolm

1049. Re: Accelerators for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 09:33:13 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950124103003.23299F-100000@bull.mimuw.edu.pl>
Source record: 172799

On 18 Jan 1995, Matija Grabnar wrote:

> To answer somebody else's question, yes, I did see DSP software work with
> 20MHz BUS clock, just not with 40MHz CPU clock - i.e. you have to switch
> clock doubling off to use DSP.

So what about the Barracuda. Will it be able to work with DSP? Someone
has writed that Barracuda has own DSP. May be comunication with host is
the problem at hi frequencies and own DSP is solution (quite expensive).
Am I right?

regards,

Simon.

1050. The difference between DL and GL animations?

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 09:38:44 UTC
From: laramary@er5.rutgers.edu
Message-ID: <3g2hr4$a32@er5.rutgers.edu>
Source record: 172800

I have a viewer for DL animations, but I keep seeing GL's
on the net. They are not compatible with the DL viewer, although
I am pretty sure they are somewhat compatable. Can GL's be converted
to DL's, or is there a GL viewer for the ST?

--
--Shove it up inside, surprize, lies, stains like--	----All praise BOB!----
blood on your teeth, bite, chew, suck	The Church
---------------away the tender parts---------------	---of the Sub-genius---

1051. Re: Read SIGNUM II in MAC?

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 09:56:42 UTC
From: alpldbia@w350zrz.zrz.tu-berlin.de
Message-ID: <3g2isq$gq9@brachio.zrz.TU-Berlin.DE>
Source record: 172701

In article <cmpart-2201952235490001@client37.sct.fr>,
gianluca <cmpart@world-net.sct.fr> wrote:
>I am looking for some utility program running on Mac which should allow
>for a SIGNUM II -> WORD 5 file format translation.

There's an .sdo -> .rtf converting program supplied with Papyrus. Check out
the demo version of Papyrus whether it's in there. Just run Papyrus and try
to open your Signum documents. You can then save them as .rtf which Word 5
should be able to read.

>If such an utility does not exists, please send more info about the Atari
>emulator for Mac. It has been made by the same society as Signum I think?

Correct. And AFAIK even Signum2 runs on the Mac using MagiCMac (the emulator)
in a special compatibility mode.

--
Andre Leistner
UseNet: alpldbia@w250zrz.zrz.tu-berlin.de
MausNet: Andre Leistner @ B

1052. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 09:58:10 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3g2ivi$1te8@sat.ipp-garching.mpg.de>
Source record: 172702

Hendrik Mylius (neptune@galaxy.teuto.de) wrote:
> In <3fmrs7$fv7@golem.wcc.govt.nz> Roger Sheppard.. wrote:

> >Tell me what home machine do you know that can do Multi-Processing
^^^^^^^^^^^^^^^^
> >and Runs PC software has a 1.6 meg floppy and is 6 times faster than
> >a 486 2-66 in handling Graphices..

> Any PC with Linux on it? And that one is FREE.

PCs with Linux don't support multiple processors; the Acorn, as far as
I understand Roger, does.

OTOH, I feel that PCs with Linux are at the moment what STs were in the
middle of the 80s.

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

1053. Re: How to read cursor keys?

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 09:58:40 UTC
From: gopher@gov.nt.ca
Message-ID: <1995Jan24.095840.17892@gov.nt.ca>
Source record: 172705

In article <3fr7s1$ebq@prime.mdata.fi> artoj@mits.mdata.fi (Arto Jalkanen) writes:
>> I am writing some game and was wondering how to read (in C) the arrow or
>> cursor keys. Now I use the numeric key pad but I want to use that for
>> something else. I tried to read and echo these arrows but all turned out
>> to be 0. Is there some other function I should use? Something like reading
>
>You have to read scan codes for arrow keys as they don't have ascii
>codes. Every key in your keyboard has a scan code, and ESC is the
>first. To read scan codes, you can, for example, use
>Crawcin() (GEMDOS function) which returns a long word. Bits
>31-24 are Shift key status, bits 23-15 scan code and bits 7-0
>ascii code. Bits 15-8 seem to be allways 0.
>
>
>---
>* Kivi 1.21 *

The arrow keys do have ASCII codes, but they also have a length of 2. So if
you want to read the ASCII code you have to read the ASCII code of the
right most letter of the string. I don't know 'C', but if you are
familiar with Basic, this is how you would read an arrow key:

A$=inkey$ (read a key from the keyboard and store it in A$)
A=ASC(RIGHT$(A$,1)) (Find the ASCII code of the right most character
of A$ which is 2 chars in length)

Thus if the key you read from the keyboard happens to be an Arrow key, then
you will automatically be returned the correct ASCII code.

If you aren't familiar with Basic then I apologize if I wasn't any help.

But you can't say I didn't try!

From The Atarinator

1054. Re: MiNT?

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 10:03:21 UTC
From: zonny@xs1.xs4all.nl
Message-ID: <3g2j99$2j2@news.xs4all.nl>
Source record: 172703

Michael S. Smith (mikess@comtch.iea.com) wrote:
: I'm kind of new to Atari computers. Could anyone tell me what MiNT is?
Yes.
MiNT (MiNT is Not Tos, or, new version, Mint is Now TOS) is a (more like The Very First And Still Very Best) Multitasking
system for the ST. Original TOS is non-multitasking, and original GEM has a limited multitasking ability known as 'accessories'.
The Atari Official MultiTOS is based on MiNT, still using it together with something like MultiGEM or so.
Using MiNT you can run several programs at the same time, both WORKING.
So you can unpack a big .zoo and play a game/read a doc at the same time.
Theoretically, that is. Not very much games, and not all programs are MiNT compatible. You can use Mint to replace normal tos, and just run the desktop (GEM). However, you can't RUN programs at the same time using GEM.
There are several solutions to this. Either use an accessory that runs the programs for you (i.e. Toswin or gemterm) or don't use gem.
If you use toswin or gemterm, you can only run one GEM program (the desktop), but several .tos-programs. These don't use the GEM interface, so you don't use gem. If you don't use gem, you should use some other interface. Either a multitasking desktop (but these mostly come with there own multitasker, and are commercial (MiNT isn't)) or a command-shell.
There are many command-shells, most giving a Un*x like system, but you still can't run any gem-programs. Only tos.
For instance, I use MiNT and Minix (a replacement file system, giving your ST disks the same 'look' as unix) to set up my own net. To atari's linked, and a modem, using MiNTnet and the 'multi-user-setup' from the 'Mint distribution kit'. I can run internet-software, (like lynx, several tcp/ip terminals, etc No graphical www browser, though....:( ) but NO gem. (not with mint, anyway. I can disable mint in the auto-folder, and be running normal gem.)

: Thanks.
Youre welcome. :)
: Michael S. Smith Atari Enthusiast,
: mikess@comtch.iea.com Conservative,
: Spokane, Washington and DOOM addict.
zonny, atari-freak, computer-freak, internet addict and conserved.

1055. Re: Lynx Browser for Atari

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 10:19:14 UTC
From: zonny@xs1.xs4all.nl
Message-ID: <3g2k72$2j2@news.xs4all.nl>
Source record: 172704

Simon King (simon@kingres.demon.co.uk) wrote:
: In article <790689574snz@bigbox.demon.co.uk>
: bjb@bigbox.demon.co.uk "Ben Bell" writes:

: > You can get Lynx for the ST but it needs MiNTnet, which needs MiNT and
: > preferably MiNTOS. And preferably its own minix partition.
: > It can be done and works pretty well but you need some HD space and a little
: > Unix knowledge or some help. If you've got that - I recommend it.
: >
: Do you know where all of the above programs can be obtained and what they
: would be called. As I'm very interested in setting up Lynx on mt St at
: home ?

If you have a large enough hard disk, and a bit of a fast modem (or
plenty of time..:) and 9 dd disks to use, you can download 'the MiNT
Distribution Kit' from just about any good atari-site. Like
atari.archive.umich.edu... The MDK includes mint (0.95, but you can
'upgrade' it by using mint 1.12 instead.), Minix (file system, not
neccesary but VERY usefull...:) and loads of goodies, like shells and
stuff. It doesn't include MiNTnet though... FTP that too, + gzip, to
unpack it. tar is included in mdk....
Read some docs on the install and setup program, and it shouldn't be a
problem!
have fun, it works FINE (even on tos 1.0 if you should worry..:)
zonny/
: --

: / | / Snail-mail E-mail
: \ |< 216 Scarborough Avenue simon@kingres.demon.co.uk
: / imon | \ ing Stevenage. Herts SG1 2HW

1056. Re: Mupfel

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 10:22:19 UTC
From: alpldbia@w350zrz.zrz.tu-berlin.de
Message-ID: <3g2kcr$i19@brachio.zrz.TU-Berlin.DE>
Source record: 172723

In article <3fo5f7$q2d@ra.ibr.cs.tu-bs.de>,
Kielhorn <i0080108@ws.rz.tu-bs.de> wrote:

>Maybe this is true for you, I can use / because I read the manual
>and set the right flag, can't remember it but guess it was -s :-)

Sorry for my misinformation. You're right.

--
Andre Leistner
UseNet: alpldbia@w250zrz.zrz.tu-berlin.de
MausNet: Andre Leistner @ B

1057. Re: 1040ST with 68030

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 10:41:24 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950124023940.21558D-100000@CSOS.ORST.EDU>
Source record: 172706

On 23 Jan 1995, Patrick Koehne wrote:

>
> This would be of interest for me, too!
> I'm using a 1040ST with an 68030.
> But I will have to use the PPP protocol. Is that possible, too?
>
> Gruss
>
> ...Patrick
>
> --
> Patrick Koehne, Irisweg 9, 59439 Holzwickede, Germany
>
> e-mail: koehne@ls10.informatik.uni-dortmund.de

Where did you get that???? How is it done? How many MHz???
Is this a commercially available upgrade?

James

1058. Re: 1040ST with 68030

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 11:51:12 UTC
From: tkk@uclink2.berkeley.edu
Message-ID: <3g2pjg$f0@agate.berkeley.edu>
Source record: 172707

James Wood (jamesw@CSOS.ORST.EDU) wrote:

: On 23 Jan 1995, Patrick Koehne wrote:

: >
: > This would be of interest for me, too!
: > I'm using a 1040ST with an 68030.
: > But I will have to use the PPP protocol. Is that possible, too?
: >
: > Gruss
: >
: > ...Patrick
: >
: > --
: > Patrick Koehne, Irisweg 9, 59439 Holzwickede, Germany
: >
: > e-mail: koehne@ls10.informatik.uni-dortmund.de

: Where did you get that???? How is it done? How many MHz???
: Is this a commercially available upgrade?

: James

Yes, I am curious also. I have a Mega 4 STe and am considering a 68030
board in order to run Linux. What 68030 boards are available for the Mega ST
in the US, how much in US dollars, and I would also like to hear some
reactions on their installation. Is the installation simple on a Mega4?
How compatible is it with TOS programs, and for anyone who has already
installed Linux on it, what are your reactions?

Thanks for any comments.

p.s. also does anyone know where I can find the HSMODEM program?

1059. FORSALE: Atari ST/TT Software & Magazines

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 12:00:05 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <3g2q45$gs8@canopus.cc.umanitoba.ca>
Source record: 172708
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
=====================================================================
SOFTWARE
=====================================================================
Assempro Assembler Language.....$ 28.00 (no box)
OSS Personal Pascal.............$ 28.00 (no box)

Night Shift.....................$ 13.00 (cute fun Lucasfilm platform/action)
Paladin (rpg)...................$ 10.00 (excellent rpg game)
Firezone........................$ 5.00 (strategic war game)
TV Sports Football..............$ 5.00 (xlent Football game 1 or 2 players)

Michtron BBS....................$ 1.00 (classic bbs software, no box&docs)

=====================================================================
MAGAZINES
=====================================================================

Atari Interface Disks of the Month:
Oct'91 - Oct'92
*** 14 disks total with a wealth of useful & fun programs ***
Note: these are only the disks, not the magazines
Only $15 + shipping!

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Other items FORSALE! For a list, send e-mail with the *subject* "SEND INDEX"
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will give first
priority to those offering my asking prices. If you are interested in any of
the items, please reply via e-mail as soon as possible. Questions are
welcome. All prices are in US dollars. Buyer pays shipping. Shipping costs
are non-negotiable. Volume discounts available.
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

--
<Trevor_Cordes@umanitoba.ca> $ AtariTT030/8 48Mhz $ cds,comics,s/wr,videos,
3rd Year CompSci Honours $ PreludeVTEC Techno $ 4 SALE: E-mail me with
University Of Manitoba, Canada $ Dr.Who SCTV Unix $ the subject: SEND INDEX
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
```

1060. Re: MiNT?

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 12:34:01 UTC
From: gerco@cs.vu.nl
Message-ID: <D2wtKq.20s@cs.vu.nl>
Source record: 172709

zonny@xs1.xs4all.nl (zonny) writes:

[... some text deleted ...]

> MiNT (MiNT is Not Tos, or, new version, Mint is Now TOS) is a (more like The
> Very First And Still Very Best) Multitasking

> system for the ST. Original TOS is non-multitasking, and original GEM has
> a limited multitasking ability known as 'accessories'.

This is not true, the Minix ST operating system (v1.1) was operational
(with multitasking, decent filesystem, multiuser support, etc) before
MiNT. Way, way, back in the mid 80's. Don't get me wrong I like MiNT
(especially MintNet, Minix still doesn't have decent networking :-( ).

[... some text deleted ...]

> For instance, I use MiNT and Minix (a replacement file system, giving
> your ST disks the same 'look' as unix) to set up my own net.

If you give info please be correct. Minix is a *OPERATING SYSTEM* a
version 7 un*x look-alike (trying to become POSIX compliant). You are
talking about the Minix Filesystem, which is a remake of the fs from
Minix (with some addition, I believe).

Gerco.
--
---------------------------------v----------------------------------
G.C. Ballintijn | Oh, Fortuna
Email: gerco@cs.vu.nl | Velut luna
http://www.cs.vu.nl/~gerco/ | Statu variabilis.....

1061. Re: Wordplus -> Postcript ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 12:37:08 UTC
From: jvt@its.bt.co.uk
Message-ID: <D2wtpx.2z9@its.bt.co.uk>
Source record: 172711

```
>Yann Ricquebourg (ricquebo@irisa.fr) wrote:
>
>: Does anybody have any suggestion about the best way for
>: printing old 'prehistorical' 1ST-WORD / WORDPLUS text file
>: on a Postcript laserprinter ?
>

I have used a utility called "wp2ps" in the Printing directory of a.a....

-r--r--r-- 1 root root 52479 Oct 30 1992 1stw2ps.arc

It works very well.

John
--
John Trickey <jvt@its.bt.co.uk>
Voice: +44 21 524 8200 Fax: +44 21 553 6120
(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7LOB
+44 21 308 8892
```

1062. STraight Fax

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 12:37:17 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3g2s9t$ps6@dux.dundee.ac.uk>
Source record: 172710

My aim is eventually (in about 6-12 months) to get a fax/modem. However I'd like to know what formats Straight fax accepts. For example can I scan an image and send it? Use .PAP docs etc?

Rod

--


```
================================================================================
| Roderick McCall : 3nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ Atari Falcon 030 4/65 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "I'll be back, sometime, someplace, somewhere ..." |
|================================================================================
```


"Oh and good luck against those elephants!"

1063. Re: 1040ST with 68030

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 12:58:44 UTC
From: <>
Message-ID: <3g2ti4$65g@btmplq.god.bel.alcatel.be>
Source record: 172712

In article <Pine.SUN.3.91.950124023940.21558D-100000@CSOS.ORST.EDU>, James Wood <jamesw@CSOS.ORST.EDU> writes:
>
>
>On 23 Jan 1995, Patrick Koehne wrote:
>
>>
>> This would be of interest for me, too!
>> I'm using a 1040ST with an 68030.
>> But I will have to use the PPP protocol. Is that possible, too?
>>
>> Gruss
>>
>> ...Patrick
>>
>> --
>> Patrick Koehne, Irisweg 9, 59439 Holzwickede, Germany
>>
>> e-mail: koehne@ls10.informatik.uni-dortmund.de
>
> Where did you get that???? How is it done? How many MHz???
>Is this a commercially available upgrade?
>
>James
>
>
I would like to know too
--

Peter Hofman
----
1) Do not make someone curious, and then not provide all information.
2) No e-mail, only followups, because everybody ha the right to know.

1064. Where is mintnp?

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 13:27:06 UTC
From: k3086e1@cxmeta
Message-ID: <3g2v7a$l65@alijku06.edvz.uni-linz.ac.at>
Source record: 172713

Since some kind soul has told me now that I need the mintnp programm in order to run MiNT on my 1040 STe/1MB RAM, 60MB HD/ I now have another, burning question: WHERE CAN I FIND THIS PRG???
I've searched the mirrors of ataric.archive.umich.edu, their index files but alas! Am I too dumb to see. Is it hidden / dangerous / or what?
Please help me, I'm so eager seeing a U**X Version performing on my Atari...

Thanx a million in advance
---
k3086e1@cxmeta.edvz.uni-linz.ac.at
robert lichtenberger

1065. When is the C-Lab Falcon II due out?

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 13:40:45 UTC
From: ma2ljg@bath.ac.uk
Message-ID: <D2wwny.73F@bath.ac.uk>
Source record: 172714

When is the C-lab Falcon II due out? The press release says the middle of January , but I've heard nothing yet.

Does C-Lab have a UK office? if so does anyone have the address /Telephone number.

Thank You,
Les
email ma2ljg@bath.ac.uk

1066. Re: Low Prices on Falcon??

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 14:29:11 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.19.000E7CFC@cam.ac.uk>
Source record: 172715

In article <alewis.4.2F240790@indy.net> alewis@indy.net writes:
>>Hello to all in the UK! I am interested in knowing how some Atari UK
>>Computer shops are doing selling the 1 Meg Falcon at 255 pounds???

>255 pounds? thats about 200 bucks US? I want to know how they can as
>well, and if any US firms can match it......I really want one too, but 1k is
>outta my range....

I think Falcon prices here are lower than in the US, but not nearly as low as
£255. And if they were that would be about $350, not $200.

--
/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** A Smith & Wesson beats four aces **

1067. Spectre GCR FAQ (we should make one!)

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 14:53:38 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <D2x01F.DEt@freenet.carleton.ca>
Source record: 172716

Like many Atari users, I have a Spectre GCR, and am always on the verge of asking questions of the Spectre net Gurus. Since Gadgets By Small is no more, and there seem to be quite a few Spectres still out there, we should put a FAQ together outlining tricks and tips, System reccomendations, Software known to function/not function under Spectre, Transferring SW from FTP sites to your Spectre, Printing, and all the other neat things that we need to know.

After reading some of the local Mac messages here on freenet, I have found that there are still a number of Users of Mac Pluses or Classics, which are the equivalent of Spectres. Of course, there might already be such a FAQ...

--

Mark Montreuil (613) 990-4833 (voice)
IH Advisory Council Internet Relations
Internet: montreuil.mark@istc.ca or ai066@freenet.carleton.ca

1068. Re: ***MagiCMac information wanted***

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 14:54:17 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.790959257@burngullow>
Source record: 172717

clive@netmag.cityscape.co.uk (Clive Parker) writes:

>I'm pretty sure that Calamus SL is available for the Mac in Germany, and I
>know that you can get Calamus SL for Windows NT.

Eh?!

There's an NT version, and an Atari version. The Atari version runs fine on a
Mac under MagiCMac, but it's still an Atari program.

I am a member of CalamusUser magazine who have close links with DMC, and
neverEVER have I heard of a Mac-compiled/running version of Calamus. Ever.

I remember hearing Vic Lennard talking about Calamus SL on a Mac stand at
Germany's ProTos, but this was running under MagiCMac.

'Nuff said,

--

```
------------------------------------------------------
|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk
------------------------------------------------------
```

1069. Re: Low Prices on Falcon??

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 15:18:08 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9501241417.AA00996@ilmen.lanl.gov>
Source record: 172718

In a previous article, redhead@sys6626.bison.mb.ca (eva crouse) wrote:

> .....and please, no demise of Atari comments as they still are producing
> Falcons in their current configuration as market demands.

"Demise of Atari comments" ??? ... not from me, Eva. But I -would- be interested in the source of your other comment about Atari still -producing- Falcons. I thought the most recent production run occurred some months ago with no new production currently planned and that all sales were strictly out of existing (and supposedly ample) inventory. Atari's manufacturing facilities are leased in Taiwan on an as needed basis as they don't have the volume to keep one going full time.

What's the story?

'tanx,

-Hutch- @ Fair Dinkum Tech

1070. Re: "The Atari Compendium"

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 15:27:29 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9501241427.AA00999@ilmen.lanl.gov>
Source record: 172720

In a previous article, dancer@nntp.brisnet.org.au (Andrew Vesperman) wrote:

> : > Looking for this book. ["The Atari Compendium"]
...
> Also available from Paragon Computers in Perth, Western Australia, for about
> $130 Australian. (Depends on how desperate you are)
...

I thought that Paragon Computers closed their doors recently. Not true?

-Hutch- @ Fair Dinkum Tech

1071. Re: Where is mintnp?

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 15:41:08 UTC
From: sourada@iastate.edu
Message-ID: <sourada.790962068@eng1.iastate.edu>
Source record: 172719

In <3g2v7a$l65@alijku06.edvz.uni-linz.ac.at> k3086e1@cxmeta (Lichtenberger Robert) writes:

>Since some kind soul has told me now that I need the mintnp programm in order
>to run MiNT on my 1040 STe/1MB RAM, 60MB HD/ I now have another, burning
>question: WHERE CAN I FIND THIS PRG???

Since this might be a common enough question I figured I'd post the
answer.

All you need to do is rename mint.prg from the distribution to
mintnp.prg. This signals MiNT to run without memory protection, which it
must since you are running on a 680_0_0 rather than a 680_3_0.

And don't rename it to mintp.prg, because it just doesn't work right
that way. Trust me, I know :-)

Later,
Steven
--
Steven Ourada --- sourada@iastate.edu hopes elevated far.too far
http://www.public.iastate.edu/~sourada/ keep it down.in there

1072. Falcon For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 16:06:46 UTC
From: Bruce.Sarte@f616.n266.z1.fidonet.org
Message-ID: <f61_9501250502@nisc.fidonet.org>
Source record: 172660

For Sale:

Atari Falcon 030/16mhz, only 3 months old
with external 32 meg SCSI HD (and cables)
NEC 74-1 External Caddy CD ROM Drive (Double Speed w/ cable)
ExtenDOS Pro 2.0
VGA Adapter
Genius Mouse
Atari CX40 Joystick
Original Atari disks (Language Disk, Extras and MultiTOS)
Ishar for the Falcon
Photo Show Pro

Asking $800 for the package or best offer. Email me here.
or you can give me a call at 215-413-2850. I love the machine, but I have to
sell it..

Bruce

1073. Re: Parallel port

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 16:12:28 UTC
From: ben@sv.span.com
Message-ID: <240195161228.gem4g@sv.span.com>
Source record: 172732

In article <3fpj30$lf5@news.CCIT.Arizona.EDU>,
Paul Harris <paul@vega.ame.arizona.edu> wrote:

>In article FAUUEAUYUp@stingray.manawatu.gen.nz, richard@stingray.manawatu.gen.nz (Richard MORRIS) writes:
>> Does anyone know the difference between an ST's centronics parallel port,
>> and a PC's?
>>
>> I thought that the PC is supposed to be bidirectional, but not the ST, but
>> this is not the case, as I can send data out of the port quite happily.
>>
>> Perhaps there are some extra pins used or something? Maybe these were
>> added to the Falcon, as I remember reading that it was coming out with a

The ST port is bi-directional, as you can get some samplers and stuff which
squirt stuff into the port.

As for control lines, going by the manual the ST only has the ^STROBE and
BUSY conrol lines, which are the only essential ones. There are
many more than this on some computers like Amiga and PCs, such as
ACK, RST, and all sorts of stuff that arn't really needed.
Or in fact they MIGHT be there, but the manual just doesn't say so!
;-)
--
=-=-=-

1074. Re: QMI DeskCart! cartridge help!!

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 16:22:36 UTC
From: ben@sv.span.com
Message-ID: <240195162236.gem2t@sv.span.com>
Source record: 172733

In article <3fuuv4$37k@lucy.infi.net>,
John O'Neil <joneil@infi.net> wrote:

> I have a cartridge for the ST called "DeskCart!" by QMI (Quantum Microsystems Inc.).
>
>Also if I can't find this disk, is there another way to access the cartridge?

Try installing a Desktop drive icon with the letter 'c' (Small c).
Then double click it and you might be able to see the files on the ROM.

--
=-=-=-

1075. Re: ***MagiCMac information wanted***

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 16:58:03 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9501241557.AA01023@ilmen.lanl.gov>
Source record: 172721

In article 2301951825170001@cparker.futurenet.co.uk, clive@netmag.cityscape.co.uk (Clive Parker) writes:
>
>I'm pretty sure that Calamus SL is available for the Mac in Germany [...]

I had never heard of a Mac version of Calamus SL so I went to the source and asked Nathan Potechin of DMC Publishing about it. Here's his reply:

> From potechin@genie.geis.com Tue Jan 24 07:56:18 1995
>
> "There is no MAC version of Calamus on this planet!"

Guess that pretty well sums it up. He did add, however, that Calamus SL for the Atari -does- run under MagiC on the Mac.

Cheers,

-Hutch- @ Fair Dinkum Tech

1076. Re: NVDI 3 help!

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 17:29:32 UTC
From: josk@stud.unit.no
Message-ID: <3g3dds$m4p@due.unit.no>
Source record: 172722

In article <D2wEyp.KIu@cix.compulink.co.uk>, dcohen@cix.compulink.co.uk ("Daniel Cohen") writes:
|> In message <95022.142634STIRRE31@MAINE.MAINE.EDU>, STIRRE31@MAINE.MAINE.EDU
|> said:
|> > I just got NVDI 3 for my Falcon and, for the most part, am very happy
|> > with it. Unfortunately, I am having problems with getting my Canon
|> > BJ-5 working with it. It works okay except the letters "CJ" are
|> > printed in hte upper-left hand corner of my document. I also get
|> > a messege when getting ready to print that the defined area of the
|> > page is larger than the printable area (or something like that).
|> > This is with using US letter size. I am using NVDI with AtariWorks
|> > btw. Any help would be greatly appreciated!
|> > -scott tirrell
|> > -stirre31@maine.maine.edu
|>
|> I hope you have set US letter size in the NVDI Printer CPX. If you have,
|> I can't help. But if you haven't, go to that CPX, click on the paper
|> size to get a menu of sizes, click several times on
|> the down arrow till the US letter size is visible (you only see three sizes
|> at a time, but eight or nine are available) and click on it.
|>

I've had this problem too, configuring NVDI to A4 (Which I use.) is of no help, I still get the "printer does not support this paper size". I solved it by choosing "Set size to current printer" in the Page Layout dialog in Works. Now everything works just fine.

josk@stud.unit.no
URL: http://www.stud.unit.no/~josk/

1077. Larger hard drives & later versions of TOS.

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 17:41:54 UTC
From: Matt.McAlister@dataport.com
Message-ID: <cea_9501241800@dataport.com>
Source record: 172670

Does anybody know if the Tos recognize hard drives larger then the usual 32 megs. I just bought a 540 mg hard drive and am running that on my 1040st with tos 1.4 and a 105mg hd. I would like to run both but I don't want to try logical sectoring 'cuz the icd book says that it won't run a lot of programs. So I thought that maybe tos 2.x and above would help.

Thanks for your time,
Matt McAlister
****
Dragnet BBS of Los Altos *
415-917-0227 *
24 hrs a day, 7 days a week*
********** *

Internet: Matt.McAlister@dataport.com
Fidonet : Matt McAlister 1:143/106

1078. Star LC24-200 Colour printer

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 18:40:42 UTC
From: paul@antro.u-net.com
Message-ID: <3g3hja$ch8@oveja.u-net.com>
Source record: 172724

A friend of mine has just bought a Star LC24-200 Colour dot matrix printer for his Atari STE, does he require a printer driver to print text and graphics (in B&W and Colour). If he does has anyone got one?

Please could you respond to me by e-mail, since I do not visit this newsgroup very frequently.

Many thanks in anticipation.

1079. Atari speech syntesizer V.2 ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 19:13:44 UTC
From: olava@ilf.uio.no
Message-ID: <olava-2401952013440001@macus73.uio.no>
Source record: 172725

I have a little program that converts text into kind of speech.
The first line says Atari speech syntesizer V.2.0.

Is this an application that has programmed text - speech conversion from scratch, i.e. using only sound driver, or has the atari st520 som routines for text speech conversion built-in?

If this is the case, which simple programming environment can call these routines ? ST BASIC, GFA BASIC, some SCHEME, which of them can be programmed and run from a 720k disk?

Are there other possiblities for alternative output?

thanks,
olav-andreas

--
Olav-Andreas Marschall
ILF/University of Oslo, Norway

1080. Re: AstroPanic94! rev. c.

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 19:32:02 UTC
From: baldrick@terminator.rs.itd.umich.edu
Message-ID: <3g3kji$7di@lastactionhero.rs.itd.umich.edu>
Source record: 172726

re. Astropanic 94! rev.c.

Well now it doesn't work on my 1040STe either. It appears that
for some reason my pointers are getting scrambled. I am digging into
it. It does however seem to work fine on Falcons oddly enough. There
have also been problems with TT's. So I am going back into it and should
have a rev.d. out soon. This one also will handle the timing a litle
differently so that on slower machines; the game won't bog down if you
move your mouse constantly. And hopefully if I can get these pointers
fixed easily, I will have support for digitized sounds on machines
without DMA sound systems.

On a side note here. has anyone had any luck getting Lattice to
drive the play_repeat enable on the Falcon sound system?

Dan Ackerman
baldrick@termiantor.rs.itd.umich.edu

1081. Re: Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 19:54:36 UTC
From: kim@dksoft.ping.dk
Message-ID: <FAYTDDUYUP@dksoft.ping.dk>
Source record: 172728

In <D2Jupq.Is5@hpbbrd.bbn.hp.com> Claus Brod wrote:

>What's wrong with trying to make profit in the Atari market? The market
>*is* small, and it's dwindling, so I can't blame 2B for their decisions.
>To the contrary, I'm glad they're still there and pumping out software
>for our computers.

Nothing is wrong in making profit. Only problem is, the Atari market
is so low, that if you want to make profit, you'll perhaps end up
lowering the market rather than increase it. And then they'll destroy
their own buisness as well.
There is a different in making profit and to live from your sales.

>It's not the developer's job to create the market for a new computer.

It sure is..

>Why should a developer invest considerable effort into the Falcon
>market if not even Atari really supports it?

Look at the message i wrote two days ago, (i think it was an reply to
Hendrik's message), and then start think about it.

>Because Atari was too late with the TT, too late with the Falcon,
>and did not build on their strengths as they should have. In retrospective,
>virtually nothing happened at Atari during 1985-1989 in terms of
>system software and new (released!) hardware.

Agree, but after that there came the MSTE, TT and now the Falcon. All three
has faild in software support. Maybe you should twist the picture here, and
start ask why Atari did the TT/Falcon at all, when noone was interested in
supporting it with software.

>When the Falcon was released, the Atari market already was in a very
>bad shape, and many developers were looking for alternatives (including
>yours truly). The disappointing Falcon support was the consequence,
>not the cause of the demise of Atari.

So ? Now you agree that the developers did leave. Not Atari.

>
>And, BTW: I generally don't buy the hypothesis that it's the developers
>who are at fault. The bulk of the problem lies at Atari, nowhere else.
>In 1985, they had a system which was better than everything else on
>the market, both from the system software and the hardware point of
>view (well, the Mac had a slight edge in software, but not really one
>which justified its price tag). The hardware was fast and well designed,
>featuring things you couldn't get anywhere else (the 640x400@72 Hz

>display on an ultra-crisp monitor; DMA for floppy and hard disk
>transfer; a load of built-in interfaces; MIDI support...). The
>software was ahead of its time, and GEM seemed to become the de facto
>UI standard even on the PC. Atari just didn't follow up, and
>the competition didn't sleep.

That really has nothing to do with the lack of software support for the
Falcon now. No matter what many of the programmers think, the only thing
which is going to push the Falcon out of the market, is when there are
no software to support it. Look at the way the PC is beeing distributed.

>
>To sum it up: I do understand why the lack of Falcon support upsets
>you. I would probably feel the same if I had a Falcon. But on the
>other hand, you have to understand the people who are still in the
>Atari market, trying to make a living from their work.
>

I can understand that very well, but not if they're trying to make profit.
Which is what i spot on many applications.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

1082. Re: STraight Fax

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 19:56:04 UTC
From: "Toad Computers, Inc." <toad@charm.net>
Message-ID: <3g3m0k$f55@canton.charm.net>
Source record: 172738

rmccall@mcs.dundee.ac.uk (Sir William) wrote:
>
> My aim is eventually (in about 6-12 months) to get a fax/modem. However
> I'd like to know what formats Straight fax accepts. For example can I
> scan an image and send it? Use .PAP docs etc?

STraight FAX! works with .IMG, Degas, GEM, ASCII, 1st Word/Wordwriter,
PCX, and FAX format files. FAX files can be generated using one of several
custom printer drivers included with STraight FAX!

At this time, STraight FAX! supports:

Calamus (all versions), PageStream, Speedo GDOS, NVDI, AtariWorks,
Papyrus, That's Write, and several others. Also, it can of course
FAX an IMG file, so if you have an IMG driver for a program, you
can FAX it with STraight FAX!

If you have other questions about STraight FAX!, send e-mail to
toad@charm.net or c.s.smeton@genie.geis.com. Or check out our
home page at http://www.charm.net/~toad/.

Thanks!

Dave @ Toad Computers
America's Atari Source
(800) 448-8623

1083. Re: Pure C vs Lattice C

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 20:47:29 UTC
From: Jeffrey Krzystow <cysco@tyrell.net>
Message-ID: <Pine.SUN.3.91.950124144208.8983B-100000@tyrell.net>
Source record: 172729

On 23 Jan 1995, Eric Lundquist wrote:

>
>
> Hello Netters,
>
> I would like to buy a good C development system for the Atari ST. I have
> been using Sozobon 2.0 but I really want source level debugging.
>
> I was wondering if anyone could tell me the pros and cons of Pure C and
> Lattice C. From the descriptions, they seem roughly equivalent.
>
> Thanks,
> --

I have both Lattice C and Pure C.

Lattice C has much better utility libraries than Pure C. The manuals are in english. And I think it has a better editor. Pure C has on-line help (though in German, but there is a company selling an English version), a Source Level Debugger and is faster at compiling. THe code generated between the two is about the same. Lattice comes with a debugger, but it is assembler with C source mixed (not as nice as Pure C). Lattice comes with a Resource Editor and Profiler, Pure-C doesn't come with either. Lattice is less expensive.

If Source Level Debugging is the must, go Pure C. If not, go Lattice.

Jeffrey

1084. Re: Spectre GCR FAQ (we should make one!)

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 20:54:48 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <17330B59ES86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 172730

In article <D2x01F.DEt@freenet.carleton.ca>
ai066@FreeNet.Carleton.CA (Mark Montreuil) writes:

(blah, blah, blah) . ..
>more, and there seem to be quite a few Spectres still out there, we should
put a FAQ together outlining tricks and tips, System reccomendations,
(blah, blah, blah)

Sounds like a splendid idea. BTW, what's a FAQ?

--Mark van Wyk, home E-mail address:
Markvanwyk@AOL.COM

1085. Re: JPEG viewers ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 21:29:53 UTC
From: alfasoldt@aol.com
Message-ID: <3g3rgh$gs1@newsbf02.news.aol.com>
Source record: 172731

>But how can I buy Imagecopy 3.52, Last time I heard it was only at 3.51
>and they didn't have it in the USA yet. I would love to get this program.

>Also how much is the price for it. And where can I order it from?

>Clifton Mothershed

Toad Computer (Severna Park, MD, USA) is selling IC 3.52. This is a U.S. version, too, not just one imported across the Lake. (The keyboard hotkeys reflect the U.S. keyboard layout.)

Al Fasoldt, Systems Editor, Syracuse Newspapers

1086. Re: QMI DeskCart! cartridge help!!

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 21:40:39 UTC
From: alfasoldt@aol.com
Message-ID: <3g3s4n$gui@newsbf02.news.aol.com>
Source record: 172736

>I have a cartridge for the ST called "DeskCart!" by QMI (Quantum Microsystems Inc.) ...

John,

I've owned the DeskCart since it was developed. (The owner of QMI was a neighbor and fellow ST Club member.) QMI went out of business about 7 or 8 years ago, and made much of its commercial stuff PD at that time. I'll be glad to help you with the DeskCart support software, which is useless without DeskCart anyway.

Send me e-mail and let me know where to send a disk.

Al Fasoldt, Systems Editor, Syracuse Newspapers

1087. Re: STraight Fax

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 21:45:56 UTC
From: alfasoldt@aol.com
Message-ID: <3g3sek$gvq@newsbf02.news.aol.com>
Source record: 172737

> I'd like to know what formats Straight fax accepts.

Rod, STFAX can import IMG, 1stWord, straight ASCII, and a bunch of other formats. You can scan an image and import the scan into STFAX as long as the image is a standard one (we use IMG here with STFAX, but I also think STFAX has added TIFF documents to its list of importable formats). STFAX's own format is supported by GDOS printer drivers that work with (for example) Calligrapher, Calamus SL, That's Write (II and III), Papyrus and other word- and document-processors.

Al Fasoldt, Systems Editor, Syracuse Newspapers

1088. Re: Null cable length limit?

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 22:04:57 UTC
From: whitema@rtsg.mot.com
Message-ID: <3g3ti9$2di@delphinium.cig.mot.com>
Source record: 172734

In article <D2tqpn.yD@eskimo.com>, Randell Spreadborogh <zap@eskimo.com> wrote:
> How long can a null cable be before the signal drops so low as to be
>useless at the other end? How can I measure the signal drop? Will a signal
>amplifier correct any deficiencies? Thanks in advance.

If I recall, the RS232 standard is only good up to about 100 feet (30 meters
or so). So that's your maximum safe limit no matter the condition of
your Atari.

Mike
whitema@cig.mot.com

1089. MEGA 4 For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 22:07:12 UTC
From: eclipse@enet.net
Message-ID: <3g3tmg$ggl@maple.enet.net>
Source record: 172735

I've got a Mega 4 ST
Magnavox 15" Monitor
20 meg HD
PC Ditto II
Magic-Sac
2 DDFD
Calamus
ST Writer
STac
Falcon
Lot's of Infocom Stuff
Trackball
Atari Mono Monitor
All of Cyber-Cad
Terminal programs
Music programs
More stuff too numerous to list.
$1000 (US)
****
Feeling like a road kill on the Information Superhighway!
****
eclipse@enet.net eclipse@memalph.stat.com
****

1090. Re: Atari www-pages

Newsgroup: comp.sys.atari.st
Date: 1995-01-24 22:45:59 UTC
From: C.A.Roberts@herts.ac.uk
Message-ID: <3g3vv7$ndh@helios.herts.ac.uk>
Source record: 172739

Chris Roberts (C.A.Roberts@herts.ac.uk) comp.sys.atari.st wrote:

: > http://ugweb.cs.ualberta.ca/~stuart
: > http://web.cnam.fr/Comp/Atari/accueil.html
: > http://web.cnam.fr/personnes/rousseau/Who_is_LR.dom
: > http://www.dl.ac.uk/MISC/ATARI/atari.html
: > http://www.herts.ac.uk/~cs1ha/public_html/index.html
: > http://ace.cs.ohiou.edu/personal/mleair/cain.html
: > http://www.aston.ac.uk/~pitchfsj/atari/atarisites.html

I have links to all these on,
http://www.herts.ac.uk/~cs1ha

If anyone else out there knows of any then let me know and i'll update
the list and update the links on my own page....

1091. Re: FTP:ing the NeoN Demo....

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 00:00:12 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <026612CTPFAJBIEWMPBC@ars.ath.forthnet.gr>
Source record: 172674

CS>I grabbed it the other day, but couldn't get any of the programs to run - th
CS>all gave 8 or 9 bombs (can't remember the exact number), which makes me thi
CS>it needs an FPU. I tried it on a 4meg Falcon TOS 4.04.

I have a FPU so i downloaded and tied to use it. It reminds me an
immitation of 3D studio...

Oh well, the should at least include some small text with info on how to
use it. And they must get rid of the bugs... (try to display a
picture...).
They also should allow save object in the editor program so we can test
the renderer to its full capacity.

Ah! the demo runs but the screen is disorted (seems that tries to do
overscan on ST-low and fails).

Michael.

Sent via ARS_FORUM Online Information and Telecommunications Services,
Athens-Greece. For more information please email to info@ars.ath.forthnet.gr

1092. Re: NVDI 3 help!

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 01:05:25 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95024.200525STIRRE31@MAINE.MAINE.EDU>
Source record: 172747

I still need help but thought I'd update the situation. I messed around
with makeprn.app and managed to change the dimensions of a page to
work (took all margins off of paper and redefined the page dimensions).
I also got the "CJ" to stop appearing by adding a NUL command in my
start page character control. Surely, though, there must be a better way
to do this! The CJ is in the vertical carriage command line. Why does it
print?! Also, when printing with AtariWorks I find that program asks
for the next page while the printer stops somewhere at the end of the page.
Somehow the dimensions are messed up.
Could someone please, _please_ help? I would be very grateful as I know
of no way to easily switch back to Speedo. I need to be able to print
with my computer.
-scott tirrell
-stirre31@maine.maine.edu

1093. Re: Papyrus frames?

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 01:08:22 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <3g48a6$kds@brachio.zrz.TU-Berlin.DE>
Source record: 172740

In article <3g1m5i$ogl@nippur.irb.hr> lnonvei@public.srce.hr (Loris Nonveiller) writes:
>HI!
>I wonder, does anyone made few frames in Papyrus (DTP demo) with text
>going from one to another (I don't mean columns)?
>Or maybe it's only possible with columns...

Free page layouts are done based on columns:
- create the number of columns/text frames you need
- go to the master page (i.e. by clicking on the header line)
- now you can rearrange and resize the column frames as needed

---
Christian Nieber +-----------------+
email chris@buran.fb10.tu-berlin.de | Always plan ahea|
R.O.M. logicware, the Home of Papyrus |_____________d|
Raschdorffstr. 99, D-13409 Berlin | |
Tel. ++49/30/492 41 27, FAX 491 93 67 | |

1094. MiNTnet/MiNTos XWindow etc. Queries

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 01:15:54 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3g48oa$93o@status>
Source record: 172741

Firstly, this is my first post on Usenet, so forgive me if I have sent it wrong.

Anyhow, I have a number of questions regarding MiNTnet, MiNTos, MiNT Xwindows, minixfs and related programs:

First, I have no idea what MiNTnet, MiNTos are. What are they, and what can they be used for?

I know minix lets you have long filenames. What else does it do? Do I need MiNTnet/MiNTos to run minixfs? Will my existing software still run under MiNT 1.12/Minix/MiNTos/MiNTnet?

If I have MiNTnet/MiNTos/Minix/X Window, will I still be using the GEM.SYS from MultiTOS? Will I still be able to Multitask while running these things?

I guess MiNTnet does networking. Does this set up a logical drive and have all other computers listed as sundirectories? Or does it work in a toally different way?

I currently use MiNT 1.12 with MultiTOS on a TT030 32Mhz 8meg RAM FPU68882.

I guess there is an FAQ or something somewhere that tells you all this, but if there is I could not find it. Apologies if all this is common knowledge and I am just using up room on Usenet for `stupid' questions :-)

Thanks very much for any help,
-- Mario Becroft (mbecroft@iconz.co.nz)
Please make all email to me Short and To The Point. Thanks!
--

1095. Re: ST-up Gurus: 20 question trivia

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 02:20:15 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950124181016.7591B-100000@CSOS.ORST.EDU>
Source record: 172743

On Tue, 24 Jan 1995, Tommy Jonaeson wrote:

> In article <Pine.SUN.3.91.950119020914.15846D-100000@CSOS.ORST.EDU> you wrote:
>
> : First of all, don't anybody flame me. I don't know IF there is an FAQ,
> : nor how to get it. I don't know how to use the WWW. I can barely FTP!
> : I'll bet if there was an FAQ, it wouldn't answer ALL my questions. I
> : want to know more about the evolution of the Atari line. Help!
>
> I won't! You got a hell of a lot of questions, and I'll try to answer
> them all!
>

*****TONS***** upon ******TONS****** deleted to make this a short message.

>
> : JW
>
> Gosh! Finally at the end.... :)
>
> Feel free to post me any further questions you might have.
>
> Regards, Tommy

Thanks VERY much for such a detailed, information-packed reply.
I've learned a few years of ST in a few minutes. Looks like the Falcon
030 is the way to go!!! I'm all for that thing.

I went into the OSU library today and looked up the (I think)
Feb. '93 Byte, where they had a "First Look" at the Falcon 030. What was
written was ONE page, not enough to constitute a full review. However,
they said some pretty nice things about it, which is surprising for a PC
rag like Byte.

I was surprised to see that it looks *EXACTLY* like the original
1040ST. A novice could hardly tell them apart. They applauded the fact
that you can hook up **ANYTHING** be it a synth, camcorder, VGA monitor,
anything with RCA phono plugs...etc. to the Falcon. That's what I like.
They gave a price of 1Mb/1.44Mb (no hd) for $799 and (I beleive)
4Mb/65Mb was something on the order of $1200 - back in early '93. I'd
expect they come with bigger hard drives now, eh? It's only a matter of
time until I can scarf one of those for the Atari collection. Does
anybody know if they ever swapped to larger hard drives? Is it easy to
upgrade the hard drive? Is there a "CMOS" memory setting like on a PC??
Seems like with IDE hard drives over 500MB only 1" high...it would fit in
there. Cheap, too... I heard Sam's club was selling 1GB IDE drives for

around $450. Be nice to toss one of those in a Falcon.

Be nice to get a TT...just for collector's sake. I just remember hearing rumors of the TT for so long when I first got my ST....wanted one SO BAD that somewhere in my heart, the yearing rages unsatisfied....ho hum....

James

1096. Any Atari hard/software sites near Atlanta..???

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 03:10:59 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <3g4fg3$22n@josie.abo.fi>
Source record: 172744

A simple, humble question: are there any Atari hw/sw dealers near Atlanta, Georgia? Or even in near states? If so, I would be grateful if someone could give me their addresses!

Thanx a lot in advance!!

Tommi

1097. Re: Farewell ST Review

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 03:20:55 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950124192015.7591J-100000@CSOS.ORST.EDU>
Source record: 172746

On Mon, 23 Jan 1995, D.R.Woodley wrote:

> Nharlow@nharlow.demon.co.uk writes:
> > I agree that the latest issue of ST Format is much the same, thats
> > because I would expect the new Editor to take a least a month or two
> > before she starts to make changes.
>
> Listen Guys. Give it a chance. Alright, ST Review was the best
> mag an ST owner could buy, but ST Format is the only one left!
>
> Don't moan about it so much.
>
> Support it or otherwise face losing the last reminder of our
> dying machines. Think on it my friends.
>
> Cheers,
>
> Dave.

What is the subscription rate for ST Format??? What is an
address and phone for them? How often is it published????

James

1098. GFA Basic 3.x wanted!

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 03:31:41 UTC
From: gopher@gov.nt.ca
Message-ID: <1995Jan25.033141.2237@gov.nt.ca>
Source record: 172742

Is there anyone out there who has a copy of GFA Basic 3.5e that they want
to sell? I don't want to buy it new because it'll cost me $188.99 (canadian)
If you do, please E-mail me at the above address, I would be greatly interested.
Also, does anyone know where (ie gopher or FTP site) one can find the extra
GFA Basic manual? I forget what it's called, but it's the one that has all the
extra stuff that the regular manual doesn't cover.

I would appreciate any help I can get.

Atarinator "The real McCoy" (I'll tell you my real name when you E-mail me)

1099. Re: Atari User Group List - reformatted!

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 04:32:35 UTC
From: Biker Bob <bikerbob@wchat.on.ca>
Message-ID: <3g4k93$4f8@alpha.netaccess.on.ca>
Source record: 172745

I also wanted to add that for the list of the HBO Atari USer Group

that I am an offical contact name. I am the newsletter editor, and Internet contact.

Voice I can be reached at (905) 639 6455 and E-mail bikerbob@wchat.on.ca

My name is James Schofield. Thanks...

1100. Re: Farewell ST Review

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 05:44:05 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D2y59H.3KD@cix.compulink.co.uk>
Source record: 172748

```
>Listen Guys. Give it a chance. Alright, ST Review was the best
>mag an ST owner could buy, but ST Format is the only one left!
>
> Don't moan about it so much.
>
>Support it or otherwise face losing the last reminder of our
>dying machines. Think on it my friends.

I will not be surprised to see a new Atari magazine appear...

--------------------------------
Ofir ogal@cix.compulink.co.uk
--------------------------------
```

1101. Re: Parallel port

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 06:46:48 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FAZNFIWAUp@stingray.manawatu.gen.nz>
Source record: 172694
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>The Atari printer port has NO automatic strobe on writing to the data port
>(the C-64 PIA can be programmed to generate a strobe on write), you have to
>put the data to port B of the PSG and then toggle the strobe line yourself
>by bitsetting and clearing...
>With some careful asm coding you can reach about 100kb per second writing
>data on a standard ST. (I used this to fill up a 512kb ROM emulator)

Do you have some asm. source to do this that you could share? Please =8-]

>In principle you can connect two ST's with the datalines tied 'one-on-one'
>together, but chances are you blow out one of the ports (or both). For
>safety I placed some 1k resistores in series with each dataline. You will
>have to cross connect the strobe and busy lines.

I have my ST and 130XE (8bit Atari) connected up with the 8data lines going
to the 8data lines on the 2 j/sticks of the XE (i.e. 4lines each), which
are port A of the XE's PIA chip. I use the 8th bit as a sort of strobe -
I set it low with the data on pins 0-6, then set it high, then low again.
I found this was ideal as the pins seemed to require time to settle - that's
how it appeared anyway. I presume I needed to hook up the grounds too so
that they have the same reference (or something), which was a pain, as then
I couldn't use old joystick cables (which don't have ground connected).
I have a switch that goes across the BUSY line and ground - so that it's
either ground or floating (seems to work ok).

>When using the port for input (with TOS) through the Bconin call (BIOS 2)
>the port is automatically switched to input.
>The performance through TOS Bios routines is low, say about 1kb per
>second...

Yeah - I get about 290bytes per second - which is actually 290*3 (as I send
the byte 3 times with the MSB toggled (as stated above).

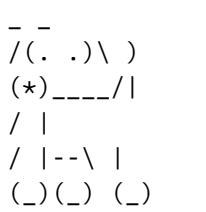
This works most of the time - occaisionally I need to re-transfer stuff,
but it has worked and once "warmed-up" transfers without error.

Is there a way to bypass the routines? Do I just write directly to the chip
or something? Is there a vector or something? Or is the chip in the same
location on every 16/32 bit Atari? And once again, would you happen to have
any source for this?

One last thing, I unfortunately have to change the BUSY line by hand (switch)
this means that I can't send data in the opposite direction automatically,
e.g. for ACKnowledging data...

Your advice is appreciated,
Richard =8-]

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

1102. SM204 autoboot help needed

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 08:41:26 UTC
From: malcolm@pigsty.demon.co.uk
Message-ID: <73055810wnr@pigsty.demon.co.uk>
Source record: 172749
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

(Sorry if this gets double posted but I thing my news system lost my first attempt.)

A few years back I used to program an ST profesionally though I've since been forced into the clone camp. Anyway I recently bought a second hand 1040stfm for my mother, thinking that I had lot's of software and a hard disc I could let her have.

I have a problem though with the SM204 hard disc. It appears that the boot sector I put on it many years back is either corrupt or incompatible with the 1040. If I switch the ST on after the disc is up to speed it bombs and locks as it tries to boot. I can access the disc OK by powering it up after booting and running the driver from floppy.

Obviously I need either to put a valid boot program on the hard disc (my first choice) or, if necessary, invalidate the one which is there. The trouble is that I can't locate the little program which set up the boot sector. If the worst comes to the worst I'll have to write a little program to clobber the boot (invalidate the checksum) but someone must have a copy of the boot sector program out there. I've looked on several archives without success - I can't use archie because I've no idea of the filename.

Malcolm

1103. Re: Atari speech syntesizer V.2 ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 08:55:34 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-2501950855350001@ngalm099.gal.nt.com>
Source record: 172653

In article <olava-2401952013440001@macus73.uio.no>, olava@ilf.uio.no
(Olav-Andreas Marschall) wrote:

> I have a little program that converts text into kind of speech.
> The first line says Atari speech syntesizer V.2.0.
>
> Is this an application that has programmed text - speech conversion from
> scratch, i.e. using only sound driver, or has the atari st520 som routines
> for text speech conversion built-in?
>
> If this is the case, which simple programming environment can call these
> routines ? ST BASIC, GFA BASIC, some SCHEME, which of them can be
> programmed and run from a 720k disk?
>
> Are there other possiblities for alternative output?

I was playing with that very program last night & there was another
program with it that acted like a front end; you could specify on a
command line some options like:

-f (file) = speaks that file.NB Control characters cause problems)
There was also a way to get it to speak whatever you typed.

You could also get it to redirect the output to a file (I think it does
some limited character filtering).

AFAIR this program was called TALK.TOS & it called SPEECH.TOS.

I remember a few demos that called SPEECH.TOS from basic.
I don't believe the ST has any special text to speech routines inbuilt.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

1104. Neodesk4 3DIcons out!

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 08:58:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <b27_9501251942@tor250.org>
Source record: 172641

Just wanted to tell you all that I've just released my fourth collection of my 3DIcons for Neodesk on GEnie. These are my first set that take advantage of the capabilities of Neodesk4, as they're animated! (especially check out my "trashcan" and the modified ".S" <source code> icons. I've also included some mono tiles for use as wallpaper in .IMG format. Hopefully some kind soul will make them available on the Internet soon. It'll be marked 3DICONS4.ZIP.

I'm also hoping to have the new ST GUIDE version of the ATARI GLOSSARY (done with the cooperation and blessing of the Glossary's author, Howard Carson) out within the next month or so. Howard's glossary is a great source of info for Atari users, and by turning it into a hypertext I feel I've made a good idea better! It'll also feature some illustrations within it. I should be also starting soon on doing an ST Guide version of Howard's GIANT COMPUTER GLOSSARY.

MY bit for the Atari community......

... HappyHappyJoyJoyHappyHappyJoyJoyHappyHappyJoyJoyHappyHappyJoyJoy
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

1105. Subject

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 09:31:06 UTC
From: dietz@lirmm.fr
Message-ID: <3g55oq$c82@lirmm.lirmm.fr>
Source record: 172652

Hello everybody!

I have often wondered about the meaning of the "subject" field for the articles.
For example, I found the following article with the subject

"Re: Magic incompatibility list?"

In <FAXVFBURUP@dksoft.ping.dk>, kim@dksoft.ping.dk (Kim Andersen) wrote:

: In <790700876snz@xciv.demon.co.uk> Paul Civati wrote:
:
: >AIUI NeXT pulled out of the hardware business because they weren't making
: >enough money, they now concentrate on their o/s NeXTSTEP which is now
: >available for Intel processors and soon to be others too.
: >
: >I'm not sure when or how long they were in the h/w business, '90, '91 but
: >yes they were/are really nice machines, I guess they were just too expensive
: >otherwise they would've sold better.
: >
: >The 040 25Mhz on my desk at work multitasks beautifully.
: >
:
: Hi Paul. Thanks for letting me know, but i doubt thats the machine i'm
: going to chose in the future if Atari dissapear. But it's always good with
: some new info.
:
: Greets
: Kim

Could anyone please be so kind and explain to me what the subject field is for?

Andreas

1106. Re: Parallel port

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 10:09:38 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <D2yHK2.7zA@muster.hrz.uni-giessen.de>
Source record: 172750
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Richard MORRIS (richard@stingray.manawatu.gen.nz) wrote:
: Does anyone know the difference between an ST's centronics parallel port,
: and a PC's?

: I thought that the PC is supposed to be bidirectional, but not the ST, but
: this is not the case, as I can send data out of the port quite happily.

: Perhaps there are some extra pins used or something? Maybe these were
: added to the Falcon, as I remember reading that it was coming out with a
: bi-directional parallel port - yes "coming out" - it was an old mag.

: Also does anyone know the max transfer rate for the port? And does it use
: a PIA, or some other chip?

: Any help would be appreciated, as I am (have) wired up a cable and
: semi-written some software for transferring files between my ST and my 8bit.
: As soon as I have finished that, I then need to write a PC version for some
: friends.

: Thanks,
: Richard =8-]

: --
: _ _
: /(. .)\ )
: (*)____/|
: / |
: / |--\ |
: (_)(_) (_)
: Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
: If you are sending a large file - please e-mail me for confirmation first

--
---
martin.schmidt@physik.uni-giessen.de

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
dead are, somehow, quite ill."
Douglas Adams

1107. Re: SUPER BOMBERMAN

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 10:25:37 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <3g58v1$sjv@vishnu.jussieu.fr>
Source record: 172651

It works on EVERY screen, every Falcon. You should download the last version (sbm.zip, on ftp.cnam.fr, /pub/Atari/Games, or on ftp.uni-kl.de, /pub3/atari/games). If it still doesn't work normally, try it after booting with <control> key down, and please, send me the configuration in which it doesn't work...

MB.

1108. Re: Mac MagiC?

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 10:45:35 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3g5a4f$ohi@mercury.dur.ac.uk>
Source record: 172654

Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:
: >But Warp doesn't run on the Acorn :-) On a side note, what does run on
: >the Acorn, Roger?
: Well you have made a big ass of yourself again, as it does and real Unix,
: and its a RISC machine..

I'm VERY sure that the Archie doesn't run OS/2 Warp, and isn't Unix
rather expensive as there's no Linux/NetBSD port for ARM as yet (unlike
680x0 and i386)?

: Tell me Alfred, was it you that burnt the cakes...:-)..
: Well what machine do you know that will Run Multi-Processing, and
: Run Graphices 6 times faster than a 486 2-66...??

First of all, AFAIK the only multiprocessing stuff for the RiscPC as yet
is for the ARM with 486 card, isn't it? I wasn't aware that
multiprocessing was in the OS ATM.

ATB,

Martin

--
****
* ---------------- M.J.Maisey@durham.ac.uk -------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

1109. Re: MiNT won't work!

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 10:53:34 UTC
From: cpbs@ukc.ac.uk
Message-ID: <11642@gos.ukc.ac.uk>
Source record: 172658

In article <3fokpk$im7@ccshst05.cs.uoguelph.ca>,
Theodore L Hopman <thopman@uoguelph.ca> wrote:
>Lichtenberger Robert (k3086e1@cxmeta) wrote:
>: - Next I started the Installation process which worked well (it seems) but
>: when I had to reboot the Hard drive loaded the Mint.prg from the auto-
>: folder and hanged.
>: Can someone give me a hint? What have I done wrong?
>
>I think I see the problem. I'm assuming you're not running a machine
>with a 68030 processor, you you need mintnp.prg, _not_ mint.prg. I'm not
>an expert, but I'm nearly certain that mint.prg uses memory protection,
>which the 68000 processor doesn't support, and hence the
>crashes/hangs/etc. mintnp has no memory protection, and thus will work
>on the 68000.

Unfortunately that couldn't be the cause. MINT.PRG and MINTNP.PRG are
the same program. When MiNT starts, it searches for itself with the
name MINTNP.PRG and if it finds it, it'll disable memory protection.
However, it can detect if it's running on a machine which is not
capable of memory protection (like a 68000) and turns memory
protection off automatically in that case.

If the only part of MiNT that's been installed is MINT.PRG, I suggest
you try taking a close look at your AUTO folder, and disable anything
that's not completely necessary to start your system up, to see if
anything's conflicting with MiNT.

If the installation procedure has created a MINT folder on your boot
disk, try moving the files from that to somewhere else, in case they
are not working properly. Try booting with no \MINT\MINT.CNF.

Try re-extracting MINT.PRG from the archive in case it became
corrupted when it was copied to the AUTO folder.

--
Charles Briscoe-Smith
3rd Year student of Computer Science
University of Kent at Canterbury, United Kingdom, European Union.
World Wide Web: http://aurora.etsiig.uniovi.es:3080/~~pippin/

1110. TT-overscan (graphics card) FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 10:54:39 UTC
From: mluoto@cc.Helsinki.FI
Message-ID: <3g5alf$sim@oravannahka.Helsinki.FI>
Source record: 172655

So, I've got one for sale...

ie. it is/has:
-goes to vme-bus slot, leaving the two serial interfaces
still useable... (in case you like all four ;-)

-Very compatible with all programs, haven't found a
program yet that would not work at least in normal
mode (autoswitch)

-fast, works fine with NVDI etc...

-expands the vga or alike resolutions up to 835 x 600
or something very close to that...

Doesn't cost much, asking for $80 or equivalent... or the best
offer (this is 30% of what it costed new in Germany)

--
email: Markku.Luoto@Helsinki.Fi # ...Es kann schwierig sein,
(will find me where ever...) # mich zu verstehen, aber...
fax: +358-0-4524015 (manual) # ...underestanding is the
voice: +358-40-5013210 (gsm) 24h/day # beginning of acceptance...

1111. SLM-804 for sale (laser)

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 10:55:46 UTC
From: mluoto@cc.Helsinki.FI
Message-ID: <3g5ani$sim@oravannahka.Helsinki.FI>
Source record: 172656

For the best offer...

--
email: Markku.Luoto@Helsinki.Fi # ...Es kann schwierig sein,
(will find me where ever...) # mich zu verstehen, aber...
fax: +358-0-4524015 (manual) # ...underestanding is the
voice: +358-40-5013210 (gsm) 24h/day # beginning of acceptance...

1112. *NEW* NeoN Demo Uploaded

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 11:04:48 UTC
From: m9003@abc.se
Message-ID: <3g5b8g$k9l@oden.abc.se>
Source record: 172659

The Neon Demo that has been available at ftp.cnam.fr is probably an old version wich *does* bomb out etc. Team Computer have however agreed to release the *up to date* demo to prevent the imperfect version to be spread. I have talked to the cnam guys and just UL:ed the *new* NeoN Demo to ftp.cnam.fr for all you F030 graphic fans to check out. It's called NEONDEMO.ZIP.

M.R.

___ Mountain Reader II - #01234567

1113. Re: When is the C-Lab Falcon II due out?

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 11:25:48 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.791033148@culham>
Source record: 172663

ma2ljg@bath.ac.uk (L J Greenhalgh) writes:

>When is the C-lab Falcon II due out? The press release says the middle
>of January , but I've heard nothing yet.

I went into Digital Village the other day and they had a pre-release
version working. It still had the Atari badge on it, 'cos the C-Lab ones
hadn't come in yet.

It had the hardware audio mods done, and contained an internal SCSI drive
rather than an IDE, but otherwise...

>Does C-Lab have a UK office? if so does anyone have the address
>/Telephone number.

No, just the Hamburg address.

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk

1114. Re: Parallel port

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 11:27:29 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <D2yL5u.Gqr@muster.hrz.uni-giessen.de>
Source record: 172657
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Richard MORRIS (richard@stingray.manawatu.gen.nz) wrote:
: Does anyone know the difference between an ST's centronics parallel port,
: and a PC's?
: I thought that the PC is supposed to be bidirectional, but not the ST, but
: this is not the case, as I can send data out of the port quite happily.
: Perhaps there are some extra pins used or something? Maybe these were
: added to the Falcon, as I remember reading that it was coming out with a
: bi-directional parallel port - yes "coming out" - it was an old mag.
: Also does anyone know the max transfer rate for the port? And does it use
: a PIA, or some other chip?
Let's have a look into the "Profibook", the german ST bible (short version):

On the parallel port (parallel, _NOT_ Centronics, because some lines f.i.
Papaer out are missing) you have the following lines:

pin 2 - 9 : DATA #0 - #7
pin 1 : Strobe out
pin 11 : Busy in
pin 18-25 : Ground

The data lines are generated by I/O-Port B of the PGS (Programmable Sound
Generator).
The data strobe out line is genarated by I/O-port A bit #5 of the PSG
(remember: counting bits starts with #0 !!)
The busy in line is connected to I0 (Input #0) _AND_ TAI (Timer-A-Input)
of the MFP (Multi-function Peripheral), 1kOhm pull-up to 5V.

The strobe line informs the Printer that the data lines are valid. Data
is taken with the raising strobe signal. The strobe line has to be set by
the program, it is _NOT_ genarated automatically.
The busy line informs the computer, that the printer needs some more
time, i.e. busy doing something.
You can read out the busy line or have an interupt genarated.

The port can be used for both directions !! (To my mind, PCs are not able
to do so)

Output _AND_ Input via the parallel port is fully supported by the system.
You can use the BIOS functions Bconout (BIOS #1) Bconin (BIOS #2) and
Bconstat (BIOS #0) with device 0 (= PRT = parallel port)
The transfer rate is about 4000 bytes/second.

Each line is able to drive one standart TTL load.
You get problems with some older printers, because they might have to low
pull-ups to 5V, so the current needed to force a data line becomes to

high for the PSG (current should be lower than three mA).
Attantion: On the power up of the ST port B of the PSG is set to output!
The line are set to low.
So if you want to use the parallel port as a input device, the sender
mustn't make a connection before the parallel port is set to input.
Otherwise you will get a conflict if one of the lines is set to different
voltage (by the sender and by the not-ready-or-not-configured ST).
The first thing that will happen is having a reason to go to your local
electronic shop... i.e. your PSG is blown away (not _blown_ away, but
fully out of order).

Hope it helps
Sorry for my english

Martin
---
martin.schmidt@physik.uni-giessen.de

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
dead are, somehow, quite ill."
Douglas Adams

1115. Re: Calamus and PS

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 11:31:30 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3g5cqi$3p5@percy.cs.bham.ac.uk>
Source record: 172661

neptune@galaxy.teuto.de (Hendrik Mylius) writes:
>In <3fdfek$51g@percy.cs.bham.ac.uk> Chris Ridd wrote:
>
>>>NVDI allows you to create your own drivers easily with a nice tool. That's
>>>very handy in case you have an "exotic" printer or want to add some special
>>OK, I have an "exotic" Postscript printer :-) Can I create an NVDI
>>driver for it? (I know the answer is "no", I'm just playing Devil's Advocate)
>
>Don't you even dare think about coming to Germany soon. I slap you in the
>face ;-) No drink!

Ah, c'mmon!

>
>And I wouldn't call PS exotic in the firstplace :-)
>
>But hey, why don't you do some coding and make a GDOS_PS.SYS for us ;-?

When I can get some good docs off 2B! (Got your file, BTW, haven't had
a chance to unpack it yet. If they're what I think they might be, I'll
buy *you* a drink!)

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1116. SM204 autoboot

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 12:39:00 UTC
From: malcolm@pigsty.demon.co.uk
Message-ID: <malcolm.9.000CA6C8@pigsty.demon.co.uk>
Source record: 172662
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Let's try again <sigh> my mail to news service doesn't seem to be working at the moment so it's not unlikely that this message will appear multiple times.

OK, I'm trying to get a second hand 1040STFM working with an old SM204 hard disc which has an autoboot on the boot sector which crashes on the new(ish) machine. Anyone got the little kit for installing/uninstalling autoboot on these disks? My only copy seems to be unreadable.

Malcolm

1117. Re: SUPER BOMBERMAN

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 13:41:20 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3g5ke0$mbl@whitbeck.ncl.ac.uk>
Source record: 172664

In article <SCHWARTE.12.2F2390C5@PS1515.chemie.uni-marburg.de>,
SCHWARTE@PS1515.chemie.uni-marburg.de (Martin Schwarten) writes:
>In article <3frc6s$ei4@vishnu.jussieu.fr> bourlon@gla.ecoledoc.ibp.fr (Marc BOURLON)
writes:
>>From: bourlon@gla.ecoledoc.ibp.fr (Marc BOURLON)
>>Subject: SUPER BOMBERMAN
>>Date: 21 Jan 1995 16:19:40 GMT
>
>>or three letters, nearly each of which telling me it didn't work. An improved and correct
>
>Yes, that's right! On my VGA-Screen it doesn't run! You have to make a better
>description (monitor, resolution etc.) or a change in the screen-switching.
>Most Falcon-Owners have a VGA-Monitor, so don't try to set 50 Hz! I hope you
>can change this.

I tried the original sbm as well, and got the same result. BUT, after
the author's hard done by winge, I DL'ed the new version, and have to say
that it is absolutely wonderful. It does work on SVGA now.

I've not had a chance to get a few mates in on it yet, but I'll certainly
check it out some more.

6 Players at once (two on joystick, two on keyboard, two on Jag Joypads)
should be cool. The GFX are almost arcade perfect. The sound is just a MOD
at the moment (uses BitMaster's DSP modplayer), so some natty explosion
noises & stuff are what's needed to make this a really top class arcade
convertion well worth the asking price. (It could do with some computer
controlled characters though, you need at least two people to play it).

One bug - it always crashes my machine when you select quit......

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

1118. Re: GUI Interface

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 13:59:47 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3g5lgj$mlb@whitbeck.ncl.ac.uk>
Source record: 172665

In article <H.eg.dSdjcwXsWZ_@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>It's actually very, very easy if you draw your toolbar in another window
>(like PageStream, and probably most programs with a batch of tools
>on-screen), but harder if you put it in a window with something else.
>But not really much harder (if you're clever, or have good tools, like
>GEM++).

Or DULIB.....can any of my CLA3 beta testers back me up here ? :)

Toolbars in a window with something else aren't at all difficult really,
you just need to approach it from the right angle.....though they need
coding into the GUI Library you use. It is unfortunate that Atari never
thought to extend the Library support offered in the GEM libraries in a
manner that allowed them to be used on all machines regardless of OS,
because as it stands, although TOS4.xx provides almost all the toolbar,
iconify, popup & cascaded menu facilities you could wish for (although
scrolled lists don't appear :( ), no one in their rigth mind is going
to use them simply because they rely on inbuilt OS routines, which aren't
present on most (ie not falcon) machines.

This could have been avoided if Atari had thought to provide a WinX
style AES patch program which retro-fitted the extra functionality to
older TOS versions......water under the bridge, we'll have to make do
with larger executables now, as most apps now include most of their GUI
code in the executable instead of using the AES direct.

Shared libs?

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

1119. Re: Farewell ST Review

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 14:01:26 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3g5ljm$mma@whitbeck.ncl.ac.uk>
Source record: 172667

In article <D2y59H.3KD@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>I will not be surprised to see a new Atari magazine appear...
>Ofir ogal@cix.compulink.co.uk

I hate smug insiders, don't you ;)
Spilleth thine beans Ofir......

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

1120. Re: 1040ST with 68030

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 14:08:05 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1995Jan25.140805.6004@bay.cc.kcl.ac.uk>
Source record: 172668

In article <3g2pjg$f0@agate.berkeley.edu>, tkk@uclink2.berkeley.edu (tkk) writes:
> James Wood (jamesw@CSOS.ORST.EDU) wrote:
>
>
> : On 23 Jan 1995, Patrick Koehne wrote:
>
> : >
> : > This would be of interest for me, too!
> : > I'm using a 1040ST with an 68030.
> : > But I will have to use the PPP protocol. Is that possible, too?
> : >
> : > Gruss
> : >
> : > ...Patrick
> : >
> : > --
> : > Patrick Koehne, Irisweg 9, 59439 Holzwickede, Germany
> : >
> : > e-mail: koehne@ls10.informatik.uni-dortmund.de
>
> : Where did you get that???? How is it done? How many MHz???
> : Is this a commercially available upgrade?
>
> : James
>
> Yes, I am curious also. I have a Mega 4 STe and am considering a 68030
> board in order to run Linux. What 68030 boards are available for the Mega ST
> in the US, how much in US dollars, and I would also like to hear some
> reactions on their installation. Is the installation simple on a Mega4?
> How compatible is it with TOS programs, and for anyone who has already
> installed Linux on it, what are your reactions?

All I can say is yowee! A 68030?! Giss info PDQ; now doubt
expensive though. Also, what about compatibility with the old 68k?
It has to be an installation board of some kind.
Cheers!

-Al, udem148@bay.cc.kcl.ac.uk-

1121. Re: Robinsons Requiem recommended

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 14:08:37 UTC
From: popemerlin@delphi.com
Message-ID: <BEybKK9.popemerlin@delphi.com>
Source record: 172666

Merlin has just received a consignment of ST/STE versions of Rob's Requiem. They are offering it at #26.95 (#25.95 if ordered through the Internet Email them on POPEMERLIN@DELPHI.COM) Phone now on 01453 882793 (UK) Before 3rd February

1122. Re: "The Atari Compendium"

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 14:22:12 UTC
From: chrisw@perth.DIALix.oz.au
Message-ID: <3g5mqkjfi1@perth.DIALix.oz.au>
Source record: 172671

Andrew Vesperman (dancer@nntp.brisnet.org.au) wrote:
: Hutch (hutch@ilmen.lanl.gov) wrote:
: : In a previous article, James Wood <jamesw@CSOS.ORST.EDU> wrote:

: : > Looking for this book. ["The Atari Compendium"]

: : It's available from Toad Computers for US$44.95.

: Also available from Paragon Computers in Perth, Western Australia, for about $130 Australian.
: (Depends on how desperate you are)

Ummm No it's not any more!
Paragon Computers closed its doors late 1994 (I forget the month - October?) for various reasons including:
- general decline of Atari market
- Australian Federal govt imposition of a games classification system which required Paragon to have each Atari game separately classified and thereby skyrocketed prices to unrealistic levels given the low volumes
- Atari Oz closing, meaning that hardware had to be sourced from the Netherlands with the dealer (Paragon) wearing 100% of the warranty risk in the event of a failure - _even_ if D.O.A! Unacceptable to a small business!
etc etc

Phil & Hannah Reeves will be sorely missed in the WA (and Australia) Atari community...

Chris Whitelock
Perth, Western Australia

1123. Re: TT as X-Terminal?

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 14:25:04 UTC
From: zonny@xs1.xs4all.nl
Message-ID: <3g5n00$bt5@news.xs4all.nl>
Source record: 172673

Patrick Koehne (koehne@tripolis.informatik.uni-dortmund.de) wrote:
: In article <173@kirk.central.afsysent.de>, ralf@afsysent.de (Ralf Nitzgen)
: writes:

: |> 1. Is it possible to set up Mint and its X implementation so that
: |> my TT can be used as an X-terminal?
: |>
: |> 2. Are there other solutions for my problem?
: |>

: This would be of interest for me, too!
: I'm using a 1040ST with an 68030.
: But I will have to use the PPP protocol. Is that possible, too?

: --

: Gruss

: ...Patrick

: --
: Patrick Koehne, Irisweg 9, 59439 Holzwickede, Germany

: e-mail: koehne@ls10.informatik.uni-dortmund.de

1124. RE. 2.5Mb simm problems

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 14:48:43 UTC
From: gccornelius@its.dundee.ac.uk
Message-ID: <gccornelius.2.2F2664CB@its.dundee.ac.uk>
Source record: 172669

In a day or two I'll upload the program I wrote when I upgraded my Ste to 2.5Mb. It'll do the job you want. I've always had 100% compatibility with it. It also lets you reconfigure to less memory if you want. It is reset proof. Its only 520 bytes long ('cos it's written in machine code), and has a couple of nice menus, etc. When I've found out where and when to upload it, i'll post another notice here. I really should have got round to this earlier, because it must be about 4 years old now.

Graham Cornelius, Student in Dept. psychedelics,Uni of Dundee.

1125. Re: Spectre GCR FAQ (we should make one!)

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 15:11:59 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <D2yvK0.EJ@freenet.carleton.ca>
Source record: 172672

```
>>more, and there seem to be quite a few Spectres still out there, we should
> put a FAQ together outlining tricks and tips, System reccomendations,
> (blah, blah, blah)
>
> Sounds like a splendid idea. BTW, what's a FAQ?
>
> --Mark van Wyk, home E-mail address:
> Markvanwyk@AOL.COM

A FAQ, (Frequently Asked Questions) is a text file that has the answers
for most of the questions that new readers of Newsgroups tend to ask.
Currently, We have Atari FAQ's on CD Roms, Mint, General info, and a few
others, which are avilable for FTP on the Net. Since There will be no
more support of Spectre by Dave Small, we should put a FAQ together as a
resource for all Atari Spectre users.

--

Mark Montreuil (613) 990-4833 (voice)
IH Advisory Council Internet Relations
Internet: montreuil.mark@istc.ca or ai066@freenet.carleton.ca
```

1126. Re: Second serial port on Falcon (take 2)

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 15:12:05 UTC
From: harun@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3g5po5$35j@mars.fb1.fhtw-berlin.de>
Source record: 172684

If you need only a second, and not a third, serial port, use the LAN-port.
It has more control lines then a MFP-modification, which has NO (0)
of them.

Regards, HS

1127. Interlaced GIF images

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 15:19:54 UTC
From: frank@tachyon.demon.co.uk
Message-ID: <791047194snz@tachyon.demon.co.uk>
Source record: 172675

Does anyone know of any ST-compatible software which will either save a GIF image in Interlaced format, or something to convert a standard GIF to an interlaced one? I want to be able to interlace GIFs for my webpage authoring, as Netscape on the Mac etc. will download them gradually if they're interlaced, giving you a preview.

Cheers,
Frank.

--
Frank Charlton : Demon Internet Atari Tech Support
Email : support@tachyon.demon.co.uk
NeST : 90:100/308.2 AtariNet : 51:6/208.2
FishNet : 777:400/2.2 FidoNet : 2:256/502.28

1128. Re: Larger hard drives & later versions of TOS.

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 16:21:22 UTC
From: thopman@uoguelph.ca
Message-ID: <3g5tq2$mp5@ccshst05.cs.uoguelph.ca>
Source record: 172677

Matt McAlister (Matt.McAlister@dataport.com) wrote:
: Does anybody know if the Tos recognize hard drives larger then the usual 32
: megs. I just bought a 540 mg hard drive and am running that on my 1040st with
: tos 1.4 and a 105mg hd. I would like to run both but I don't want to try
: logical sectoring 'cuz the icd book says that it won't run a lot of programs.
: So I thought that maybe tos 2.x and above would help.

TOS 1.04 should have no problem with 32 meg partitions. I believe you can
have up to 14, 32 meg partions mounted at any time, meaning you should be
able to mount most of your hard drive space at any one time. Of course,
the partitions are still going to be rather small. You should use logical
sectoring; the programs ICD refers to as not working are by and large
hard drive utilities, and if you have ICD's you usually won't need anyone
else's. Normal applications will work just fine.

THeo

1129. Re: When is the C-Lab Falcon II due out?

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 16:29:30 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3g5u9a$brr@dux.dundee.ac.uk>
Source record: 172676

HALL B J (cb170@city.ac.uk) wrote:
: ma2ljg@bath.ac.uk (L J Greenhalgh) writes:

: >When is the C-lab Falcon II due out? The press release says the middle
: >of January , but I've heard nothing yet.

: I went into Digital Village the other day and they had a pre-release
: version working. It still had the Atari badge on it, 'cos the C-Lab ones
: hadn't come in yet.

I presume then that the machine was designed by Atari, but is now
being sold by C-Lab?

Are Atari (or its sub-contractors) building the machines for C-Lab?

Also what enhancements are built in ie, TOS 5 etc?

Rod

--

```
================================================================================
| Roderick McCall : 3nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ Atari Falcon 030 4/65 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "I'll be back, sometime, someplace, somewhere ..." |
|================================================================================
```

"Oh and good luck against those elephants!"

1130. Re: GUI Interface

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 16:41:49 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1995Jan25.164149@phlem.ph.kcl.ac.uk>
Source record: 172678

In article <3g5lgj$mlb@whitbeck.ncl.ac.uk>, Craig Graham <Craig.Graham@ncl.ac.uk> writes:
% In article <H.eg.dSdjcwXsWZ_@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
% >It's actually very, very easy if you draw your toolbar in another window
% >(like PageStream, and probably most programs with a batch of tools
% >on-screen), but harder if you put it in a window with something else.
% >But not really much harder (if you're clever, or have good tools, like
% >GEM++).
%
% Or DULIB.....can any of my CLA3 beta testers back me up here ? :)

I'd love to be able to Craig - send it to me and I'll check it out.
I'm a bit busy at the mo, but (hopefully) will be back to normal
in a few months :-)

ATB,
Simon.
--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
>> home page: http://www.ph.kcl.ac.uk/~sjg/home.html <<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <
"Delenda est Microsoft!"

1131. Re: When is the C-Lab Falcon II due out?

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 17:26:19 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.791054779@looe>
Source record: 172682

rmccall@mcs.dundee.ac.uk (CD-ROMS) writes:

>I presume then that the machine was designed by Atari, but is now
>being sold by C-Lab?

The machine is a Falcon. It was designed by Atari.

C-Lab have a license to build and modify it.

The initial version is an Atari Falcon + Atari Hardware mods + SCSI hard
drive. With a C-Lab badge.

>Are Atari (or its sub-contractors) building the machines for C-Lab?

Dunno. I'd guess that at the moment, C-Lab were given a batch of Falcons
to modify, but at a later date they'd be building better versions.

>Also what enhancements are built in ie, TOS 5 etc?

None.

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk

1132. Re: Pro music made with Ataris

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 18:00:34 UTC
From: rwn@marconi.ih.att.com
Message-ID: <D2z3Cy.BuC@nntpa.cb.att.com>
Source record: 172680

>In article <3f74c2$b4s@elaine38.Stanford.EDU> darmok@leland.Stanford.EDU (Phili ps
Dilworth Patton) writes:
>>
>> Anyone know of any major CDs out that were produced with Ataris?
>>. 'cya
>>

My production studio released a full-length album CD project of dance-oriented
tracks, using the ATARI 1040 ST as the master MIDI computer system.
Please e-mail me or write for details.

If you wish to purchase a copy also feel free to ask about ordering
details.

Bob Neumann
P.O. Box 1582
Bridgeview, Ill. 60455 USA

phone 708-257-6289

1133. Paragon Closed (Was: "The Atari Compendium")

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 18:09:44 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9501251709.AA01192@ilmen.lanl.gov>
Source record: 172679

In a previous article, chrisw@perth.DIALix.oz.au (Chris Whitelock) wrote:

> Paragon Computers closed its doors late 1994 (I forget the month - October?)
...
> Phil & Hannah Reeves will be sorely missed in the WA (and Australia) Atari
> community...

They will be missed not ONLY in Australia, mate. Those are two of the
nicest folk I've ever had the pleasure to meet on -either- side of the
equator. Paragon's closing was not only Australia's loss. <sigh>

-Hutch- @ Fair Dinkum Tech

1134. Re: ST-up Gurus: 20 question trivia

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 18:42:42 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3g6632$19b0@sat.ipp-garching.mpg.de>
Source record: 172681

```
Why do you want to get a computer which is on the verge of becoming
extinct?

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */
```

1135. Can old 1040ST run w/9600 baud Modem?

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 19:57:13 UTC
From: jgholm@paradigm.crhc.uiuc.edu
Message-ID: <3g6aep$kb0@paradigm.crhc.uiuc.edu>
Source record: 172690

I have a 1040ST that I got in 1983. It has 1MB memory and no hard drive. I just use the internal floppy. I've been using it mostly as a terminal with Flash 1.2. Recently, I upgraded from a 1200 baud Racal-Vadic modem to a 14,400 baud modem. I know that Flash 1.2 only has settings for 9,600 baud, but I figured that would be fast enough for simple dial ups.

Unfortunately, when I run at 9,600 baud I lose a lot of characters. Has anyone else had this problem? I think that the software or the computer cannot keep up with this data rate. It can cause some interesting displays when control characters are lost.

If anyone else has had this problem and solved it please let me know. Pointers to better modem software that can handle the speed would be useful.

Email is best. I'll watch for follow-up posts as well.

Thanks,

John Holm
jgholm@crhc.uiuc.edu

1136. Re: Low Prices on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 20:14:26 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <01251995.201426@empyr.dircon.co.uk>
Source record: 172683

>Hello to all in the UK! I am interested in knowing how some Atari UK
>Computer shops are doing selling the 1 Meg Falcon at 255 pounds???

A@> 255 pounds? thats about 200 bucks US? I want to know how they can as
A@> well, and if any US firms can match it......I really want one too, but
A@> 1k is outta my range....

A@> Ziggy

Erm...you got your maths wrong mate, 255 Pounds is almost exactly $400 US.
The exchange rate is around 1 UK Pound = $1.57 US. Sorry to disappoint you !

___ Blue Wave/QWK v2.12

VQWK 6.20 [Rev H - 04/04/94]

1137. Re: Spectre GCR FAQ (we should make one!)

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 20:25:09 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <17331AEADS86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 172687

In article <D2yvK0.EJ@freenet.carleton.ca>
ai066@FreeNet.Carleton.CA (Mark Montreuil) writes:
>
>A FAQ, (Frequently Asked Questions) is a text file that has the answers
>for most of the questions that new readers of Newsgroups tend to ask.
>Currently, We have Atari FAQ's on CD Roms, Mint, General info, and a few
>others, which are avilable for FTP on the Net. Since There will be no
>more support of Spectre by Dave Small, we should put a FAQ together as a
>resource for all Atari Spectre users.
>
>Mark Montreuil (613) 990-4833 (voice)
>IH Advisory Council Internet Relations
>Internet: montreuil.mark@istc.ca or ai066@freenet.carleton.ca

Sorry, I don't know what "available for FTP on the Net," but then I'm a lamer when it comes to the Internet. It's a real challenge for me to access the Usenet. In any case, I have a lot of experience trying to get Spectre GCR to work on an Atari Mega STe w/50mb HD and 4 mb RAM. Believe me, Spectre does not work as well on a Mega STe as it does with a standard ST. (Flamers and Dave Small appologists, save your breath. I have had problems, and I know of many others with a Mega STe who have had similar problems, so please don't tell me about how well it works on your computer.) In any case, I have learned quite a few tricks to make Spectre GCR work on my computer, and would be happy to share those. --Mark van Wyk, home E-mail address: Markvanwyk@AOL.COM

1138. Desperately seeking editor...

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 20:45:36 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <791066736snz@bigbox.demon.co.uk>
Source record: 172685

Hi,

Can anyone recommend a good GEM-Based editor (preferably designed for use as a C editor). The ability to link it to a compiler (Lattice or GCC) would be nice too.

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+--+

1139. Re: Low Prices on Falcon??

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 21:01:30 UTC
From: zonny@xs1.xs4all.nl
Message-ID: <3g6e7a$3vq@news.xs4all.nl>
Source record: 172686

alewis@indy.net wrote:
: In article <ai1DZc2w165w@sys6626.bison.mb.ca> redhead@sys6626.bison.mb.ca (eva crouse) writes:

: >Hello to all in the UK! I am interested in knowing how some Atari UK
: >Computer shops are doing selling the 1 Meg Falcon at 255 pounds???

: 255 pounds? thats about 200 bucks US? I want to know how they can as
: well, and if any US firms can match it......I really want one too, but 1k is
: outta my range....
I don't know about the price, but:
1) 255 pounds is NOT 200 US$, more like 400 us$.
2) Anyone wanting a 1 meg falcon hasn't been listening.
Some of the true-color modes take half the memory, leaving very little
for a computer that has been designed and sold with 14megs... I don't
think you can run much on THAT. Unless you use a VRmem program, but I
don't know any, either on the ST or falcon. Better think twice before you
buy something like that....:)
zonny.

: Ziggy

1140. Re: Low Prices on Falcon??

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 22:07:37 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3g6i39$lv8@dux.dundee.ac.uk>
Source record: 172696

Hutch (hutch@ilmen.lanl.gov) wrote:
: In a previous article, redhead@sys6626.bison.mb.ca (eva crouse) wrote:

: > .....and please, no demise of Atari comments as they still are producing
: > Falcons in their current configuration as market demands.

: "Demise of Atari comments" ??? ... not from me, Eva. But I -would- be
: interested in the source of your other comment about Atari still
: -producing- Falcons. I thought the most recent production run occurred
: some months ago with no new production currently planned and that all
: sales were strictly out of existing (and supposedly ample) inventory.
: Atari's manufacturing facilities are leased in Taiwan on an as needed
: basis as they don't have the volume to keep one going full time.

: What's the story?

As of late Decemeber, Atari both in th UK and Sam Tramiel confirmed
(when I emailed them) that Falcons are STILL being made, although
in limited batches, and they have NO plans to stop.

Rod

--
--

1141. Book Sale

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 22:10:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9501252109.AA01320@ilmen.lanl.gov>
Source record: 172691

I have the following books for sale. If interested, please reply by email.

Each book $15 plus shipping or all 6 for $75 with paid shipping:

Atari ST Application Programming 530pp Datatech
Atari ST GEM Programmer's Ref 414pp Abacus
ST Assembly Language Workshop 261pp+disk Taylor Ridge
DSP56000/DSP56001 User's Manual ~400pp Motorola
C-Manship (Atari C Programming) ~200pp+disk Taylor Ridge
GFA BASIC Toolkit 116pp+disk Taylor Ridge

I also have several books for PC (DOS & Windows) as well as Mac.
Email me for a list of these if interested.

I also have brand new Flash II telecom software for $20 and, as a
curiosity, a Gemulator VHS demo video tape for $6 (both w/paid shipping).

And for those of you with lots of excess cash, an NEC SilentWriter 95fx
Postscript Level 2 printer with built-in fax. Mac, PC (& Atari) capable.
Email for details.

-Hutch- @ Fair Dinkum Tech

1142. Re: Farewell ST Review

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 22:10:14 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3g6i86$lv8@dux.dundee.ac.uk>
Source record: 172688

Craig Graham (Craig.Graham@ncl.ac.uk) wrote:

: In article <D2y59H.3KD@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
: >I will not be surprised to see a new Atari magazine appear...
: >Ofir ogal@cix.compulink.co.uk

: I hate smug insiders, don't you ;)
: Spilleth thine beans Ofir......

It is entirely possible for Ofir & Co (if they have the finance) to launch a new ST mag. Indeed the subscription base would probably be high enough initially for them to make a small profit.

Rod
--
--

1143. Wanted:Unitor Module For Notator

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 22:24:01 UTC
From: bjr2@Ra.MsState.Edu
Message-ID: <3g6j21$25e@NNTP.MsState.Edu>
Source record: 172689

Aloha,
I'm looking to buy Unitor for C-Lab's Notator.
If you have one for sale please email at bjr2@ra.msstate.edu

thanks,
Brian

1144. Re: Dr T's e-mail address?

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 23:15:47 UTC
From: vij@vnet.ibm.com
Message-ID: <3g6m33$gl4@tornews.torolab.ibm.com>
Source record: 172692
Cross-posted to: comp.sys.atari.st,comp.music

In <3g0h9g$2ch@pobox.csc.fi>, alkio@finsun.csc.fi (Jouni Alkio) writes:
>Hi,
>
>Does anybody happen to know if Dr T's have an e-mail address. I would like to ask them a
>question about upgrading the KCS Omega to KCS Omega II. (Or if you have done such a thing,
>I would like to know how much did it cost you...)
>
>Greetings, Jouni

I've upgraded from Omega to Omega II. Dr T's sent me an upgrade form
directly. Jouni, send me email directly (so I won't forget :-) and
I'll dig up the info for you...

VIJ...

Vij Singh
C Set ++ Compiler Development [...my words, not IBM's...]

1145. Re: Parallel port

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 23:22:21 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D2zI9A.E97@cix.compulink.co.uk>
Source record: 172693

> As for control lines, going by the manual the ST only has the ^STROBE
> and BUSY conrol lines, which are the only essential ones. There are
> many more than this on some computers like Amiga and PCs, such as
> ACK, RST, and all sorts of stuff that arn't really needed. Or in fact
> they MIGHT be there, but the manual just doesn't say so! ;-)

The lack of the extra lines stops things like PC parallel port LAN adaptors
working though. :-(

Roland.

@CiX

1146. ACE '95 update

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 23:39:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <861_9501261048@tor250.org>
Source record: 172613

```
~~~ THE TORONTO ATARI FEDERATION ~~~
Largest Atari User Group in North America!
~~~ (416) CALL-TAF (225-5823) For ACE '95 Information ~~~
~~~ TAF Online BBS (416) 421-8999 ~~~

The following is the updated (as of January 23, 1995) Official
ACE '95 Exhibitors List!

LLLL Gribnif Software!
LLLLL TOAD Computers!
LLLLLL Branch Always Software!
LLLLLLL Cybercube Research!
LLLLLLLL DMC Publishing!
LLLLLLLLL Scarborough Computers!
LLLLLLLLLL Missionware Software!
LLLLLLLLLLL ICD INC/4Play/Black Cat Designs!
LLLLLLLLLLLL It's All Relative!
LLLLLLLLLLLLL ABC Solutions!
LLLLLLLLLLLLLL Esquimalt Digital Logic (OMEN)!
LLLLLLLLLLLLLLL GEnie Information Services!
LLLLLLLLLLLLLLLL Suzy B's Software (& CDs)!
LLLLLLLLLLLLLLLLL We are now receiving Registrations every day,
LLLLLLLLLLLLLLLLLL as more and more Exhibitors sign on! We're
looking forward to Craig Harvey's presence (CLEAR THINKING -
Edit Plus) too, as well as Oregon Research Associates, COMPO,
Migraph, chro_Magic, C-LAB and *many* more!!

Exciting? You Bet!! We're looking forward to the largest
gathering of ATARI Dealers & Developers in YEARS!

=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
ACE '95 features a large DEDICATED Jaguar area!
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
ACE '95 features a large DEDICATED Computer area!
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
ACE '95 features a large DEDICATED MIDI area!
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
ACE '95 features FREE Seminars & Lectures!
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
ACE '95 features The Creativity Contest!
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
ACE '95 features Door Prizes and Grand Prizes!
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
ACE '95 features a DEDICATED User Group Area!
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
```

ACE '95 features continuous demos, the best sale
prices ever, and more products for your Atari computer and
Jaguar & Lynx Game machines, than you ever thought possible!

**** Jaguar Kiosks **** CPU Accelerators **** Video Accelerators
**** Backup Solutions **** Hard Drives **** everysingleproductyou
couldpossiblywantforyourataricomputerandmore **** Games ****
The Latest Versions Of Everything **** Upgrades **** Every Hour
On The Hour Lectures & Seminars **** The Largest Variety Of
Software Ever **** Bargains! **** Free Copies of the latest User
Group Listings! (mail, e-mail & BBS addresses & numbers!) ****
ocumentProcessors/Databases/Spreadsheets/Wordprocessors/Sequencers/D
nagers/Utilities/DesktopPublishing/Accounting/PersonalInformationMa
itors/TextEditors/Accessories/CDROMs/Fonts/ST/STe/Mega/TT/Falcon/Mon
harewareProgramming/DirectToDiskRecording/MODTrackers/PD/S ....

..... AND ALL THAT'S TERRIFIC ABOUT ATARI COMPUTING,
MUSIC MAKING, GAMES, DESKTOP PUBLISHING, MULTIMEDIA
AND SO MUCH MORE!

_/_/_/_/_/_/_/_/ ACE '95 APRIL 1 & 2, 1995 TORONTO, CANADA
_/_/_/_/_/_/_/_/ Saturday 9AM - 6PM | Tickets are $6 per day or
_/_/_/_/_/_/_/_/ Sunday 9AM - 5PM | $10 for a Weekend Pass
_/_/_/_/_/_/_/_/ ACE '95 April 1 & 2, 1995
_/_/_/_/_/_/_/_/ North York Civic Center, Memorial Hall
_/_/_/_/_/_/_/_/ Exhibition Facility
_/_/_/_/_/_/_/_/ 5110 Yonge Street @ Parkhome Avenue
FOR INFORMATION CALL:
(416) 752-2744 or (416) 225-5823 (Call-TAF)
The Novotel Hotel is
at the Show Site! Call us to pre-book a room!!
Call us for directions!!

~~ Howard Carson, ACE'95 Chief Organizer ~~~

... Whatever it is, I'm against it! - Groucho Marx
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

1147. ST Software on CDROM mag!

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 23:40:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <862_9501261048@tor250.org>
Source record: 172614

I've just noticed an interesting turn in the British CD-ROM
cover disk wars....

As you probably know, the Brit magazine FUTURE MUSIC has been
placing on their front cover a CD for the last year or so, and for
the last few months they've been dedicating track1 as a CD-ROM
accessible sector, but mostly for PC and Mac users (although they do
include sysex files and .MID files that Atari users can utilize -
they've been advertising this as "we come in peace" to ST and Falcon
users with CD-ROM drives).

Well, now a competitor, THE MIX magazine (done by Music Maker,
the same publisher of GUITARIST, the excellent British guitar mag)
is now also offering a CD on the cover with a CD-ROM track - and
they're offering Atari PD/Shareware software!

And in an ad for FUTURE in one of their sister magazines, it
mentions that FUTURE MUSIC's next issue (due any day now on the
stands) will be offering Atari software as well!

Have THAT many Atari users embraced the new technology so much
that the magazines now have to notice it? (FUTURE had been a bit
critical of Atari's ability to cut it in today's MIDI market for a
few issues last year).

This should make for an interesting next couple of months....

... REAL oatmeal should be thick enough to stop a bullet!
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

1148. Re: GFA Basic 3.x wanted!

Newsgroup: comp.sys.atari.st
Date: 1995-01-25 23:47:59 UTC
From: ecaruso@hookup.net
Message-ID: <3g6nvf$45@relay.tor.hookup.net>
Source record: 172695

I have the software you are looking for including all manuals and the extra manual.
email me at ecaruso@hookup.net

In article <1995Jan25.033141.2237@gov.nt.ca>, gopher@gov.nt.ca (Gopher User) says:
>
>Is there anyone out there who has a copy of GFA Basic 3.5e that they want
>to sell? I don't want to buy it new because it'll cost me $188.99 (canadian)
>If you do, please E-mail me at the above address, I would be greatly interested.
>Also, does anyone know where (ie gopher or FTP site) one can find the extra
>GFA Basic manual? I forget what it's called, but it's the one that has all the
>extra stuff that the regular manual doesn't cover.
>
>I would appreciate any help I can get.
>
>Atarinator "The real McCoy" (I'll tell you my real name when you E-mail me)

1149. Re: MEGA 4 For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 00:25:55 UTC
From: eclipse@enet.net
Message-ID: <3g6q6j$no7@maple.enet.net>
Source record: 172610

In article <3g3tmg$ggl@maple.enet.net>, eclipse@enet.net (Gregory Clark) says:
>
IT IS SOLD!
Boy, that was fast.

****
Feeling like a road kill on the Information Superhighway!
****
eclipse@enet.net eclipse@memalph.stat.com
****

1150. Questions

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 01:20:08 UTC
From: simon@bassland.demon.co.uk
Message-ID: <791083208snz@bassland.demon.co.uk>
Source record: 172697

Okay, here are a few questions about various things

I have Atari NOS running my Internet connection, what is MiNT/Lynx, I've heard it is quicker, etc. I know I can get it from most FTP sites, but what files do I need?

There are rumers about TOS 5.0, when is it going to be available?

When is the Medusa 040, or the Eagle going to be available and what is their technical spec?

When I buy a Falcon, I wish to get AtariWorks with SpeedoGDOS. What would be the best version of NVDI (3.0?), and does it support vector fonts/ TrueType fonts? What is the largest partition size on the falcon, if I buy an external SCSI Hard Disk?

What monitor/falcon config do I require to get TrueColour (65535 cols) mode on my falcon at 640x400 resolution? I have just bought Hisofts TruePaint, and the screen shots are from 320x200x65535 colours, and 640x400x65535 colours. Do I require an RGB monitor or a SVGA monitor?

How fast does the standard 1040ST run at in MIPS? (The falcon runs at 3.8 MIPS, and its DSP chip runs at about 16 MIPS.)

Cheers.....
--

/\/\/\

1151. MacMacic - witch Macs?

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 01:22:46 UTC
From: vegard@henry.interlink.no
Message-ID: <3g6th6$721@henry.interlink.no>
Source record: 172607

[No readable article body recovered]

1152. Re: Time to put my 1040STf out to pasture?

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 01:27:02 UTC
From: simon@bassland.demon.co.uk
Message-ID: <791083622snz@bassland.demon.co.uk>
Source record: 172698

I use a standard 1040STf, which works fine for my Internet Connection.
However you will need a HD with at least a 10Mbs of space free to have a
"comfortable" setup. Yes I know I have extra RAM, but 1Mb should be fine.
I also use a US Robotics 14,400 baud modem, which is very fast. (but there
are quicker ones)....

Oh, you could buy my whole system off of me if you like! Seriously though,
I am selling it, to buy a Falcon, I already have a Mac and a PC too.
(Notice I don't mention that below, PCs work fast, and they're cheap,
buy they're also very NON-user-friendly, so don't get one.)

Bye, bye...
--

/\/\/\

1153. Re: fansi

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 01:35:21 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <ZMzaCGx.mindbomb_bbs@delphi.com>
Source record: 172699

Arthur Santos <arthurs@delphi.com> writes:

> Can i ask you anothe question not about fansi do you know of a
>good drawing program for vt52 screens? If not do you think fansi might
>ever have one in any of its newer updates..Well thanks again eric.

Shareware/Commercialware author Damien M Jones did a freeware vt52 file creator a few years back, it's excellent! Although not mouse driven like Fansi, it is really reliable and easy-to-learn...

Can't remember the name now, since its been so long since i needed a VT52 screen for any purpose, but its great all the same and probably on an ST-BBS near you! :)

Andy

1154. Re: Pro music made with Ataris

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 01:41:17 UTC
From: bcloud@rolix.com
Message-ID: <0579KJUQOJVSRKGBBY@rolix.com>
Source record: 172601

As a club DJ I am always interested in new music. Tell me more about
the CD, please. Is it available on vinyl?

--
New Visions Inc. Ph 216-262-8293

1155. Portfolio broken... HELP!

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 01:45:20 UTC
From: marvi@Krille.Update.UU.SE
Message-ID: <3g6uru$4lj@Krille.Update.UU.SE>
Source record: 172609

My dearest computer has died!

I think it's the cable between the screen and the keyboard that is bad,
because when I hold it in certain angles, the screen flashes.

Does anyone know what type of cable it is, if it is possile to fix or
how I'm going to survive without my "Porto"?

Please post, mail, help me!

//Markus

--
--| Student at Uppsala
Markus H{rnvi, Uppsala, Sverige | University, Science
e-mail: marvi@krille.update.uu.se | Of Religion, and at
X-400: /S=marvi/O=update/PRMD=uu/ADMD=sunet/C=se/ | Johannelund Teol. Inst.

1156. Miscellaneous

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 02:26:55 UTC
From: ardoino@musical.fdn.org
Message-ID: <D2zqsw.88D@musical.fdn.org>
Source record: 172700

If anyone could give me informations about ST INFORMER...
I know it's an american Atari's magazine, but I don't have its address.
And perhaps someone knows its Email box...

Thank you. It's for the french magazine STMAG. We want to contact them.

J.Jacques Ardoino (France)
STMAG
ardoino@musical.fdn.org

___ Mountain Reader II - #01234567

1157. Cubase Audio Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 03:50:40 UTC
From: ross@earth.usa.net
Message-ID: <3g766g$2i5@earth.usa.net>
Source record: 172602

> Help! Where can I get Cubase Audio Falcon With and FDI interface
> ? Or even without? Can anyone help me? My dealer has had it "on order"
> for 3 months now! Does anyone know where I can really get it? How about
> emagic's logic audio is that available and what is it like compared to
> Cubase ? How do the prices compare?
> Thanks,
> Paul

I don't know why you are having trouble getting it but I know it's
available so maybe you should try another dealer. Call TOAD at
1-800-448-8623. They have it in their catalog for $799. Of course
that is in the USA.

Logic Audio Falcon is no more (at this point). EMAGIC has decided not
to support the Falcon with that product and offered it FREE to all
Logic Falcon users with the knowledge that there would no support or
updates, EVER. Too bad too. I managed to get it and it's really a
nice product although it doesn't have the Reverb/Chorus/Mixer
functions of Cubase. It has a nice mixer capability though.
I suppose you could always buy Logic and get someone to give Audio to
go with it.....................

---
* Kivi (unregistered) 1.16 *
/|\ -- /////\\\\\ -- /|\ ////////////////////////
-< = >- Frederick R. M.-< = >-/// Guitarist, Vocalist ///
\|/ -- \\\\\///// -- \|/ /// MIDI and Photgraphy ///
~~~~~~~~~~~~~~~~~~~~~~~~~

--
~~~~~~~~~~~~~~~~~~~~~~~~~

1158. SUPER BOMBERMAN

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 03:51:10 UTC
From: ross@earth.usa.net
Message-ID: <3g767e$2ku@earth.usa.net>
Source record: 172603

> Three weeks ago, I uploaded the first playable version on ftp.cnam.fr .
> Do
> you think I received many leetters, from thousands of pooooor Falcon users that
> finally get
> a good and funny game (although in a previous version) ?? Nope. I have only rec
> eived two
> or three letters, nearly each of which telling me it didn't work. An improved a
> nd correct
> version was spread a week later. Not even ONE answer... I even wondered if I wo
> uld finish
> it.

I am GUILTY as charged !!
I procrastinated in sending this and I am sorry.
I and my roomates 2 children (6 & 9 years old) play SBM regularly and
LOVE IT !! I like games that dont involve a lot of strategy and weeks
or months of playing time to finish. I just don't have time for them.
I like quick and easy distractions. SBM is that. And the fact that
you can have multiple players is even better. They are limtied
multi-player games around and to me that is part of the fun in
playing games. Man against Man. I will be waiting patiently for the
finished version whether it be Shareware or Commercial and will among
the first to buy it (if I don't put it off to long <G>).

Dont' be too discouraged. I've found that a good portion of the Atari
community is sluggish and irresponsible. Like most computer owners.
And a lot of them only want something for nothing. Well I guess that
pretty much describes the Human Race Huh ?

Anything I can do, just ask.

---
* Kivi (unregistered) 1.16 *
/|\ -- /////\\\\\ -- /|\ ////////////////////////
-< = >- Frederick R. M.-< = >-/// Guitarist, Vocalist ///
\|/ -- \\\\\///// -- \|/ /// MIDI and Photgraphy ///
~~~~~~~~~~~~~~~~~~~~~~~~~

--
~~~~~~~~~~~~~~~~~~~~~~~~~

1159. Re: Larger hard drives & later versions of TOS.

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 04:00:21 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <791092821snz@gw6hva.demon.co.uk>
Source record: 172604

In article <3g5tq2$mp5@ccshst05.cs.uoguelph.ca>
thopman@uoguelph.ca "Theodore L Hopman" writes:

> Matt McAlister (Matt.McAlister@dataport.com) wrote:
> : Does anybody know if the Tos recognize hard drives larger then the usual 32
> : megs. I just bought a 540 mg hard drive and am running that on my 1040st with> : tos
1.4 and a 105mg hd. I would like to run both but I don't want to try
> : logical sectoring 'cuz the icd book says that it won't run a lot of programs.> : So I
thought that maybe tos 2.x and above would help.
>
> TOS 1.04 should have no problem with 32 meg partitions. I believe you can
> have up to 14, 32 meg partions mounted at any time, meaning you should be
> able to mount most of your hard drive space at any one time. Of course,
> the partitions are still going to be rather small. You should use logical
> sectoring; the programs ICD refers to as not working are by and large
> hard drive utilities, and if you have ICD's you usually won't need anyone
> else's. Normal applications will work just fine.

You should have no trouble with partition sizes up to 32Mb with ICD and
TOS 1.4 and if you use BGM partitions, they should be able to go up to
512Mb.

You can have up to 14 active partitions out of a maximum of 128 (that
ICD can manage for you), so in theory, you should be able to handle a
window size of 7Gb out of a total of 64Gb at any one time.

Cheers for now, Martin.
--
Martin Vernon, Supavision
Sysop GB7OS & GB7OSP
BBSnet: GW6HVA@GB7OSP
AMPRnet: gw6hva@gb7osp.ampr.org
Internet: martin@gw6hva.demon.co.uk

1160. Re: "The Atari Compendium"

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 04:11:02 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3g77cm$m3s@golem.wcc.govt.nz>
Source record: 172605

In article <1995Jan24.050947.3917@nntp.brisnet.org.au>, dancer@nntp.brisnet.org.au (Andrew Vesperman) writes:
>Hutch (hutch@ilmen.lanl.gov) wrote:
>: In a previous article, James Wood <jamesw@CSOS.ORST.EDU> wrote:
>
>: > Looking for this book. ["The Atari Compendium"]
>
>: It's available from Toad Computers for US$44.95.
>
>Also available from Paragon Computers in Perth, Western Australia, for about $130 Australian.
>(Depends on how desperate you are)

Come again Paragon closed down late last year, so come on chap lets
have some better facts Please...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1161. Re: Looking for STe Power Supply.

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 04:15:46 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3g77li$m3s@golem.wcc.govt.nz>
Source record: 172606

In article <D2vuJJ.HJ8@dorsai.org>, mneme@dorsai.org (Joshua Kronengold) writes:
>Like the subject says, I'm interested in aquiring a power supply
>suable for connection to an Atari 1040 STe; I'm not sure which power
>supplies aren't sutable, though the PC supply I've found would require
>hacking off the end and replacing with with a makeshift even to make it
>--
>
>
> Joshua Kronengold -- mneme@dorsai.dorsai.org

Why not just Fix it, PSU's on Ataries are very simple, there is a resistor
on STE PSU that goes O/C, 470k 1/4W Replace this with a 3/4W resistor
or 2 220k 1.2W ones, far cheaper don't you think....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1162. Mega ST system for sale

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 04:35:52 UTC
From: PJJH80A@prodigy.com
Message-ID: <3g78r8$54u@usenetp1.news.prodigy.com>
Source record: 172556

For Sale:

HARD WARE

Atari Mega ST2 upgraded to 4 megs with Z-Ram upgrade
TOS 1.04
Hard drive in monitor type case with Seagate 85 meg drive and
Syquest 44 removable drive with 4 carts!
SC1224 color monitor
SM124 mono monitor
Original boxes for computer and monitors
Monitor Master
PC Ditto II installed internally
Spectre GCR with roms
VideoKey
Discovery Cartridge
IB 5 1/4 inch drive
MFD 1080 drive [3 1/2 drive works, the 5 1/4 drive non-functional
and has been removed]

APPLICATIONS SOFTWARE

Speedo GDOS
Multi-TOS
Atari Works
DC Desktop
DC Utilities
Hypercard Developers Kit
WordPerfect ST
Wordflair II
Regent Word II
Warp 9
TV Title 2.0
Multidesk Deluxe
Degas Elite
PC-Ditto [PC software emulator]

GAME SOFTWARE

Purple Saturn Day
Impossible Mission 2
Championship Wrestling
Knight Orc
World Games
The Pawn
Guild of Thieves

Sinbad and the Throne of the Falcon
Rocket Ranger
The King of Chicago
Battle Chess
Midi Maze
Shufflepuck Cafe
Xenon 2 -- Megablast
Final Assault
Mean 18
Blackjack 3
Road Blasters
Jinxter
Pac-Land
The Crimson Crown
Transylvania
Questprobe -- Spiderman
Superbike Challenge
Super Kidgrid
Thundercats

Plus the following compilation packages:

Precious Metal includes:
Arkanoid Revenge Of Doh, Captain Blood, Xenon, Super Hang-On

Triad includes:
Starglider, Defender of the Crown, Barbarian
Magnum 4 includes:
Batman, After Burner, Operation Wolf, Double Dragon

Microdeal Hot Disks Volume 1 includes:
Goldrunner, Jupiter Probe, Karate Kid II, Slaygon

The Story So Far Volume 1 includes:
Beyond The Ice Palace, Buggy Boy, Ikari Warriors, and
Battleships

Mega Pack includes:
Winter Olympiad 88, Mouse Trap, Plutos, Blood Fever, Seconds
Out, Frost Byte

5 Star includes:
Barbarian, Crazy Cars, Enduro Racer, Wizball, Rampage

Action ST includes:
Deflektor, Northstar, Trailblazer, 3D Galax, Masters of the
Universe

Giants Collection includes:
Out Run, Gauntlet II, 1943, Street Fighter

Premier Collection includes:
Exolon, Nebulus, Netherworld, Zynaps

ALL ORIGINALS!!! I am also the original owner and have taken good care of my equipment.

$1,000.00 TAKES ALL!!! You pay shipping if you cannot pick up. FIRM.

CALL 619-281-3879 weekends until 8 p.m. P.S.T. or 619-285-8191 Monday through Friday. Ask for Gordon or leave e-mail.

-
GORDON GLENN PJJH80A@prodigy.com

1163. 1040ST

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 04:37:12 UTC
From: rharris@rt66.com
Message-ID: <rharris-2501952035540001@rharris.rt66.com>
Source record: 172608

I recently acquired a used 1040ST. Perhaps, someone out there would be kind enough to answer a few dumb questions for me:

1. Does the 1040 connect to a standard SCSI hard drive? I have a SCSI case with Centronics connectors and drive. If so, where can a connector cable be found? If not, where can a drive be found?

2. Is there a program which will allow either a Mac or PC (I have both) to write to an Atari format?

3. Where can a replacement mouse be found (mine works, but turns a bit roughly).

Any answers would be greatly appreciated - either posted here, or through E-mail - thanks.

Bob Harris

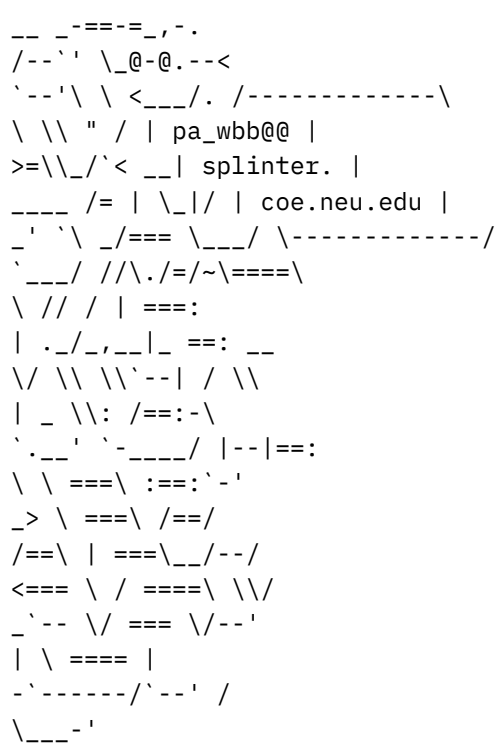
1164. TRADE: Spectre GCR for 1040STFM +

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 05:28:27 UTC
From: pa_wbb@splinter.coe.neu.edu
Message-ID: <3g7btr$ko0@chaos.dac.neu.edu>
Source record: 172611

As it says i'm interested in trading, I used to have a 520st with 1mb
but it is long since gone, I still have a gcr from about 3 yrs ago it
has version 3 software and roms. I'd like a used 1040st with extras
would be nice.

Will

--



'T' 'I' 'Double Guh' 'Rrrrrrrr'
Because I'm the only one!

1165. MSA FILES and GOPHER....

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 05:30:13 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3g7c15$n2c@golem.wcc.govt.nz>
Source record: 172612

PLEASE PLEASE chaps when you place a file on your Archive site,
make sure that people can access via Gopher..

Most sites don't reconise .MSA .TOS etc file extentions,
A.A does Hensa does not like .MSA, CS.TU-BERLIN.DE I think
support all, but they do fix it very fast when I have asked...

I did ask UNI-KL.DE some time back but the never did a thing....

So can some one help and place STNEWS 93-2 on a site that I can get
to it via Gopher.....

Also using a Lynx browser is also a Big problem, even simple
ZIP files can be listed a TEXT....

So think befor you upload that file....!!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1166. Re: TT as X-Terminal?

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 06:18:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199501260818.a59224@a2w.maus.de>
Source record: 172566

Patrick Koehne (koehne@tripolis.informatik.uni-dortmund.de) wrote:

: This would be of interest for me, too!
: I'm using a 1040ST with an 68030.
Wow, tell us how you did this, please!

Ian_Taylor@a2w.maus.de The hidden secret of life is

1167. Re: SM204 autoboot

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 08:49:23 UTC
From: malcolm@pigsty.demon.co.uk
Message-ID: <malcolm.10.0008D2FE@pigsty.demon.co.uk>
Source record: 172615
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <malcolm.9.000CA6C8@pigsty.demon.co.uk> malcolm@pigsty.demon.co.uk (Malcolm McMahon) writes:

>OK, I'm trying to get a second hand 1040STFM working with an old SM204 hard
>disc which has an autoboot on the boot sector which crashes on the new(ish)
>machine. Anyone got the little kit for installing/uninstalling autoboot on
>these disks? My only copy seems to be unreadable.

Ok, thanks Mark, I have what I need now.

Malcolm

1168. Using Minix (?)

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 08:54:29 UTC
From: andrew@minster.york.ac.uk
Message-ID: <791110469.15916@minster.york.ac.uk>
Source record: 172616

Hi, I've been trying to use minix/fs on my Falcon for some time.

I've recently upgraded to Mint 1.12 and I've got minixfs v6/pl9.

I've created a minix floppy disk and I've written files to this
disk whilst in tcsh v6... However when I 'ls' this files I only
get max 8 characters in the filename.

Am I using a bad version of ls or have I created the minix disk wrong?

Can someone tell me the best (most unix-like) setup for a minix file space?

I also need to know which shell is best to use for mint and which toolkit to
grab hold of. I'm sure I could compile most of the toolkit myself once I've
got started.

I've tried reading some of the FAQ's but I'm sure they gloss over this type
of setup.

-Andrew

Andrew Hague -- Researching Motivation in Human-Computer Interaction
Department of Computer Science. University of York, YORK. YO1 5DD
Tel: (+44/0)1904 432762 E-MAIL: andrew@minster.york.ac.uk
<Atari Falcon030, LynxII and Jaguar Owner and Prospective Developer>
Experimental WWW page: http://dcpu1.cs.york.ac.uk:6666/andrew/

1169. Re: Neon Demo problems!

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 09:32:50 UTC
From: m9003@abc.se
Message-ID: <3g7q82$1n7@oden.abc.se>
Source record: 172617

In message #24, M.J.Maisey@durham.ac.uk writes:

> Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> : M.S. Smith (msh@mserv1.dl.ac.uk) wrote:
> : : I recently downloaded a copy of the demo of Neon Raytracer for the Fa
> : : Whenever I try to execute any of the TOS files I just get bombs. Doe
> : It needs an FPU.
> : I have talked to some other ppl who have an FPU and who still have
> : troubles running it, maybe its TOS version sensative?
>
> I'm among this number - I couldn't get it to work at all. I'm running
> TOS4.04.

That's probably an old demo that wasn't meant to be spread. I've talked to Team Computer and have just uploaded NEONDEMO.ZIP at ftp.cnam.fr/Incoming. Hopefully the guys there will get it into Falcon/Graphics soon. It's a *working* demo that definately works on my 4.04/FPU setup.

Martin R.

1170. Re: Wordperfect?????

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 09:58:34 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <hl1b6+y.johnhechtman@delphi.com>
Source record: 172618

Eric Lundquist <lundquist@panam.edu> writes:

>|>Does anybody know if there's still 'Wordperfect ST' available somewhere?
>|>I would REALLY like to see this.....:)

Wordperfect for the ST can sometimes be had used. Also ask Toad or other mailorder dealers - they'll likely be able to find a copy on a back shelf.

>I think the last release was version 4.1. I haven't seen anyone offering
>old copies for sale in a long while.
>
>|>Or else a package that converts WP PC to, say, 1wordplus, or something
>|>like that. My sister is in desparate need of such a package (preferable

What exactly do you want to do? I have WP for the Atari - if you have only a few files to convert, I might beable to do so for you. Or maybe you can save the files as ASCII and import them that way. Most of the time some aspect of the text formatting is lost in translation anyway. Then you wind up going in and re-formatting your imported text by hand - tedious, but easier than re-typing the whole thing.

1171. TOS IMAGE to INTEL HEX....

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 10:09:07 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3g7sc3$qem@golem.wcc.govt.nz>
Source record: 172626
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

are there any programs out their to convert TOS IMAGE
files to Intel HEX format..

I have access to a PC prom burner, but it only handles INTEL HEX
format files, so I need a coverter, is there one...???

Thanks.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1172. Re: Farewell ST Review

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 10:21:04 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.24.000A5A37@cam.ac.uk>
Source record: 172649

Does anyone get ST Applications from the FaST Club - recently they trimmed down its size and said "get ST Review, our new format doesn't clash with what they do". After ST Review got sold, they said that they might increase to a larger size to cover what ST Review used to do.

If they do this why don't they get together with Ofir & Co. and launch ST Applications in the highstreet? They could probably do well without Ofir & Co. as the magazine would still be the same, it would just have a wider audience.

1173. Gopher Problems with UNI-STUTTGART

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 10:29:32 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3g7tic$qot@golem.wcc.govt.nz>
Source record: 172619

I can Gopher to uni-Stuttgart, but it does not
let you dnload files, you get Access Violation..

So why is this...!!!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1174. Re: SUPER BOMBERMAN

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 10:33:54 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <3g7tqi$aqn@vishnu.jussieu.fr>
Source record: 172621

The 'quit' problem doesn't happen at home, that's why it'll perhaps takes time to get rid off. More opinions wanted !

MB.

1175. Re: SUPER BOMBERMAN

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 10:39:02 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <3g7u46$aqn@vishnu.jussieu.fr>
Source record: 172620

In article 2ku@earth.usa.net, ross@earth.usa.net (Frederick Matzen) writes:
}I am GUILTY as charged !!
}I procrastinated in sending this and I am sorry.
}I and my roomates 2 children (6 & 9 years old) play SBM regularly and
}LOVE IT !! I like games that dont involve a lot of strategy and weeks
}or months of playing time to finish. I just don't have time for them.

So do I ! I can't code and play at the same time, and I think I
prefer coding than playing

}I like quick and easy distractions. SBM is that. And the fact that
}you can have multiple players is even better. They are limtied
}multi-player games around and to me that is part of the fun in
}playing games. Man against Man. I will be waiting patiently for the

Well, I agree on this too. One player videogames tend to isolate
you, while multiplayer (even in 'death-match modes) games create wonderful
entertaining climaxes !

}finished version whether it be Shareware or Commercial and will among
}the first to buy it (if I don't put it off to long <G>).

Thanks a lot ! Here's the kind of thing that makes me feel the need to
code quickly..

}
}Dont' be too discouraged. I've found that a good portion of the Atari
}community is sluggish and irresponsible. Like most computer owners.

It wouldn't be that important if they were owning PCs. But Atari world
needs responsible persons...

}And a lot of them only want something for nothing. Well I guess that
}pretty much describes the Human Race Huh ?

Hey...

}
}Anything I can do, just ask.
}
Thanks for thy answer...send me bug descriptions, congiguration, etc...

MB.

1176. Re: Read SIGNUM II in MAC?

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 10:44:52 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FA1LDIURUP@galaxy.teuto.de>
Source record: 172644

In <cmpart-2201952235490001@client37.sct.fr> gianluca wrote:

>I am looking for some utility program running on Mac which should allow
>for a SIGNUM II -> WORD 5 file format translation.

AFAIK, no such tool exists.

>If such an utility does not exists, please send more info about the Atari
>emulator for Mac. It has been made by the same society as Signum I think?

It is distributed by ASH, the same folks responsible for Signum!1, 2, and 3.

The actual MagiCMac development was done by Thomas Tempelmann, Andreas 'KAOS`
Kromke, and 'NVDI`-2B.

[snip]

Further questions and other information can be posted to the ASH
CompuServe account 100067.3712@COMPUSERVE.COM

...

Q: Does Signum!2 run with MagiCMac?
A: This is the question we hear more frequently than any other. And much to
everybody's surprise the answer is : Yes, it does run. Because under
MagiCMac there is a special 640x400 monochrome mode which allows to run
even older applications. If you want to print from Signum!2 you have to
redirect the output to a file (with the tool PREMUL) which you later drag
onto the printer.

[unsnip]

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+--------------------\ (----( )--------------------+
_)) /
(_/

1177. Re: Booting problems

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 10:48:22 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FA1LDIUUUP@galaxy.teuto.de>
Source record: 172645

In <950122Z144954.082mark@forsyth.demon.co.uk> Mark Forsyth wrote:

>Help. I am having a few problems with my STE 4Meg, Monochrome system.
>Occasionaly (although getting more frequent) when I switch my system on
>I get 4 bombs (I think this is an Illegal instruction but I'm not sure)
>If I then press the reset button, the screen goes blank, there is no HD or
>FD access and nothing more happens. If I then switch off and leave the

I would try to firmly push the chips back into their sockets. Or even remove
the chips completely and clean the contacts with a glassfibre-pen and put them
back afterwards.

One should be aware of static-energy during this process! So be carful. If you
don't not know what static-energy could do to your machine, do not attempt
this at all. Ask a friend ...

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

1178. Re: Farewell ST Review

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 10:50:15 UTC
From: vctec@westminster.ac.uk
Message-ID: <D30E3r.LpD@westminster.ac.uk>
Source record: 172622

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: I will not be surprised to see a new Atari magazine appear...

Me neither. :-)

Danny

--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

1179. Re: NVDI 3 help!

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 10:54:38 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FA1LDIUXUP@galaxy.teuto.de>
Source record: 172646

In <95022.142634STIRRE31@MAINE.MAINE.EDU> STIRRE31@MAINE.MAINE.EDU wrote:

>I just got NVDI 3 for my Falcon and, for the most part, am very happy
>with it. Unfortunately, I am having problems with getting my Canon

It is great, isn't it?

>BJ-5 working with it. It works okay except the letters "CJ" are printed
>in hte upper-left hand corner of my document. I also get a messege

This sounds like a unknown command being send to the printer. In which mode do you use the BJ? In its own mode or an emulation of some kind?

You can compare the codes used for that specific printer with the MAKEPRN.APP that comes with NVDI 3. Take a look in your printer's manual to check out possible wrong commands.

>when getting ready to print that the defined area of the page is larger
>than the printable area (or something like that). This is with using
>US letter size. I am using NVDI with AtariWorks btw. Any help would

Have you set the papersize in the NPRNCNF.CPX to US-Letter as well? I haven't worked with AW, but the paper size selected from within the application should match the GDOS-papersize as well.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

1180. Neon Demo YES

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 10:58:11 UTC
From: m9003@oden.abc.se
Message-ID: <3g7v83$1t4@oden.abc.se>
Source record: 172623

The *working* Neon Demo has now replaced the old one at ftp.cnam.fr
It's in Atari/Falcon/Graphics and requires an FPU to run.

Greets
M.R.

1181. Spreadsheets

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 11:15:45 UTC
From: David.White@ee.surrey.ac.uk
Message-ID: <1995Jan26.111545.24240@ee.surrey.ac.uk>
Source record: 172624

Does anybody know aby good spreadsheets out there (that will run on a falcon with MTOS) with good charting, etc. The only spreadsheet I can find is K-Spread 4 which appears to have a naff interface and definately has a naff proce tag for what it is.
Are there any good PD programs? Opus is was good, shame it is so fussy and I doubt wether it would like NVDI:3's GDOS!

-David White

1182. Wanted: Cheap, External, SCSI Atari CD ROM!

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 11:21:07 UTC
From: bensmith@teleport.com
Message-ID: <3g80j3$8d8@linda.teleport.com>
Source record: 172625

WTB: A Cheap, External, SCSI CD ROM for my Atari ST. In Sierra Format
for the ST, Compatible with other MainStream Formats, like PC.

Please Reply in E-Mail to bensmith@teleport.com or for faster results
call Ben at (503)256-9974!!

--Thanks--
---Ben---
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

1183. Re: Farewell ST Review

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 11:29:29 UTC
From: David.White@ee.surrey.ac.uk
Message-ID: <1995Jan26.112929.24665@ee.surrey.ac.uk>
Source record: 172627

>>Listen Guys. Give it a chance. Alright, ST Review was the best
>>mag an ST owner could buy, but ST Format is the only one left!
>>
>> Don't moan about it so much.
>>
>>Support it or otherwise face losing the last reminder of our
>>dying machines. Think on it my friends.
>
>I will not be surprised to see a new Atari magazine appear...
>
>-------------------------------
>Ofir ogal@cix.compulink.co.uk
>-------------------------------

Above is an excerpt from the book "ways and means to start
rumours". Still, it would be nice to have another mag
other than "ST leave-your-brains-at-the-door Format"

-David White

1184. Re: Farewell ST Review

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 12:45:42 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1995Jan26.124542@phlem.ph.kcl.ac.uk>
Source record: 172633

In article <D30E3r.LpD@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta) writes:
% Ofir Gal (ogal@cix.compulink.co.uk) wrote:
% : I will not be surprised to see a new Atari magazine appear...
%
% Me neither. :-)

Hell - I'm expecting it :-))

Simon.
--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
>> home page: http://www.ph.kcl.ac.uk/~sjg/home.html <<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <
"Delenda est Microsoft!"

1185. Re: How connect MFM HDD to STE?

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 13:25:47 UTC
From: jonaeson@algonet.se
Message-ID: <3g87sr$7pp@aristotle.algonet.se>
Source record: 172628

Jarko Kurimsky (freddy@ccsun.tuke.sk) wrote:
: Hi!
: Saomebody can help me with connecting MFM harddisk to my STE?
: Thanx you very much!!!

Hi!

Connecting a MFM harddrive to an Atari is easily done, I've done it myself.

Since I'm not aware of a third-party MFM-controller for the Atari, you
will need a SCSI-controller, and a SCSI to MFM converter.
The one I used is an Adaptec ACB-4000 together with a Megafile 44
SCSI-controller (Atari) aswell as ICD's AdSCSI and The Link.

The other way you can go about, is to get a Megafile 20/30, since it has
got an MFM-controller.

Good Luck!

Regards, Tommy

--
****
* The person behind this awful production was: *
* <-> jonaeson@algonet.se <-> *
****

1186. Re: Farewell ST Review

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 13:28:24 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3g881o$7a1@percy.cs.bham.ac.uk>
Source record: 172629

ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>I will not be surprised to see a new Atari magazine appear...

Nor I. Remember, clones are appearing, Falcon Mk IIs are appearing...
Serious software houses want somewhere to advertise their stuff; games
software is going nowhere nowadays.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1187. Re: XHDI hard disk driver?

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 13:30:20 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3g885c$7da@percy.cs.bham.ac.uk>
Source record: 172630

seimet@chemie.uni-kl.de (Uwe Seimet) writes:
>pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:
>
>>However when I tried to create a minix partition it said that I need a
>>XHDI hard disk driver as opposed to AHDI.
>
>>Where can I find one?
>
>There are two XHDI drivers up to now: HuSHI (Hard & Soft) and HDDRIVER (in
>the UK available from System Solutions).

Uwe, what new features are in HDDRIVER 4? Does it work well with MagiC
3?

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1188. Re: Farewell ST Review

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 13:52:40 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3g89f8$5ei@matrix.fwi.uva.nl>
Source record: 172631

C.J.Ridd@cs.bham.ac.uk (Chris Ridd) wrote:

:ogal@cix.compulink.co.uk ("Ofir Gal") writes:
:>I will not be surprised to see a new Atari magazine appear...
:
:Nor I. Remember, clones are appearing, Falcon Mk IIs are appearing...
:Serious software houses want somewhere to advertise their stuff; games
:software is going nowhere nowadays.

well, I am not that optimistic. I think maybe a new mag will appear, only
to fade out within a year. atari market is very very small and will
only become smaller. :-(

--
Martijn Dekker +--- Ishido by PFF software ---+
University of Amsterdam | For info about this great puzzle game: |
Math department | finger -l mdekker@turing.fwi.uva.nl or |
E-mail: mdekker@fwi.uva.nl | http://www.fwi.uva.nl/~mdekker/home.html |

1189. Re: 1040ST

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 13:56:36 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3g89mk$6ea@aggedor.rmit.EDU.AU>
Source record: 172632

G'day from the land downunder Bob!

: 1. Does the 1040 connect to a standard SCSI hard drive? I have a SCSI case
: with Centronics connectors and drive. If so, where can a connector cable
: be found? If not, where can a drive be found?

the ST will connect to any SCSI drive provided you have an adapter called
the LINK 2. There are other adaptors available (ICD ADSCSI, LINK 1,
TRANSLATOR etc.), but they only work with SCSI drives that can have
parity disabled. Not all scsi's are the same, you would have to see a
tech if you dont use the LINK 2. As you are in the states, the only
place I know by name is TOAD, other people on this area could supply
you with their address to obtain the LINK 2, otherwise you can get
it from any of the shops in the U.K., dont ask me about Australia,
cos ATARI cleared out of here last year.

: 2. Is there a program which will allow either a Mac or PC (I have both) to
: write to an Atari format?

As far as the PC is concerned, the Atari formatting is almost identical
and so you should be able to read a PC formatted disk easily. With the
Mac, that is a completely different ballgame. The Mac formats a completely
different way to anything else, you would have to use the Apple File
Exchange and format to PC.

: 3. Where can a replacement mouse be found (mine works, but turns a bit roughly).

Any Atari dealer.

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

s9205525@otto.bf.rmit.edu.au

1190. Re: Larger hard drives & later versions of TOS.

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 14:13:28 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.791129608@acp5>
Source record: 172558

Matt.McAlister@dataport.com (Matt McAlister) writes:

>Does anybody know if the Tos recognize hard drives larger then the usual 32
>megs. I just bought a 540 mg hard drive and am running that on my 1040st with
>tos 1.4 and a 105mg hd. I would like to run both but I don't want to try
>logical sectoring 'cuz the icd book says that it won't run a lot of programs.
>So I thought that maybe tos 2.x and above would help.

WIth TOS < 1.04 the maximum partitions size is 256 MByte, with TOS < 4.0 the
maximum is 512 MByte, with TOS 4.0 or with the MagiC operating system it is
1 GByte maximum.
Partitions > 32 MByte have been possible since AHDI 3.0, i. e. since 1989
and they are documented in the AHDI 3.00 release notes. Software that can't
cope with such big partitions should be thrown into the trashcan because
this means that the author didn't read any guidelines or release notes for
over 5 years.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

1191. Re: Larger hard drives & later versions of TOS.

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 14:43:01 UTC
From: alfasoldt@aol.com
Message-ID: <3g8cdl$vl@newsbf02.news.aol.com>
Source record: 172640

>Does anybody know if the Tos recognize hard drives larger then the usual
32
> megs?

Matt, TOS 1.04 and higher will work with 512-meg partitions. If you have access to GEnie, grab my "Secrets of Hard-Disk Partions" in the ST area there.

Al Fasoldt, Systems Editor, Syracuse Newspapers

1192. Re: ST-up Gurus: 20 question trivia

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 14:46:16 UTC
From: alfasoldt@aol.com
Message-ID: <3g8cjo$10h@newsbf02.news.aol.com>
Source record: 172643

> I heard Sam's club was selling 1GB IDE drives for
> around $450. Be nice to toss one of those in a Falcon.

James,

The Falcon's internal drive is a 2.5-inch unit. You'd need one that
physical size, regardless of the capacity.

Al Fasoldt, Systems Editor, Syracuse Newspapers

1193. Re: Interlaced GIF images

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 14:56:19 UTC
From: alfasoldt@aol.com
Message-ID: <3g8d6k$123@newsbf02.news.aol.com>
Source record: 172635

>Does anyone know of any ST-compatible software which will either save a
>GIF image in Interlaced format, or something to convert a standard GIF
>to an interlaced one?

Frank,

Imagecopy 3.5x will do this.

Al Fasoldt, Systems Editor, Syracuse Newspapers

1194. Re: Can old 1040ST run w/9600 baud Modem?

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 14:58:17 UTC
From: alfasoldt@aol.com
Message-ID: <3g8da9$12g@newsbf02.news.aol.com>
Source record: 172636

> Unfortunately, when I run at 9,600 baud I lose a lot of characters.

John,

You MUST use a serial patch, and you need to have RTS/CTS locked on (Flash doesn't have support for hardware handshaking otherwise). Serial Fix 2.0 is what I recommend.

Al Fasoldt, Systems Editor, Syracuse Newspapers

1195. Re: 1040ST

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 15:03:00 UTC
From: alfasoldt@aol.com
Message-ID: <3g8dj4$12u@newsbf02.news.aol.com>
Source record: 172637

Bob Harris,

Send e-mail to toad@charm.net (Toad Computers). They will be able to answer your questions about the way the ST connects up and can supply the needed hardware and/or software for what you want.

Al Fasoldt, Systems Editor, Syracuse Newspapers

1196. Re: NVDI 3 help!

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 15:16:59 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95026.101659STIRRE31@MAINE.MAINE.EDU>
Source record: 172589

Dan,
Yes, I did set the paper size to US Leter in the CPX. Thanks for the idea, though. I messed around with Makeprn as well, but still haven't gotten everything working correctly.
-scott tirrell

1197. Re: NVDI 3 help!

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 15:21:12 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95026.102112STIRRE31@MAINE.MAINE.EDU>
Source record: 172588

I tried to set the page dimensions to the current printer, but that resulted in half of the page being printed.... I'll try it again after messing around with makeprn, though. Thanks for the suggestion.
-scott tirrell

1198. NVDI (worth it?)

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 15:21:17 UTC
From: jpb3@ukc.ac.uk
Message-ID: <10716@falcon.ukc.ac.uk>
Source record: 172638

I have a little query that I hope some people can possibly give options on.
I have a 1040STE with 2 MB, and bog-standard TOS 1.62. I also have a little 52
MB hard drive, and have been wondering whether to buy NVDI 3.0 or not.

I've starting thinking about buying it at least partially because of it's
ability to use TrueType fonts, Speedo fonts etc. The only problem is that here
in rainy England NVDI costs 50 quids, that's about 80 dollars for you Americans
out there.

Do you think NVDI will create a speed increase to justify the quite high
cost of the software, and/or are the font capabilities of v3.0 usable in many
applications?

While I'm here I have another question...

Does anyone know if the Ladbroke DataPulse Plus hard drive has space for
2 devices, and if it does, how hard the second drive is to fit? My tiny 52 MB
drive is so frustrating at the moment, permanently full :-(

Well, thanks for any advice that anyone may give...

--
+===+
| John Beranek | Second Year Computer Systems Engineer, University of Kent. |

1199. ultrascript-MAC-Spectre-SLM804

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 15:42:27 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.112.000AB577@cfcsc.dnd.ca>
Source record: 172639

I am using SpectreGCR, and have an AtariSLM804, recently got Ultrascript for the MAC. It seems I cannot print to my SLM804. Does anyone have experience with QMSs Ultrascript for the MAC (as opposed to Ultrascript for the Atari - which is maybe what I needed to print to my SLM). Thanks/merci
-ken

1200. Re: Where is mintnp?

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 15:43:14 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.aD9xFBqILQI@icon.pp.se>
Source record: 172634

In <3g2v7a$l65@alijku06.edvz.uni-linz.ac.at>, k3086e1@cxmeta (Lichtenberger Robert) writes:
> Since some kind soul has told me now that I need the mintnp programm in order
> to run MiNT on my 1040 STe/1MB RAM, 60MB HD/

The "kind soul" that told you this was wrong. On your setup it doesn`t make any difference what you have.

> I now have another, burning question: WHERE CAN I FIND THIS PRG???

In your AUTO-folder! ;-)

MINTNP.PRG is just MINT.PRG but with a different filename. When MiNT starts it will check its own filename and enable or disable memory protection depending the name. This, however, is only true for MMU-equipped systems (f.e. PAK/3, TT and Falcon). On systems without a MMU the filename has no effect and memory protection will always be disabled.

MINTNP (as in "MiNT No Protection") will disable memory protection on MMU-equipped systems making some "ugly" programs that violate memory they don`t own run better (f.e. GEM/AES).

Hope this helps!

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

1201. Re: SM204 autoboot help needed

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 16:32:05 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.116.000B8946@cfcsc.dnd.ca>
Source record: 172642
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>I have a problem though with the SM204 hard disc. It appears that the
>boot sector I put on it many years back is either corrupt or
>incompatible with the 1040. If I switch the ST on after the disc is up to
>speed it bombs and locks as it tries to boot. I can access the disc OK
>by powering it up after booting and running the driver from floppy.

>Malcolm

Hmmm... I think you don't want to reformat the hard drive 8^0 !
but that's all I can think of! Apparently you can use ahdi (latest version?)
to gain access to the hd, so why not back it up, and just reformat, installing
the atari hd boot? Probably wouldn't take more than 20 disks, ohh but the
time!! 8-[]
prends soins/take care
-ken

1202. Re: When is the C-Lab Falcon II due out?

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 17:40:00 UTC
From: Gerrit_Meyer@ol2.maus.de
Message-ID: <199501261940.a6942@ol2.maus.de>
Source record: 172565

rmccall@mcs.dundee.ac.uk wrote:

CR>I presume then that the machine was designed by Atari, but is now
CR>being sold by C-Lab?

Well, developed by Atari, sold out and licensed to C-LAB including license to develop further on...

CR>Are Atari (or its sub-contractors) building the machines for C-Lab?

Yes, but soon C-Lab themselves will have to build them, 'cause of further development... (s.av.)

CR>Also what enhancements are built in ie, TOS 5 etc?

Hmpf, don't know.

Cheers,

Gerrit

1203. Re: Can old 1040ST run w/9600 baud Modem?

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 17:56:52 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3g8np4$gdp@m.ehd.hwc.ca>
Source record: 172647

John G. Holm (jgholm@paradigm.crhc.uiuc.edu) wrote:
: I have a 1040ST that I got in 1983. It has 1MB memory and no hard
: drive. I just use the internal floppy. I've been using it mostly as a
: terminal with Flash 1.2. Recently, I upgraded from a 1200 baud
: Racal-Vadic modem to a 14,400 baud modem. I know that Flash 1.2 only
: has settings for 9,600 baud, but I figured that would be fast enough
: for simple dial ups.

: Unfortunately, when I run at 9,600 baud I lose a lot of characters.
: Has anyone else had this problem? I think that the software or the
: computer cannot keep up with this data rate. It can cause some
: interesting displays when control characters are lost.

: If anyone else has had this problem and solved it please let me know.
: Pointers to better modem software that can handle the speed would be
: useful.

Comms software in the atari/Telecomm dir of atari.archive.umich.edu:
(Merit From the gopher I use.)

And before you (not you John) start (you know who I mean,) this list is by no
means exhaustive, nor is it in order of preference; so don't get
your panties in an uproar! :)

connect_2.46 : Well supported, considered to be top end. english & german
versions.
fzt_d220 : No longer supported but an excellent proggy anyway.
rufus106 : Don't know much about it, but have seen it mentioned.
storm100 : With patches to 1.02. Also a good one.
tterm210 : Don't know much about this one either
uniterm : Undisputed veteran of the comm proggy wars.
Others may be faster or have more features, but
this one still keeps plugging away.
vantrm38 : Don't know much about this one either

Your own Flash has gone through some upgrades and is now at v2.??
Another commercial proggy is called Stalker. I'm sure you'll be
getting MUCH more info on these & others shortly.

To move data reliably at higher speeds (9600+), you'll need a serial
patch to fix some problems with the serial port on the ST. serfx20
or hsmoda04 (considered to be the better of two) are reccommended.

All of this stuff (except the commercial proggies) can be picked
up from HENSA as well.

An ST, even the grizzled old almost-teenager that you have, should be
able to push 19,200bps (baud?) reliably with one of the serial patches
installed and without a hardware upgrade. More then fast enough to keep
a 14k4 modem hopping. With a h/w upgrade you could go to 57k (this is
right, isn't it??)

This should get you started, have fun!!
--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

1204. Re: Larger hard drives & later versions of TOS.

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 18:00:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199501262000.a42747@m4.maus.de>
Source record: 172648

>Does anybody know if the Tos recognize hard drives larger then the usual
>32 megs. I just bought a 540 mg hard drive and am running that on my
>1040st with tos 1.4 and a 105mg hd. I would like to run both but I
>don't want to try logical sectoring 'cuz the icd book says that it won't
>run a lot of programs. So I thought that maybe tos 2.x and above would
>help.

Any TOS can handle partitions with sector sizes up to 8192 bytes, which gives you 256 MB per partition (512 from TOS 1.04 onward with special formatting/partitioning software). GEMDOS 0.30 (Falcon030) and Mag!C 3 can handle 16384 bytes-per-sector partitions and thus 1 GB per partition.

In a table:

part. size MB Sector size (bytes) no. of clusters
TOS 1.00-1.02 256 8192 32K
TOS 1.04-3.06 512 8192 32K standard, 64K w/ 3rd
party formatter
TOS 4.00-4.04 1024 16384 64K

Bigger logical sectors are the only way to get large partitions, and any software should be able to handle them. Atari's AHDI 3.00 specification documented this back in 1988, so don't bother about what your (pretty old?) ICD booklet says. Mentioning this, this booklet also states that booting off a large partition ("BGM partition") is impossible, which is also not true.

bye, Peter

1205. Re: MiNTnet/MiNTos XWindow etc. Queries

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 18:15:52 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.21.00124441@cam.ac.uk>
Source record: 172650

In article <3g48oa$93o@status> mbecroft@iconz.co.nz (Mario Becroft) writes:

>First, I have no idea what MiNTnet, MiNTos are. What are they, and what
>can they be used for?

MiNTnet is a socket library and drivers to allow TCP/IP networking, including
internet access.

MiNTOS is a login suite for MiNT, allowing you to set up a multiuser system.
The documentation for MiNTnet says that it needs MiNTOS, although I think only
some parts such as the telnet and ftp daemons(sp?) do.

>I know minix lets you have long filenames. What else does it do?

You mean minixfs. Minix is a unix clone which I don't think is still
supported, minixfs just uses it's filesystem under MiNT. As well as the long
filenames it allows better security - only really useful on a multiuser system
- and symbolic links.

>Do I need MiNTnet/MiNTos to run minixfs?

No.

> Will my existing software still run under MiNT 1.12/Minix/MiNTos/MiNTnet?

Most of it will. I was surprised how good compatibility was,

>If I have MiNTnet/MiNTos/Minix/X Window, will I still be using the
>GEM.SYS from MultiTOS?

You can't have X11R5 and gem at once, although you can have them both on the
hard disc and run one or the other as you want.

> Will I still be able to Multitask while running these things?

Yes.

>I guess MiNTnet does networking. Does this set up a logical drive and
>have all other computers listed as subdirectories? Or does it work in a
>toally different way?

All MiNTnet does is provides a socket library allowing programs on different
computers to send data streams in a fast reliable and portable way. One use of
this is with the nfs filesystem which allows you to mount remote drives. You
have to type - or put in a startup file - something like
mount othercomputer:/gnu/source/myprog /nfs/prog
to mount the /gnu/source/myprog file from the computer called othercomputer
and it will then be available to you as /nfs/prog

--
/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Too boring to write a witty tagline **

1206. Re: Using Minix (?)

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 18:18:20 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.22.00124EC2@cam.ac.uk>
Source record: 172562

In article <791110469.15916@minster.york.ac.uk> andrew@minster.york.ac.uk (Andrew Hague) writes:

>I've recently upgraded to Mint 1.12 and I've got minixfs v6/pl9.

>I've created a minix floppy disk and I've written files to this
>disk whilst in tcsh v6... However when I 'ls' this files I only
>get max 8 characters in the filename.

>Am I using a bad version of ls or have I created the minix disk wrong?

Does ls list the full filenames on the hard discs? The version in the MiNT distribution kit doesn't seem to be a MiNT domain program. If it's OK on the hard discs then I think you must have created the floppy wrong, I've never had much success.

>I also need to know which shell is best to use for mint and which toolkit to
>grab hold of.

I like tcsh, but there are MiNT aware versions of all the unix shells.

--
/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Too boring to write a witty tagline **

1207. Floppy drive trouble

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 18:36:15 UTC
From: U16473@uicvm.uic.edu
Message-ID: <95026.123615U16473@uicvm.uic.edu>
Source record: 172551

I've disabled both my internal and external DSDD floppy drives, apparently by i
nserting disks while the drive was being accessed (i.e., the light was on). Doe
s anyone know if this is a mechanical problem that I could fix--I've already
disassembled the drives, but saw nothing amiss. Or will I need to have them ser
viced? Any advice will be appreciated.

1208. Atari System For Sale-CHEAP

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 19:33:48 UTC
From: danderso@student.med.harvard.edu
Message-ID: <danderso-260195142941@134.174.151.58>
Source record: 172559

I've got a lot of hardware and the latest software to get rid of, and am
willing to sell it cheaply (go ahead, make an offer):

Atari 1040STf
Atari mono monitor (SC124)
Atari color monitor (SC 1224)
Stereotek 3-D glasses
Genesis molecular modelling program for use with Stereotek glasses
AT-speed (286) chip (needs to be installed)
Microtrakball (replaces standard mouse)
Citizen 120D dot matrix printer + cable
Neodesk 4 and Geneva (allow multitasking on the 1040ST)
Elvira II (fantastic graphics)
Dungeon Master + Chaos
Assorted magazines and cover disks

Am looking for around $350, but will negotiate.

Dave Anderson
(617)493-4216
danderso@student.med.harvard.edu

1209. Re: Null cable length limit?

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 19:42:24 UTC
From: zap@eskimo.com
Message-ID: <D312qp.D7J@eskimo.com>
Source record: 172557

I have a 50' cable that I have tested as a good cable. I have it set up between my STE and a 1040 ST. I can't get a reliable connection with either the game 'Falcon' or 'Populous II'. I get some data on the 1040 end but not enough to make a handshake between machines. I just figured I was experiencing some sort of data drop off.

--

Randall Dale Spreadborough
internet: zap@eskimo.com
uucp: zap@eskimo.celestial.com

1210. HELP! I killed 1040 w/a Link2

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 20:38:31 UTC
From: mfogarty@netcom.com
Message-ID: <mfogartyD315C7.Err@netcom.com>
Source record: 172552
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

My Friend is setting up a multichannel sampling system (Digital FX) on
his 1040STf. This system requires a min. 20msec access SCSI drive
(for direct recording of sound). I found and purchased an ICD Link2.*
While trying to make it work with two different (known working) SCSI
drives I seem to have killed it.

Now, even with the Link2 disconnected, on a totally minimal system,
the CPU powers up showing a variable number of bombs (~2-12) or
shows no bombs at all and just hangs.

During the several times that I was able to boot (before the above-
mentioned total failure) I used ICD's software to scan the SCSI bus
and never saw the drives. I tried scanning for the drives both
with drive parity enabled and disabled.

Please help! Either by direct mail or followups here.
1. Is the system recoverable?
2. What is the problem with the Link2?

Thanks,
Mike Fogarty

* ICD Link2 = Atari <-> SCSI convertor

<no sig>
--

"I mistrust all systematizers and I avoid them. The will
to a system is a lack of integrity." - Friedrich Nietzsche,
Twilight of the Idols,
Maxims and Arrows No. 34.

1211. Re: NVDI (worth it?)

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 21:02:38 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.26.00150BE5@cam.ac.uk>
Source record: 172567

In article <10716@falcon.ukc.ac.uk> jpb3@ukc.ac.uk (J.P.Beranek) writes:

> I have a little query that I hope some people can possibly give options on.>I have a 1040STE with 2 MB, and bog-standard TOS 1.62. I also have a little 52>MB hard drive, and have been wondering whether to buy NVDI 3.0 or not.

> Do you think NVDI will create a speed increase to justify the quite high >cost of the software, and/or are the font capabilities of v3.0 usable in many >applications?

NVDI3 eats up *LOADS* of memory, unless you really need scalable fonts, it is better off the computer, until you need it to print something. However , you DO need a screen accelerator - so why not buy NVDI 2.5 from System Solutions (I think it is about 30 pounds), if you find you do need v3 then you can upgrade (although it will be about 10 pounds more inc. p&p)

Adrian (apb25@cam.ac.uk)

1212. E-mail sent to gopher.....

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 21:04:40 UTC
From: joe_user@gov.nt.ca
Message-ID: <1995Jan26.210440.1628@gov.nt.ca>
Source record: 172553

If anyone tried to send E-mail to gopher@inukshuk.gov.nt.ca last night, chances are I didn't get it. Please send E-mail to joe_user@inukshuk.gov.nt.ca from now on.

Thanks.

Atarinator

1213. Re: How to read cursor keys?

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 21:16:37 UTC
From: sgb94@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3g93fl$hul@bright.ecs.soton.ac.uk>
Source record: 172554

```
Gopher User (gopher@gov.nt.ca) wrote:
: In some article someone wrote:
: >> I am writing some game and was wondering how to read (in C) the arrow or
: >> cursor keys. Now I use the numeric key pad but I want to use that for
: >> something else. I tried to read and echo these arrows but all turned out
: >> to be 0. Is there some other function I should use?
: >
: >You have to read scan codes for arrow keys as they don't have ascii
: >codes. Every key in your keyboard has a scan code, and ESC is the
: >first. To read scan codes, you can, for example, use
: >Crawcin() (GEMDOS function) which returns a long word. Bits
: >31-24 are Shift key status, bits 23-15 scan code and bits 7-0
: >ascii code. Bits 15-8 seem to be allways 0.
When you read a zero, have you tried reading the next character. In some
languages (I think C is one) zero can be used to denote 'special character'.
I don't know what you will find, but it is worth a try.

Steve.

: >
: >
: >---
: >* Kivi 1.21 *
```

1214. wanted: AtariST monitor(s)

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 21:22:33 UTC
From: dzander@solaria.sol.net
Message-ID: <3g93qp$1qv@solaria.mil.wi.us>
Source record: 172555

Hello all,
I would like to buy an Atari sc1224 color or the mono monitor.
Does anyone know of a substitute I could use? (My sc1224 went out
and I'm using my television right now. :-)
Could someone tell me what kind of prices I'd expect to pay for a color
or mono monitor? Thanks for all replies.
Does Toad Computers fix AtariST monitors? I'm asking here because I
can't seem to get a reply from email request(s). :-(

--

Douglas Zander
dzander@solaria.mil.wi.us
dzander@dazzle.sol.net

1215. GDPS-Driver for MUSTEK MFS-6000CX Scanner (Taiwan Driver)

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 22:40:00 UTC
From: bob@dg-box.lahn.de
Message-ID: <b4c8bddc@uucp-wz.zer>
Source record: 172560

To: Alle

I'm searching for a GDPS-Driver for my MUSTEK MFS-6000CX Scanner.
It has a SCSI Port.

Thanks for all.

--- CrossPoint v3.02

1216. Re: Farewell ST Review

Newsgroup: comp.sys.atari.st
Date: 1995-01-26 23:07:00 UTC
From: paul@xciv.demon.co.uk
Message-ID: <791161619snz@xciv.demon.co.uk>
Source record: 172561

In article <clive-2301951830090001@cparker.futurenet.co.uk>
clive@netmag.cityscape.co.uk "Clive Parker" writes:

> > I agree that the latest issue of ST Format is much the same, thats
> > because I would expect the new Editor to take a least a month or two
> > before she starts to make changes. She at least has a reasonbale
>
> You'll start to see some changes from issue 68 onwards. For a start, ST Answers
> is getting bigger - at least 8 pages per issue. And no, this isn't because
> of 'incorporating'
> ST Review. The extended ST Answers section was planned as long ago as last
> October.

I'm afraid what we want is improved quality not more pages, the reason I
stopped buying STF was basically too many technical inaccuracies.

Bottom line: quality not quantity.

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk (home), paul@xexos.com (work) */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC "In the garden I was playing the tart, I kissed your lips */
/* Owner broke your heart, but you, you were talking about the EoTW" */

1217. Re: Farewell ST Review

Newsgroup: comp.sys.atari.st
Date: 1995-01-27 03:06:36 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D31nB0.K5y@cix.compulink.co.uk>
Source record: 172563

```
>> I will not be surprised to see a new Atari magazine appear...
>
>The names of Gal and Lennerd wouldn't be involved would they? :)

I wouldn't be surprised if they are :-)

-------------------------------
Ofir ogal@cix.compulink.co.uk
-------------------------------
```

1218. Re: Spectre GCR FAQ (we should make one!)

Newsgroup: comp.sys.atari.st
Date: 1995-01-27 04:24:57 UTC
From: Biker Bob <bikerbob@wchat.on.ca>
Message-ID: <3g9sip$b75@alpha.netaccess.on.ca>
Source record: 172564

> In article <D2x01F.DEt@freenet.carleton.ca>
> ai066@FreeNet.Carleton.CA (Mark Montreuil) writes:
>
> (blah, blah, blah) . ..
> >more, and there seem to be quite a few Spectres still out there, we should
> put a FAQ together outlining tricks and tips, System reccomendations,
> (blah, blah, blah)
>
> Sounds like a splendid idea. BTW, what's a FAQ?
>
> --Mark van Wyk, home E-mail address:
> Markvanwyk@AOL.COM

I agree I am also a Spectre User. I have a few questions myself!!!

FAQ means Frequently ASKED Questions

Anyway I am up for it. I have lots to ask though and little to put in
but I will do my best to contribute.

James Schofield (bikerbob@wchat.on.ca)

1219. Re: Wordplus -> Postcript ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-27 08:45:47 UTC
From: bericd@hawkeye.bri.hp.com
Message-ID: <D3230C.H8r@bri.hp.com>
Source record: 172568

In article <3g1vja$rnu@kelly.teleport.com>, hellman@teleport.com (Walter Hellman) writes:
|> Yann Ricquebourg (ricquebo@irisa.fr) wrote:
|>
|> : Does anybody have any suggestion about the best way for
|> : printing old 'prehistorical' 1ST-WORD / WORDPLUS text file
|> : on a Postcript laserprinter ?
|>

There is a program on a.a.u.e called 1stw2ps.arc in the printing directory.
This is a GEM based program that will allow you to control things such as font size etc. It will even handle any .IMG files you have in your document.

Beric..

1220. Re: Nova card

Newsgroup: comp.sys.atari.st
Date: 1995-01-27 14:56:28 UTC
From: cysco@tyrell.net
Message-ID: <D32K66.C0@tyrell.net>
Source record: 172569

Any word on the NVDI version for the NOVA cards? I am waiting eagerly for it!!

Jeffrey

1221. Re: Animation-Player for ATARI

Newsgroup: comp.sys.atari.st
Date: 1995-01-27 14:58:27 UTC
From: cysco@tyrell.net
Message-ID: <D32K9F.Ex@tyrell.net>
Source record: 172570

Daron Brewood (dbrewood@nest.demon.co.uk) wrote:
: In article <790742206.1@mettav.exnet>
: Graham.Irvine@mettav.exnet.com "Graham Irvine" writes:

: > and is very fast. APEX itself is able to edit/create and maniplute all FLI
: > formats. The viewer AFAIK is available seperately and maybe for download
: > (anyone confirm that ..Daron?)And a demo of Apex has just been released.

: Yep, that one viewer only has been released.

: --

What archive site is holding the viewer?

Jeffrey

1222. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-01-27 18:08:52 UTC
From: kim@dksoft.ping.dk
Message-ID: <FA2REBURUP@dksoft.ping.dk>
Source record: 172571

In <3ga8b5$a25@hpscit.sc.hp.com> Claus Brod wrote:

>I see your point, but I don't think 2B are guilty of that. On the contrary,
>by working on NVDI they helped Atari users to stay with their machines -
>without NVDI, the UI performance in TOS or MultiTOS would be just
>ridiculuous.

I don't just blame 2B. (They just do what every others are doing). I blame
everybody.

>I don't really see that MSTE or TT had a specific software support
>problem. Some features were never really used (like the LAN connection),
>but apart from that, virtually any application software runs on those
>machines.

No, because they lived their lives on old software. But not much has been
updated to support the exstra features which the machines have, (well not
that much for the MSTE, mostly for the TT).

>Atari lost at least four years, and they made a lot of wrong decisions.
>The result was that their machines simply were out of date and
>no longer had a significant price advantage. No developer can
>change this, especially not the type of developers who used to
>crowd the Atari market (i.e. students and semi-professionals).
>
>I think that most Atari developers even stayed too long in this
>market due to their incredible loyalty. They should have left
>in 1989 to show Atari that something was going seriously wrong.
>At that time, Atari still had the money to do something about it.
>
>(That's another mystery to me: In the times of the ST's big success,
>Atari must have made gazillions of profit - where did it go?)

I agree Atari did alot of things wrong. But while Atari screwed around
their business the developers did too. (They probably blamed Atari for
this, and this is where i do not agree).

>Oh yes, it does. By the time the Falcon was released, most of the
>developers were so disappointed by Atari that they already had
>found alternatives for themselves, and that's why the Falcon
>did not receive the attention it may have deserved. Personally,
>I also feel that with the Falcon there was some kind of generation
>change. The students and semi-professionals who drove the Atari market
>from, say, 1985 to 1991 found other opportunities (i.e. real
>jobs). The Falcon's momentum, however, was not enough to bring
>up a new generation of developers (and users!) - the Falcon simply

>was late and slow.

The Falcon is in some way late, and ofcouse it's slow as well. But then
we're back to my main point again. Why is the Falcon slow ? because you
tell it to run old software which hasn't been updated to suit the hardware.
To get back to 2B, they claim they got a total new operating system for
the ST and Falcon, which is increasing the way of handling software.
So why do they delay such a program in advance of NVDI3.0
A new optimized OS must be something everybody is interested in, but they
claim NVDI is needed more, (or at least they claim they can sell more NVDI
than the OS). This is something i do not understand about 2B at all. And
is infact the only complaint i've given about 2B.

The Atari is easily upgraded to a faster machine. Ofcouse it takes exstra
money as well, (Thats just normal). But where is the idea of upgrading
an Falcon to, for an example, a 68040, if we keep on having this old software.
So now we have the right speed, (which infact will compete with an 486DX66
just fine), but no software. How do you think this will increase the sales
on upgrades ? To be honest, i think it will decrease the sales. And so does
the developers of the upgrades. They count on a low sale, and then the price
is going high, which will lower the sales even more.
So you see, it's a bad circle, which is caused by many things, but the bottom
line is the software, just like the PC platform.

>I agree that "standard" software is the driving factor for PC sales.
>OTOH, even if you had loads of cool software for the Falcon,
>I doubt you could sell a 16 MHz machine with an awful integrated
>keyboard, quality problems in the audio and DMA hardware,
>and an unstable and slow OS. Well, maybe you can, but this
>is an academic question since the time window of opportunity is
>long gone.

That why you now have possibilities of making an upgrade, as mentioned
above.

>
>Face it: There will be no new users, and the market is collapsing.
>No one can be blamed for leaving the market, and we should be
>happy that some fellows are still around. They are few, however,
>and they cannot do all the things we want or need for our machines.
>

I am facing it, and i do not like it, cause it is the end user who is
paying for this, alone!

Greets
Kim

--

/---\
-/---\-
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|

```
| The scandinavian board when you | 5 Atari computers including a Falcon. |
| have Atari problems or requests. | Modem handle 19200 Zyxel baud. |
| CD-Roms online Free download limit.| Many years of experience. |
-\-------------------------------------------------------------------------/-
\-----------------------------------------------------------------------/
```

1223. Re: Desperately seeking editor...

Newsgroup: comp.sys.atari.st
Date: 1995-01-27 18:14:20 UTC
From: kim@dksoft.ping.dk
Message-ID: <FA2REBUUUP@dksoft.ping.dk>
Source record: 172572

In <791066736snz@bigbox.demon.co.uk> Ben Bell wrote:

>
>Hi,
>
>Can anyone recommend a good GEM-Based editor (preferably designed for use
>as a C editor). The ability to link it to a compiler (Lattice or GCC) would
>be nice too.
>

Everest or 7UP, just to mention as few.
Everest is commercial though, perhaps shareware.
7UP is shareware or PD.

Unfortunatly i have no idea where they're available, as i'm not a big
FTP'ing person.

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

1224. Re: TT as X-Terminal?

Newsgroup: comp.sys.atari.st
Date: 1995-01-27 22:24:22 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FA2XAJVVUP@galaxy.teuto.de>
Source record: 172579

In <199501260818.a59224@a2w.maus.de> Ian Taylor wrote:

>: This would be of interest for me, too!
>: I'm using a 1040ST with an 68030.
>*Wow*, tell us how you did this, please!

I would guess he put a PAK 68/3 into his machine. Nothing special about it.
One might need another housing, though.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

1225. RE: How connect MFM HDD t

Newsgroup: comp.sys.atari.st
Date: 1995-01-27 23:04:03 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <32611RWESWSULLMMISP@ars.ath.forthnet.gr>
Source record: 172476

> Hi!
> Saomebody can help me with connecting MFM harddisk to my STE?
> Thanx you very much!!!

A friend of mine has a interface that connects to the hard disk
and makes it a SCSI compatible disk. After that he connected a
SCSI to DMA interface (the one from ICD) and that was it!

Of course all that overhead slows down the accesses so i suggest
that you take a SCSI hard disk. It is cheaper that take all this
trouble.

Michael Papadopoulos.

```
/-----------------------------------------+----------\
| email: mps@athena.compulink.forthnet.gr | ||| |
| mipap@ars.ath.forthnet.gr | _/ | \_ |
\----FALCON 030/4 MB/ 420 MB--JAGUAR-------+----------/
```

---
* Kivi (unregistered) 1.21 *

Sent via ARS_FORUM Online Information and Telecommunications Services,
Athens-Greece. For more information please email to info@ars.ath.forthnet.gr

1226. Ripoff warning! (was: Loking for STACY!)

Newsgroup: comp.sys.atari.st
Date: 1995-01-27 23:45:17 UTC
From: dunham@mpd.tandem.com
Message-ID: <1995Jan27.234517.14045@integrity.uucp>
Source record: 172301

```
]From: Bruce.Sarte@f616.n266.z1.fidonet.org (Bruce Sarte)
]Date: 13 Jan 95 10:45:50
]
]Attention!
]
]I am looking for a used STacy laptop! I prefer one with an internal HD
]and 4 megs but if you have one and want to sell it I will consider buying any
]STacy!
]
]You can send me email at SARTE1@JEFLIN.TJU.EDU or call me voice at
]215-413-2850. I am really anxious to get one.. so please let me know!!

Be warned! If you choose to do business with Bruce, get your money up
front. I purchased something from him last spring, and the check was
cashed, but I've received nothing. He changed schools, so I had some
difficulty tracking him down, but now he does not respond to my e-mail.

-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
Jerry Dunham, MSE Atarian ordinaire (512)244-8598
Tandem Computers, Inc. dunham@isd.tandem.com
Integrity Systems Division dunham_jerry@tandem.com

The reason most people get lost in thought is because it is
unfamiliar territory. --Paul Fixx
```

1227. Re: Recalibrating a RLL-Harddisk

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 01:05:38 UTC
From: nicole@seas.smu.edu
Message-ID: <3gc592$k83@giant.seas.smu.edu>
Source record: 172573

John Trimble
nicole@seas.smu.edu

1228. Re: Accelerating my STE

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 01:46:29 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D33E9H.yH@cix.compulink.co.uk>
Source record: 172574

In message <Pine.SUN.3.91.950127134350.862A-100000@ss1.bath.ac.uk>,
py4sdh@bath.ac.uk said:
>
> One of the mag componies sell a 28 Mhz accelerator for 200 Ukp but
> thats a bit expensive when a 12.5 mhz 68k only costs 7.29 ukp.

The reason for this is that putting a 12.5Mhz 68K in your ST will result
in *no* improvement, whislt a T28 will be 2-3 times faster.

A CPU only runs as fast as the system clock pushes it. You could up the
STs system clock to 12.5Mhz, but most of the rest of the motherboard would
have good reason to complain. Its designed for 8Mhz. Alternatively seperate
the CPU from the rest of the machine and run each at a different speed.
You then need to resync them for memory access. A cache helps here as well.

Basically by the time you've done all of this - you might as well have paid
out for a T28. It will be *much* faster - and it will work.

Roland.

@CiX

1229. Re: Can old 1040ST run w/9600 baud Modem?

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 08:32:46 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3gcvfe$qok@golem.wcc.govt.nz>
Source record: 172575

In article <3g8np4$gdp@m.ehd.hwc.ca>, bdean@hpb.hwc.ca (BLAIR DEAN) writes:
>John G. Holm (jgholm@paradigm.crhc.uiuc.edu) wrote:
>: I have a 1040ST that I got in 1983. It has 1MB memory and no hard
>: drive. I just use the internal floppy. I've been using it mostly as a
>: terminal with Flash 1.2. Recently, I upgraded from a 1200 baud
>: Racal-Vadic modem to a 14,400 baud modem. I know that Flash 1.2 only
>: has settings for 9,600 baud, but I figured that would be fast enough
>
>Your own Flash has gone through some upgrades and is now at v2.??
> Another commercial proggy is called Stalker. I'm sure you'll be
>getting MUCH more info on these & others shortly.

This needs a BIG correction, FLASH 1.2 was upgraded to 1.61, then
Alan Page brought out a later program called the STORM..

FLASH II is nothing to do with Alan Pages Flash 1.61 at all,
in fact Alan rubished it...

The FLASH Name was brought by a OZZY firm....

>Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
>Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1230. Farewell ST Review

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 08:33:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <447_9501290115@tor250.org>
Source record: 172480

```
R > It is entirely possible for Ofir & Co (if they have the
R > finance) to launch a new ST mag. Indeed the subscription base
R > would probably be high enough initially for them to make a
R > small profit.

then if that's so - GO FOR IT! We need another mag that's the
calibre of ST Review - I'D buy it!

... 10... 9... 8... 7... 6... (Bo Derek getting older)......
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.
```

1231. Re: NVDI (worth it?)

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 08:35:22 UTC
From: dcohen@cix.compulink.co.uk
Message-ID: <D33x6y.Ho2@cix.compulink.co.uk>
Source record: 172576

In message <apb25.26.00150BE5@cam.ac.uk>, apb25@cam.ac.uk said:

> NVDI3 eats up *LOADS* of memory, unless you really need scalable fonts,
> it is better off the computer, until you need it to print something.
> However , you DO need a screen accelerator - so why not buy NVDI
> 2.5 from System Solutions (I think it is about 30 pounds), if you
> find you do need v3 then you can upgrade (although it will be about
> 10 pounds more inc. p&p)
>
> Adrian (apb25@cam.ac.uk)

I think the printer drivers in NVDI 3 are better than those in 2.5, but that, of course, depends on what driver you need.

You can, of course, not install any scalable fonts (or delete them when installed) to save hard disk space. Or keep them on the hard disk but hide them from NVDI 3 (various ways to do this) so they don't take up computer memory unless needed.

Upgrade cost from 2.5 to 3 is around £20, not just £10.

If you really want scalable fonts, get NVDI 3. If you are in need of a good printer driver (to replace a GDOS driver) check out the two. I'm inclined to think the improved drivers make 3 worth the extra cost, but it is a matter of personal preference and spare money. But do get one or the other; they make a significant difference. I don't think 3 has enough speed advantage over 2.5 to be worth preferring for that reason.

Daniel Cohen
e-mail: D.E.Cohen@qmw.ac.uk or dcohen@cix.compulink.co.uk

1232. Re: NVDI (worth it?)

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 08:38:42 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3gcvqi$qok@golem.wcc.govt.nz>
Source record: 172577

In article <10716@falcon.ukc.ac.uk>, jpb3@ukc.ac.uk (J.P.Beranek) writes:
>
> I have a little query that I hope some people can possibly give options on.
>I have a 1040STE with 2 MB, and bog-standard TOS 1.62. I also have a little 52
>MB hard drive, and have been wondering whether to buy NVDI 3.0 or not.
>
> I've starting thinking about buying it at least partially because of it's
>ability to use TrueType fonts, Speedo fonts etc. The only problem is that here
>in rainy England NVDI costs 50 quids, that's about 80 dollars for you Americans
>out there.

I did not think that NVDI 3.01 supported TrueType Fonts....!!

>| John Beranek | Second Year Computer Systems Engineer, University of Kent. |

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1233. WTB: Cheap, External, SCSI CD ROM!

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 10:54:20 UTC
From: bensmith@teleport.com
Message-ID: <3gd7os$mal@linda.teleport.com>
Source record: 172578

Wanted: Cheap, External, SCSI CD ROM: 50 Pin SCSI, Compatible with most CD Formats including Atari ST. I want one so Cheap, that I can probably only afford a 2xSpeed or 1xSpeed. Toad computers sold them new for $99. That was an External, SCSI CD ROM: 50 Pin SCSI for $99.

Please direct all replies in E-Mail to bensmith@teleport.com or, for faster service, call Ben at (503)256-9974.

--Thanks--
---Ben---

--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

1234. Re: NVDI 3.x vs. SpeedoGDOS and NVDI 2.51

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 11:59:08 UTC
From: dcohen@cix.compulink.co.uk
Message-ID: <D346MK.5tL@cix.compulink.co.uk>
Source record: 172580

In message <3g09lp$idg@brigitte.forthnet.gr>,
jtace@prometheus.hol.forthnet.gr said:
> Leslie Hartmier (leslieh@warpcon.ersys.edmonton.ab.ca) wrote: : Can
> anyone tell me if it is possible to disable the font : abilities of
> NVDI 3.x without disabling NVDI? I would upgrade my : 2.51, but I'm
> not a real fan of *having* NVDI load the fonts when : I want to
> conserve memory, and using SpeedoGDOS and NVDI 2.51 : works fine in
> that case. Any help much appreciated.
>
> : Leslie

There are various ways of hiding fonts from NVDI 3. If you already have
NVDI 2.5 and Speedo there may not be much point in upgrading, though I
think the printer drivers in NVDI 3 are better than in 2.5 or Speedo.

Daniel Cohen
e-mail: D.E.Cohen@qmw.ac.uk or dcohen@cix.compulink.co.uk

1235. Robinson's Requiem Question

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 12:17:08 UTC
From: diehl@io.org
Message-ID: <3gdck4$p6o@ionews.io.org>
Source record: 172581

Okay. Question: How do I make a bow in this game? I *thought* if I combined a stick with the wire I'd get one, but it ends up making a noose, which seems of little use at the moment ... making arrows isn't a problem, the bow, however, is, apparently. Another question: How does one make a fishing rod? I was told that one can fish in the game. (If it makes any difference, this is for the ST/e version of the game)

```
______________ ______ ________________________________________
_____<___ ___// __ // ____> ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

--

```
_____________________________ _______________________________
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

1236. Re: Larger hard drives & later versions of TOS.

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 12:19:48 UTC
From: diehl@wink.io.org
Message-ID: <3gdcp4$ace@ionews.io.org>
Source record: 172582

Matt McAlister (Matt.McAlister@dataport.com) wrote:
: Does anybody know if the Tos recognize hard drives larger then the usual 32
: megs. I just bought a 540 mg hard drive and am running that on my 1040st with
: tos 1.4 and a 105mg hd. I would like to run both but I don't want to try
: logical sectoring 'cuz the icd book says that it won't run a lot of programs.
: So I thought that maybe tos 2.x and above would help.

I've only ever had problems with two programs not liking my hard drive's BGM
partitions under ICD PRO Utilities. One was Knife ST because it didn't
understand the drive's bootsector. (Program runs fine; it just doesn't like
the hard drive's sectoring scheme) The other was Audio Sculpture,
presumably for the same reasons. Otherwise, absolutely nothing has given me
a problem. I'd say go for BGM partitions... the only difference between
them and GEM partitions is that they use larger clusters.

: Thanks for your time,
: Matt McAlister
: ****************************
: Dragnet BBS of Los Altos *
: 415-917-0227 *
: 24 hrs a day, 7 days a week*
: ************************* *

: --
: Internet: Matt.McAlister@dataport.com
: Fidonet : Matt McAlister 1:143/106
: --

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

1237. Re: Spreadsheets

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 12:39:04 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0rYCNC-0005uKC@black.csi.cam.ac.uk>
Source record: 172583

In article <1995Jan26.111545.24240@ee.surrey.ac.uk>,
David.White@ee.surrey.ac.uk (David White) wrote:

> Does anybody know aby good spreadsheets out there (that will run on
> a falcon with MTOS) with good charting, etc. The only spreadsheet I
> can find is K-Spread 4 which appears to have a naff interface and
> definately has a naff proce tag for what it is.

LDW power isn't too bad, the interface is a bit naff; it's only a ten or
fifteen quid though (I got it in Debenhams in Guildford) so it may be
worth a look.

> Are there any good PD programs? Opus is was good, shame it is so
> fussy and I doubt wether it would like NVDI:3's GDOS!

It might do, it works fine with Speedo (you have to turn off the character
spacing option, as the .wid file written by fontwid is junk). The problem
with Opus is that it doesn't like large screens; if you're prepared to run
in ST high it's fine, I've used it on a falcon a lot.

I never did like sheet much, but apparently it works on the Falcon. You
can get it to draw charts if you use macros, and I think the registered
version (is it still supported. I doubt it) gives you an easier way
similar to that in Opus.

--
/\ /\
/ \\/ \\ ark Baker mnb20@cam.ac.uk
/ \\ \\
/ \\ \\

1238. Re: NVDI (worth it?)

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 12:45:44 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0rYCT8-0005uIC@black.csi.cam.ac.uk>
Source record: 172584

In article <D33x6y.Ho2@cix.compulink.co.uk>, dcohen@cix.compulink.co.uk wrote:

> > NVDI3 eats up *LOADS* of memory, unless you really need scalable fonts,
> > it is better off the computer, until you need it to print something.
> I think the printer drivers in NVDI 3 are better than those in 2.5, but
> that, of course, depends on what driver you need.
>
> You can, of course, not install any scalable fonts (or delete them when
> installed) to save hard disk space. Or keep them on the hard disk but hide
> them from NVDI 3 (various ways to do this) so they don't take up computer
> memory unless needed.

I think the memory used by NVDI is not affected much by the number of
fonts, it only stores a small amount of information about each when they
aren't needed. What takes memory is the cache which you can reduce
drastically, slowing vector font performance.

NVDI 2.5 + Speedo 5 uses rather more memory than NVDI 3 so if you want
scalable fonts NVDI 3 is definitely the way to go.

> If you really want scalable fonts, get NVDI 3. If you are in need of a good
> printer driver (to replace a GDOS driver) check out the two. I'm inclined
> to think the improved drivers make 3 worth the extra cost, but it is a
> matter of personal preference and spare money. But do get one or the other;
> they make a significant difference. I don't think 3 has enough speed
> advantage over 2.5 to be worth preferring for that reason.

There was some talk of it being slower at some operations. The only reason
I can think of for getting it is the scalable fonts, but that is a very
important reason if you have or are thinking of getting a program that can
really make use of them such as Papyrus.

--
/\ /\
/ \\/ \\ ark Baker mnb20@cam.ac.uk
/ \\ \\
/ \\ \\

1239. Re: TOS IMAGE to INTEL HEX....

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 12:53:51 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0rYCaz-0005u7C@black.csi.cam.ac.uk>
Source record: 172585

In article <3g7sc3$qem@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz wrote:

> are there any programs out their to convert TOS IMAGE
> files to Intel HEX format..

> I have access to a PC prom burner, but it only handles INTEL HEX
> format files, so I need a coverter, is there one...???

Not that I know of for the atari.

The tos.img files are just a binary file without a header or anything. The software that came with your prom blower almost certainly includes an option to convert from a binary file to intel-hex. You will probably also need to split the file into odd and even bytes to make a two rom set (I think it's odd and even bytes, and not just two halves, but I'm not sure, anyone know?) and you should also have a program to do that supplied with your prommer.

--
/\ /\
/ \\/ \\ ark Baker mnb20@cam.ac.uk
/ \\ \\
/ \\ \\

1240. VT100 and TOSWin

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 13:52:16 UTC
From: drz@raven.cybercom.com
Message-ID: <3gdi6g$opl@crow.cybercom.com>
Source record: 172586
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi,

I managed to MiNT and term running nicely. My only problem is that the windows in TOSWin only do VT52, and lynx, pine, etc don't run in VT52. So the question is: Is there any way I can have these TOSWin windows do vT100? Myabe a proggie which I run which then in turn calls trsh (termshell) or something? Myabe something completely different? (But not X, I don't feel like installing that (yet).) advTHANKSance

--
.. Doctor Zweistein, aka Baruk or Tim Newsome
''::..
D '':: drz@raven.cybercom.com | Microsoft is not the answer.
..::'' http://raven.cybercom.com/~drz/ | Microsoft is the question.
::'' R | "No!" is the answer.
''::.. quidquid latine dictum |
'' sit, altum viditur | Intel inside? Don't divide!

1241. Re: Floppy problem

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 14:09:17 UTC
From: trek@intgp4.ih.att.com
Message-ID: <D34CnH.DCo@ssbunews.ih.att.com>
Source record: 172587

>Bela Foltin (foltin@cherokee.nsuok.edu) wrote:
>: I have a 520STfm with internal single side drive, and an Atari
>: 314 external drive. The drive motor of both drives are on no
>: matter which one I am using at the time. Read/write is not
.....

I didn't look it up for you - but I believe the reason both drives are on in the older Atari's is because there was only one power on line that is sent to both drives. (guess itshould be called a power up or a spin up line. - you get the idea.) Wayne

1242. Re: Using Minix (?)

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 14:29:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199501281629.a13894@iz.maus.de>
Source record: 172470

In <791110469.15916@minster.york.ac.uk>, andrew@minster.york.ac.uk (Andrew Hague) wrote:

AH>Am I using a bad version of ls or have I created the minix disk wrong?

Try using the internal ls (ls-F). If this works, install the GNU-FileUtils. This archive contains a UNIX ls.

AH>I also need to know which shell is best to use for mint

I think tcsh is the best choice.

cu... Ole
--
ï¿½ï¿½ï¿½ï¿½ï¿½ Usenet: Ole_Pahl@iz.maus.de ï¿½ï¿½ï¿½ AmPR: DK1LP@DB0RDB.#SLH.DEU.EU
ï¿½ï¿½ï¿½ï¿½ï¿½

1243. Re: Low Prices on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 14:53:00 UTC
From: trek@intgp4.ih.att.com
Message-ID: <D34EoC.Dz2@ssbunews.ih.att.com>
Source record: 172590

In article <D325G7.B3v@exeter.ac.uk>, D.R.Woodley <et94drw@exeter.ac.uk> wrote:
>kevan@empyr.dircon.co.uk writes:
>>Hello to all in the UK! I am interested in knowing how some Atari UK
>>Computer shops are doing selling the 1 Meg Falcon at 255 pounds???
>
>It's our friends at Gasteiner (081 345 6000) who's doing this
>deal. However, while UK Atari fans may foam at the mouth at the
>thought of owning a Falcon for the same price as what they paid
>for their ST, BUT think awhile. The 1 MB is totally useless
>when it comes to serious software, even all the games need 4 MB
>minimum. Alright so one can upgrade it

And if you do decide to get one and want to upgrade to 4M right off
the bat, contact me - I have the Atari 4M board (populated) that I
will sell for $175 +shipping/insurance/whatever else you want.
(That's probably around #115 and I have a UK bank account so we
could work something out.) (The board came out of my Falcon
when I upgraded to 16M) Cheers, Wayne (worked in Malmesbury
for 2 years back in 87-89)

1244. Re: Larger hard drives & later versions of TOS.

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 14:56:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FA3PEHUUUP@galaxy.teuto.de>
Source record: 172591

In <791092821snz@gw6hva.demon.co.uk> Martin Vernon wrote:

>You should have no trouble with partition sizes up to 32Mb with ICD and
>TOS 1.4 and if you use BGM partitions, they should be able to go up to
>512Mb.
>You can have up to 14 active partitions out of a maximum of 128 (that
>ICD can manage for you), so in theory, you should be able to handle a
>window size of 7Gb out of a total of 64Gb at any one time.

In theory, yes.

But unfortunately, *ACSI* cannot handle more than 1GB. If the drivers would do
some tricks, it'd work. ATM the drivers don't do that.

SCSI on Falcon or TT can handle more than 1GB, of course.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

1245. Re: Linux Vs Minix

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 15:37:07 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3gdob3$flh@dux.dundee.ac.uk>
Source record: 172592

I presume Linux has a WWW browser available for it?

Also what is the minimum set up I would need. At present I have
a 4mb F030, FPU and 65mb HD.

Rod

1246. WWW Browser

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 15:39:27 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3gdoff$flh@dux.dundee.ac.uk>
Source record: 172593

Does anyone know when this is likely to be available?

Rod

--
--
Rod McCall
President, Lip Theatre Company, Dundee University
All views etc are ENTIRELY my responsibility and should not in any way
be linked to the university.

1247. Re: Pro music made with Ataris

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 16:16:18 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <791309778snz@bigbox.demon.co.uk>
Source record: 172594

In article <0579KJUQOJVSRKGBBY@rolix.com> bcloud@rolix.com writes:

>
> As a club DJ I am always interested in new music. Tell me more about
> the CD, please. Is it available on vinyl?

It's a small plastic disc containing indentations that can be read with a
a laser to produce digital reproductions of music.

Sorry - I couldn't resist ;-)

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+--+

1248. I don't believe it

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 16:25:47 UTC
From: eb4336@irix.bris.ac.uk
Message-ID: <D34Iyz.I6y@info.bris.ac.uk>
Source record: 172595

The following long file is the saga of TDSM/MidiPlayer Falcon.

From bsmail!warwick!pipex!lyra.csx.cam.ac.uk!sunsite.doc.ic.ac.uk!gold.ac.uk!
scorpio.gold.ac.uk!mua01apa Fri Nov 4 21:42:54 1994
Xref: bsmail comp.sys.atari.st.tech:18286
Newsgroups: comp.sys.atari.st.tech
Path: bsmail!warwick!pipex!lyra.csx.cam.ac.uk!sunsite.doc.ic.ac.uk!gold.ac.uk!
scorpio.gold.ac.uk!mua01apa
From: mua01apa@gold.ac.uk (Anthony P Aldridge)
Subject: Re: Falcon '030 MIDI sound driver
Message-ID: <CyIEz8.KsB@gold.ac.uk>
Sender: news@gold.ac.uk
Nntp-Posting-Host: scorpio
Organization: Goldsmiths College London
X-Newsreader: TIN [version 1.2 PL2]
References: <CxoE00.60G@info.bris.ac.uk> <Cy1yvM.8x1@usa.net>
Date: Sun, 30 Oct 1994 23:37:56 GMT
Lines: 28

Frederick Matzen (ross@cscns.com) wrote:
: EAM. Breen (eb4336@irix.bris.ac.uk) wrote:

: : Has anybody written a sound driver for the Atari Falcon '030 such that it
: : could be linked to a sequencer or a program which could redirect MIDI
: : output and input to it, so allowing it to act as a sampler?

Cubase Audio allows you to assign samples to individual MIDI notes. This
is included into an extremely comprehensive MIDI/Audio package - arguably
the best micro based music package - and the price matches!

I know of exactly the program you want. Shouldn't be too long, from what
I hear. Can't say any more at present.

Hassle me about it in a couple of weeks if you're interested.

****
* Anthony Aldridge *
* *
* Music Department *
* Goldsmiths' College *
* University of London *
* UK *
* *
* email mua01apa@gold.ac.uk *
****

From mua01apa@gold.ac.uk Fri Nov 11 00:21:42 1994
Received: from dira.bris.ac.uk by irix.bris.ac.uk; Fri, 11 Nov 94 00:21:42 GMT
Received: from gold.ac.uk (actually scorpio.gold.ac.uk) by dira.bris.ac.uk
with SMTP (PP); Fri, 11 Nov 1994 00:21:29 +0000
Date: Fri, 11 Nov 1994 00:20:56 +0000 (GMT)
From: Anthony P Aldridge <mua01apa@gold.ac.uk>
Subject: Re: Sampling with MIDI on the Falcon
To: "EAM. Breen" <eb4336@bristol.ac.uk>
In-Reply-To: <17038.9411102031@irix.bris.ac.uk>
Message-Id: <Pine.3.89.9411110001.A1516-0100000@scorpio.gold.ac.uk>
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Status: RO

Dear Ellis,

I can only say that development is progressing, supported by a reputable
atari development house. I'm otherwise sworn to secrecy. Early in the New
Year I believe.

In the meantime, I use Cubase Audio, which provides basic MIDI control of
samples, as long as they fit into main memory, and no opitch shift is
provided. For HD recording, and MIDI/Audio sequencing it's probably hard
to beat - pricy though.

The most important thing I've discovered using the Falcon is that the
internal CODEC (ADC/DAC) and the audio i/o are not what they could be.
The solution is 2 boxes - the S/DIF Interface (Digital i/o - DAT etc.)
and the FA8, providing 8 line level analogue outputs. This means I can
use a DAT for the actual digitising as well as as a back-up for my
harddrive. The 8 outputs are a dream, whatever audio software you intend
to run.

Hope that's helpful,

Tony

****
* Anthony Aldridge *
* *
* Music Department *
* Goldsmiths' College *
* University of London *
* UK *
* *
* email mua01apa@gold.ac.uk *
****

On Thu, 10 Nov 1994, EAM. Breen wrote:

> I sent a reply to your newsgroup entry but I don't know if you got it.
> But...
>
> ...can you tell me any more about this piece of software yet?

> Thanks,
>
> Ellis Breen.
>
>
>

From mua01apa@gold.ac.uk Mon Dec 5 15:52:17 1994
Received: from dira.bris.ac.uk by irix.bris.ac.uk; Mon, 5 Dec 94 15:52:17 GMT
Received: from gold.ac.uk (actually scorpio.gold.ac.uk) by dira.bris.ac.uk
with SMTP (PP); Mon, 5 Dec 1994 15:51:47 +0000
Date: Mon, 5 Dec 1994 15:51:06 +0000 (GMT)
From: Anthony P Aldridge <mua01apa@gold.ac.uk>
Subject: Re: Digital Sound Module
To: "EAM. Breen" <eb4336@bristol.ac.uk>
In-Reply-To: <28814.9412031858@irix.bris.ac.uk>
Message-Id: <Pine.3.89.9412051525.B19440-0100000@scorpio.gold.ac.uk>
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
Status: RO

Sorry I didn't reply sooner, a bit tied up 1 way or another. :-)

I was playing with the said system recently. I expect a commercial
release pretty soon. I must say it's pretty exciting. The DSP code which
controls the pitch of the samples etc. is extremely well done, it
certainly takes on most General Midi players I've used. I didn't get a
chance to test any other sample manipulation, (tremelo, chorus etc.), but
I'd still use it in preference to a JV-30 for most applications.

You can use your own samples, but I know the programmer wants to supply
the system with high quality sounds - perhaps not that important in my
view.

With any luck it may be able to be controlled in the background by the
MIDI output data, which would mean it would run with any sequencer
program, but that's not for sure yet.

Hassle System Solutions for more info., but don't expect to be able to
get hold of a copy before January.

Yours

Tony.

****
* Anthony Aldridge *
* *
* Music Department *
* Goldsmiths' College *
* University of London *
* UK *
* *

* email mua01apa@gold.ac.uk *
****

On Sat, 3 Dec 1994, EAM. Breen wrote:

> Thought I'd write again and ask if you knew any more about TDSM, just on the
off-chance; I sent a letter before but you didn't
> reply.
>
> TTFN
>
> Ellis A. M. Breen
>
>
>

From ssolutions@cix.compulink.co.uk Fri Jan 27 22:28:27 1995
Received: from dira.bris.ac.uk by irix.bris.ac.uk; Fri, 27 Jan 95 22:28:27 GMT
Received: from tom.compulink.co.uk by dira.bris.ac.uk with SMTP (PP);
Fri, 27 Jan 1995 22:28:25 +0000
Received: from gonzales.compulink.co.uk (gonzales.compulink.co.uk [192.188.69.
4])
by tom.compulink.co.uk (8.6.9/8.6.9) id WAA09638
for eb4336@Bristol.ac.uk; Fri, 27 Jan 1995 22:24:39 GMT
Date: Fri, 27 Jan 95 22:27 GMT
From: ssolutions@cix.compulink.co.uk (Brandt Fernades Europe Ltd)
Subject: Re: Audio modifications on bought Falcon
To: eb4336@Bristol.ac.uk
Reply-To: ssolutions@cix.compulink.co.uk
Message-Id: <memo.146020@cix.compulink.co.uk>
X-Mailer: Cixread v3.5_
Status: RO

In-Reply-To: <3016.9501251216@irix.bris.ac.uk>

Hello Ellis,

The Falcon would have the stability modification done but not the bass
boost or the line input level, these two mods are #59.95

I don't know about the The Digital Sound Module/MidiPlayer programme,
haven't heard anything about us realesing it.

The FDI is #239 inc vat.

ATB, G. CAMPO
ssolutions@cix.compulink.co.uk

Numerous other references have been made to TDSM; whether this is
equivalent to MidiPlayer Falcon I do not know.

What I do not believe is that System Solutions are releasing TDSM and they
don't know about. Either they aren't and they don't or they will and they
do. I have seen previews in Sound on Sound and the late ST Review.

What is the truth?

Also, why was I not asked whether I wanted audio modifications on my computer when I bought it (I would have)?

1249. New Atari Community E-mail List

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 16:57:45 UTC
From: sirsmedley@delphi.com
Message-ID: <JM45KfR.sirsmedley@delphi.com>
Source record: 172596

The Atari Community E-mail Address Book
Revised 21-Jan-95

Hello all! This list has been compiled to provide Atarians worldwide with the addresses to contact other members of our ever-changing Atari community. The first half of this list is user groups. For those groups with multiple e-mail addresses, the first is usually the primary contact. The second half of this list is significant members of the Atari community.

Using this list -
I created this list to encourage communication between Atarians everywhere. If you have a question without an answer, or are moving soon and need to find a new user group, this list should help. It is also a great way to distribute Atari related press releases, such as upcoming Atari shows and new product announcements. And I would LOVE to see user groups sharing newsletter articles via these addresses! However, it SHOULD NOT be used as an advertising tool. If you are a retailer looking to advertise, please contact the individuals on the list and ask if they want to receive your mailings. Some people must pay for their e-mail by the character and would not want unsolicited commercial mailings.

If you have any changes, additions, or suggestions, please contact me via private e-mail. My addresses are listed under AUNT.

Dan Mazurowski, AKA Sir Smedley
Semi-official e-mail contact for AUNT

PS - This list may be printed and distributed at will, though I would like credit for compiling it. Please be sure to contact me for the latest update, as I won't post every minor change.

PPS - Any Atari gurus want to volunteer their addresses for the list? Not everybody has access to Usenet, ya know!

-=-=-=

ACE-HI Atari Computer Enthusiasts of Hawaii
jperez@uhunix3.uhec.Hawaii.Edu Juan Perez, President

ACE-NSW Atari Computer Enthusiasts, NSW (Sydney, Australia)
ianm@mpx.com.au Ian Mackereth

AKA-Frbg Anwender Kreis Atari, Freiburg (Freiburg, Deutschland)
werner_laass@traveller.fido.de Werner Laass

AUNT Atari Users of North Texas (Dallas, TX)
d.acklam@genie.geis.com David Acklam, Pres.
j.battey@genie.geis.com J. L. Battey, Editor
l.webb@genie.geis.com Lonnie Webb, Sysop
ah096@leo.nmc.edu Dan Mazurowski
fz695@cleveland.freenet.edu Dan's alternate
sirsmedley@delphi.com Dan's other alternate

CACE Canterbury Atari Computer Enthusiasts (New Zealand)
scotts@pointless.gen.nz Scott G. Stringer, Sec.

FOG-F Falcon Owners Group, Finland
peseb@cute.fi Peter Sebastian Bach

FOG-UK Falcon Owners Group, United Kingdom
requiem@bs47c.staffs.ac.uk Richard Davey

GCAGE Garden City Atari Computer Enthusiasts (Canada)
ua558@freenet.victoria.bc.ca Gordon Hooper, Pres.
ud264@freenet.victoria.bc.ca Ted Skrecky, ST Lib.

HBO-AUG Hamilton-Burlington-Oakville (Canada)
jondinga@io.org Jon Dinga

KCAC Kansas City Atari Connection
cysco@tyrell.net Jeffrey Krzystow, Pub Lib

NEOSTAG North East Ohio ST Atari Group
ab164@yfn.ysu.edo Tom Lamparty, Sec & Treas

NSACUG Nova Scotia Atari Computer User Group (Halifax, Nova Scotia)
brian.h@genie.geis.com Brian Harvey, Pres.
ab380@cfn.cs.dal.ca Len Mitchell, Sec & Treas

PAC Portland Atari Club
Martin.Crommie@f79.n105.z1.fidonet.org Martin Crommie, Sysop
Max.Denebian@f318.n105.z1.fidonet.org Max Denebian, Sec

SAGE Spectrum Atari Group of Erie (Erie, PA)
dpm@mpd.lord.com D. Mcguire, Pres & Sysop

SCAT Suburban Chicago ATarians
nickd@vpnet.chi.il.us Nick Dimasi, Pres
turbonick@delphi.com Nick's alternate address

TAF Toronto Atari Federation (Canada)
zaleska@io.org Peter Zaleska, Pres

schrist@io.org Stephen Christian, ST VP

WAACC Western Australia Atari Computer Club (Midvale, W. Australia)
Lance@perth.DIALix.oz.au Lance H. Barrett

WAUG Washtenaw Atari User Group (Washtenaw, MI)
molin@atari.archive.umich.edu Michael Olin, Treas

WMAUG W. Massachusetts Atari User Group (Springfield, MA)
arthurs@delphi.com Arthur Santos, Pres.

YAC Yolo Atari Club (Davis, CA)
szhays@dale.ucdavis.edu Eric Hays, VP

-=-=-=

Lexicor ysiu@lexicor.com Yat Siu
Photosurrealism ab@nova.cc.purdue.edu Al Braunsdor, Programmer
Pixel Satori DB@CHO004.CHO.GE.COM Duncan Brown, Programmer
Rainmaker Software rmaker@onramp.net Jaguar & PC developers
bkelsch@rainmaker.win.net K. Bryan Kelsch
Rebellion Software rebel@cix.compulink.co.uk Jaguar developer
Shiny Entertainment ccmshe!aastor@netcom.com Game developer
Sinister Dev mike@sindev.demon.co.uk Mike Watson, Programmer
SWAT Pro magazine swatmail@iftw.com General mail for SWAT Pro
TEAM Software mlake@DGS.dgsys.com Marshall Lake, Developer
Toad Computers toad@charm.net Atari retailer
Ubi Soft 100072,661@compuserve.com Frank Slater

1250. Searching for address

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 17:24:38 UTC
From: darko@tjev.cc.etf.hr
Message-ID: <3gdukm$knj@labs2.etf.hr>
Source record: 172597

I need contact address of software house RENEGADE(Bitmap bros;
their address, what games they made for atari because they are the
best in use of Atari's graphical & sound capabilities.).

Talking of games there are a few more companies that made interesting
games which I would like to get my hand on. Of course, I need their
contact addresses too!!!
First there is SENSIBLE SOFTWARE, then LANGKHOR and MICROPROSE.

LOOKING FORWARD FOR YOUR ANSWERS , GUYS!!!!!!!!!!!!!!!!

LONG LIVE ATARI ! ! !

That's not all.

There is one midi program I bought from pirat and it failed.

Program is called AURA made by C-LAB. So I anyone knows their address
I would appriciate it.
:-)))
Thanks again. BYE!!!

I would apriciated

1251. For Sale!

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 18:39:13 UTC
From: m.j.stroh@sheffield.ac.uk
Message-ID: <3ge30h$9sb@hippo.shef.ac.uk>
Source record: 172598

I am thinking of selling my Atari. This is not an easy decision but
my decision to drive into, or rather skid past, a wall in Wales
rather dictates my course of action! I'll be sorry to see it go.
Especially when all it is replaced by is a new wing, a splash of
paint, a new bumper... etc.. etc...

Anyway, here's what I have:

THE COMPUTER
Atari Mega STe
16mhz Processor
Blitter Chip
Separate Keyboard (PC style - sorry, rude word I know)
4mb Ram
50mb internal hard disk drive
High density (1.44mb) internal floppy drive
Internal TV modulator

ACCESSORIES
Atari SM124 Hi-Res Grey-scale mono monitor
Naksha Mouse
Power Computing PC720b external double density drive
(with Anti-virus and Blitz-Turbo copying facility)
STe -> Scart lead

SOFTWARE

Pagestream v.2.2 Excellent (I think) desktop publisher + extra fonts
First Word Plus

Proflight
Flight Sim II
Secret of Monkey Island

+ other games and loads of PD utils

[BUYER COLLECTS/Organises delivery - though I may be able to deliver in
the Sheffield and sometimes London area)

It's an excellent 'serious' enthusiast's set-up, for a small business
and similar.

Please make me an offer, and I'll decide whether the car's repairs are
that necessary!

Cheers, and Happy Atari-ing,

Matt Stroh.

1252. Re: Spreadsheets

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 19:02:56 UTC
From: brenjb@hg.uleth.ca
Message-ID: <1995Jan28.190256.10148@honte.uleth.ca>
Source record: 172599

In article <1995Jan26.111545.24240@ee.surrey.ac.uk>, David.White@ee.surrey.ac.uk (David White) writes:
>Does anybody know aby good spreadsheets out there (that will run on
>a falcon with MTOS) with good charting, etc. The only spreadsheet I
>can find is K-Spread 4 which appears to have a naff interface and
>definately has a naff proce tag for what it is.
> Are there any good PD programs? Opus is was good, shame it is so
>fussy and I doubt wether it would like NVDI:3's GDOS!
>

I don't know about P.D. stuff, but I believe that LDW Power works under MultiTOS. There is a demo of version 1 on ftp.cnam.fr called "POWDEMO.LZH" (I think it's an lzh...) Try that out. Version 2 is fairly widely available, and version 3 is just about to be released! I'm sure that version 3 will work on a Falcon with MTOS and NVDI 3, and I know that version 2 will run on a Falcon, but I don't know about its compatibility with MTOS or NVDI 3. In any case, I don't know what the price will be, but I know that it is a killer good package. Among other things, it offers Lotus 123 file and command compatibility, and Lotus 123 isn't such a bad package. When it's released, Power 3 _will_ be the best Atari spreadsheet.
Incidentally, I use the spreadsheet in Atari Works, and I find that it does pretty much what I need it to do. It works perfectly under MultiTOS, and usually works quite well with Speedo GDOS 5 (and presumably NVDI 3). It isn't exactly a superpowerful analytical tool, but it does have its points. If your needs aren't too sophisticated, it could be the thing. It's graphing capabilities are limited to a maximum of 30 data points, and it only supports four different types of graphs (pie, bar, line, and stacked bar). It has the usual set of financial, statistical, and logical functions, and would be a good choice for any typical home user. Plus you get a fairly good Word Processor and a really easy to use non-relational database thrown in for free.
I also use a (registered) shareware program - B/STAT for more advanced statistical stuff, and it's a tremendous program. Unfortunately it doesn't work under MTOS, and since it's currently written and developed in GFA Basic, I'm not really expecting it to. (No offence to GFA or GFA programmers intended but you really have to know work-arounds to get GFA to be compatible with MTOS, and B/STAT is a MASSIVE piece of code!) I'm studying third year statistical methods in economics and econometrics, and B/STAT beats the heck out of all* of the stats packages that I've seen recomended by my profs. It must have hundreds of stats features, and *tons* of graphing options, and it is extremely easy to use. I recomend that you check it out, the latest version even does absolutely gorgeous 256 colour gradient fills on the graphs! You can find it on most of the main ftp sites. Even if you don't need heavy statistical analysis, you may find the graphing functions quite attractive.

>
>-David White

Jon

1253. Re: Adding second drive to Ladbroke DataPulse Plus

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 19:09:50 UTC
From: jwatkins@cix.compulink.co.uk
Message-ID: <D34qKF.BwG@cix.compulink.co.uk>
Source record: 172600

John Beranek asked:

> Does anyone know if the Ladbroke DataPulse Plus hard drive has space for
>2 devices, and if it does, how hard the second drive is to fit? My tiny 52 MB
>drive is so frustrating at the moment, permanently full :-(

Open it up and have a look! Second drives are easy enough to add - but
welcome to the fun world of SCSI termination and parity.

--
John Watkins

1254. Re: How do I set up minix?

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 19:39:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199501282139.a13924@iz.maus.de>
Source record: 172509

In <3gcu2u$qi5@scapa.cs.ualberta.ca>, stuart@cs.ualberta.ca (David Stuart) wrote:

DS>Okay, so I get minix from the ftp site and unzoo it into a directory.

First copy MINIX.XFS into your MINT or MULTITOS directory and reboot your system (with MiNT, of course).

DS>I double-click on minit.ttp program, and in the box I type:
DS> "-V A:"
DS> problem... it does nothing.

Perhaps minit requires ARGV parameters - try starting it from a shell or an alternative desktop like GEMINI.

cu... Ole
--
ï¿½ï¿½ï¿½ï¿½ï¿½ Usenet: Ole_Pahl@iz.maus.de ï¿½ï¿½ï¿½ AmPR: DK1LP@DB0RDB.#SLH.DEU.EU
ï¿½ï¿½ï¿½ï¿½ï¿½

1255. Re: ST-up Gurus: 20 question trivia

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 19:40:12 UTC
From: brenjb@hg.uleth.ca
Message-ID: <1995Jan28.194012.10525@honte.uleth.ca>
Source record: 172451

In article <3g6632$19b0@sat.ipp-garching.mpg.de>, krasel@alf.biochem.mpg.de (Cornelius Krasel) writes:
>Why do you want to get a computer which is on the verge of becoming
>extinct?
>

Not out of disrespect for you Cornelius, but I must question the validity of your assumptions. I have a diploma in marketing, and I am working towards a Management degree with majors in economics and marketing, and a minor in computer science, and I have taken one course each in inductive and deductive logic. I also have a strong hobby in studying biological life cycles for individuals and species, as I am very interested in the crossovers between biological and corporate entities. Based on everything that I've studied, I think that prediting the extinction of the TOS platform is not generally a very enlightened view. No prediction of the future can be 100%, but my own opinion is that there is a far better chance of the TOS platform continuing to be not only viable but desirable, than there is of Windows 4 (a.k.a. "Chicago" a.k.a. "Win95") actually coming out in 1995. And even that seems to be a fairly good chance. Don't base your opinion of the entire TOS platform solely on your opinion of Atari's future in computers.

>--Cornelius.
>
>--

Jon

1256. Re: Questions

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 19:44:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199501282144.a13925@iz.maus.de>
Source record: 172508

In <791083208snz@bassland.demon.co.uk>, simon@bassland.demon.co.uk (Simon Williams) wrote:

SW>I have Atari NOS running my Internet connection, what is MiNT/Lynx

MiNT is a multitasking/multiuser extension for TOS. You can install external filesystems and device drivers, with MiNT-Net you can use it in TCP/IP networks. For your internet connection you can use slip, cslip or ppp.

SW>I know I can get it from most FTP sites, but what files do I need?

mint112b.zoo MiNT binaries
mint112d.zoo MiNT docs
net-060.tgz MiNT-Net
mfs610*.zoo Minix filesystem

cu... Ole
--
ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ Usenet: Ole_Pahl@iz.maus.de ï¿½ï¿½ï¿½ï¿½ AmPR: DK1LP@DB0RDB.#SLH.DEU.EU
ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½

1257. Re: Interlaced GIF images

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 21:18:48 UTC
From: frank@tachyon.demon.co.uk
Message-ID: <791327928snz@tachyon.demon.co.uk>
Source record: 172452

In article <3g8d6k$123@newsbf02.news.aol.com>
alfasoldt@aol.com "Al Fasoldt" writes:

> Frank,
>
> Imagecopy 3.5x will do this.
>
>
> Al Fasoldt, Systems Editor, Syracuse Newspapers

Excellent! Thanks *very* much :->

Cheers,
Frank.

--
###
Frank Charlton : Demon Internet Atari Tech Support
Email : support@tachyon.demon.co.uk
NeST : 90:100/308.2 AtariNet : 51:6/208.2
FishNet : 777:400/2.2 FidoNet : 2:256/502.28
###

1258. Re: NVDI (worth it?)

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 21:36:30 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3gedcu$6ko@golem.wcc.govt.nz>
Source record: 172453

] I did not think that NVDI 3.01 supported TrueType Fonts....!!

It does.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.
You can only leave if you're crazy, and since you ask, you can't be crazy!
Catch-22

1259. GO Direct..

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 21:48:01 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3gee2h$6r7@golem.wcc.govt.nz>
Source record: 172454

*** GO DIRECT ***

Does any know if you can still get Atari stuff from
GO Direct...???

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1260. ar for MiNT (actually MacMiNT) needed. please help.

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 21:52:50 UTC
From: georg@marie.physik.tu-berlin.de
Message-ID: <georg.791329970@marie>
Source record: 172455
Cross-posted to: comp.sys.mac.programmer.misc,comp.sys.atari.st,comp.sys.atari.programmer

I need ar for MacMiNT. If anybody could tell me an ftp site that has it, please let me know. Thanks a lot.

1261. Mint 1.12 does load XFS's

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 22:30:39 UTC
From: tdcflcn@infinet.com
Message-ID: <3gegif$ma5@horus.infinet.com>
Source record: 172456

I have been trying to get Minix working so I can get MintNet and
maybe X11 running.

BUT, every time I use us 'FSCK' on the partition I changed with
'minit' I get 'Not a Minix Partition...'. I have MINTNP 1.12
in the auto folder and minix.xfs in the root.

I but mint 1.04 back in the auto folder and 'FSCK' works fine.

Any ideas? Do I need to do something different with 1.12

Thanks for any help.

Thomas (Tom) Chamberlain, tdcflcn@infinet.com
==========
Member of: | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
| P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *
==========
Also a IBM AS/400 RPG/COBOL Programmer/Analyst/Software Consultant

1262. Re: MiNTnet/MiNTos XWindow etc. Queries

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 22:34:57 UTC
From: mnb20@hermes.cam.ac.uk
Message-ID: <Pine.SUN.3.91.950128222851.27972A-100000@puce.csi.cam.ac.uk>
Source record: 172457

On Sun, 29 Jan 1995, Mario Becroft wrote:

> : If you get a MiNT domain fileselector such as Mfsfm you can trick it into
> : passing a full filename to a TOS domain application, and switching that
> : application into the TOS domain allowing it to handle all files. This may
> : or not work.
>
> Where will I find Mfsfm? Does it compare with Selectric for features?

It's on aaue somewhere, can't remember exactly but I'd guess at the Mint
directory.

As for features, it has the most important ones but it isn't as nice to
use. It's the best one to use for MiNT, as it always forces you to use
drive u: so you can then ignore the drive altogether and use filenames
like /hd/file.txt

> I guess I won't be able to run GEM programs from a command line either then?

Not normally, although I think the one built into gemini will (not sure
about this)

> I have Geminidesk 1.999e. From what you said, I think this runs in MiNT
> domain, and therefor would support minixfs long filenames? It does seem
> to read the U: drive in a different way (lowercase, no .. entry.)

Why there isn't a .. entry I don't know; it reads drive u: from the MiNT
domain where all filenames are lower case, unless they were created by a
MiNT domain program in which case they're whatever the user specified,
normally lower case.

> BTW, do you know what the `FD' directory entry in my u:\dev\ directory is?

It lets you access all the open file handles as though they were files.
There's not much use for it I can think of, apart from the stdin and
stdout ones which you can also access as /dev/stdin and /dev/stdout

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker.
/ \\ \\ *** A Smith and Wesson beats four aces ***

1263. Magic Based Machines

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 23:31:54 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3gek5a$l1o@dux.dundee.ac.uk>
Source record: 172458

Since C-Lab now have the joint rights of the Falcon and Magic is the
OS we never had. Would it not be better to BUILD Magic in from
day one? Just a thought:)

Rod

--
--
Rod McCall, President, Lip Theatre Company
==
// email: rmccall@mcs.dundee.ac.uk //
// books, cd-roms, pc's sales etc cdsales@cix.compulink.co.uk //
@@ No part of any mail I send is the reponsibility of th university @@
@@ hence don't complain to them, complain to me!! @@
==

1264. Upgrading Notator

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 23:46:06 UTC
From: bjr2@Ra.MsState.Edu
Message-ID: <3gekvu$s4t@NNTP.MsState.Edu>
Source record: 172460

Aloha,
I'm wondering what steps I need to take to possibly upgrade
Notator 3.01 to a later version. Is it even necessiary?
See...I purchased my copy of Notator and the dongle in a bulk
auction deal. Didn't really realize what I had until I started playing
around with it. Problem is...I've only got about half of the documentation
it seems. Enough to make the program extremely useful...but no details on
upgrading...who what when where and why. Am I correct in assumeing that as
long as I have the original hardware dongle that I am entitled to upgrades
and service, or do I have to reregister the entire liscense with Clabs at
full retail price?
Are there any versions after 3.01? If so..what are some of the
bug fixes (I've yet to find any bugs other than some trouble accessing
floppys...more on that later), added features?
The only thing about 3.01 that really annoys me...and it could
very well be my version of tos or something, is that the only floppy it will
read from is the one that was in it at boot-up. If I boot the Atari cold...
with no floppy in the drive...it will read and write to any floppy I stick
in the drive...labled A or B. When I boot the computer with a floppy in the
drive...Notator will read and write to that floppy...but if I change disks...
then try to access...it hangs the entire system! This even happens if I try
to access the drive as device B rather than A. This glitch doesn't apply
to other SoftLink Partitions...the desk top can still look at any floppy I
choose to put in...and so can the other programs I run in other softlink
partitions. Only notator seems to have this problem...run alone or in
softlink.
It's all really strage...
The problem persists even when I'm connected to my Hard Drive and boot from
it. It will only read the particular floppy that was in the system at boot
time....however....it will look at any hard drive partition with no problems
what so ever. This is really annoying since I might like to use the
system in live situations without a hardrive and monitor. The problem
forbids me from say setting up a boot disk that automaticly sets up
Notator with an array of macros set in so I could run a live performance
by simply inserting disks and punching predefined key sequences.

These are the things I've attempted to solve the problem on a 4 meg 1040STe
Stock with TOS 1.62. Only one of them worked.

1) Boot the system with no floppy in the drive at all...then load either
softlink or Notator manualy. This works...but I still can't format a
floppy with the format function in Notator. (No big deal...I can format
with some other compatible accessory if I really need that function, or
key over to another SoftLink partition and format).

2) Remove all auto programs such as Warp9. This didn't fix the problem.
I still use Warp9 with Notator according to specific instructions that
came with Warp9 concerning Notator.

3) Disconnecting all external devices such as printers, hard drives, scsi cards,
Modems, midi devices...etc. This still didn't fix the problem. Notator
will only look at the disk that was in at boot up. Even if SoftLink or
Notator is not loaded automaticly.

4) Loading Notator with no/various other, AUTOLOAD.SON files.
This didn't work either. I had found that sometimes the AUTOLOAD.SON file
could get corrupted and cause problems...easily fixed by deleting it and
building another Auto song...or booting with no autoload.son at all.

5) Running Notator without SoftLink. This didn't work either...
The problem persists wether SoftLink is present or not. It persists
wether either program is loaded manualy or automaticly at boot.

It seems like Notator is taking a picture of what ever floppy was in the
drive at boot up from TOS or something...and not allowing that buffer to
change with a media change.

Might this be an isolated bug with only my particular machine/program?
Any one else experienced it?
How/Who do I see to possibly upgrade to a later version?

Thanks,
Brian

1265. GEnie to close down...???

Newsgroup: comp.sys.atari.st
Date: 1995-01-28 23:54:48 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3gelg8$80b@golem.wcc.govt.nz>
Source record: 172459

Well I was reading this thing in the latest STR, and puting 2 and 2 together
it looks muck like its GEnie...

Are things that bad and will they be closing down.?

G.E.I.S. (General Electric Information Services) here in NZ
was sold off to some NZ firm in December last year.......

So come on those that know is GEnie doing a chapter 11....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1266. Re: Mac MagiC?

Newsgroup: comp.sys.atari.st
Date: 1995-01-29 00:33:58 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3genpm$8h1@golem.wcc.govt.nz>
Source record: 172461

In article <3g5a4f$ohi@mercury.dur.ac.uk>, M J Maisey <M.J.Maisey@durham.ac.uk> writes:
>Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:
>: >But Warp doesn't run on the Acorn :-) On a side note, what does run on
>: >the Acorn, Roger?
>: Well you have made a big ass of yourself again, as it does and real Unix,
>: and its a RISC machine..
>
>I'm VERY sure that the Archie doesn't run OS/2 Warp, and isn't Unix
>rather expensive as there's no Linux/NetBSD port for ARM as yet (unlike
>680x0 and i386)?

I was refering to the Risc PC model, it has a 486 card,
and you can get Unix for this machine, so why the need
for the Linux hack...??

>: Tell me Alfred, was it you that burnt the cakes...:-)..
>: Well what machine do you know that will Run Multi-Processing, and
>: Run Graphices 6 times faster than a 486 2-66...??
>
>First of all, AFAIK the only multiprocessing stuff for the RiscPC as yet
>is for the ARM with 486 card, isn't it? I wasn't aware that
>multiprocessing was in the OS ATM.

I am not refering to the ARM but the Risc PC version, you can stack
upto 7 prossers...

Go read page 31 of the Nov, 94 ST-Review....

>Martin

>***
>* ---------------- M.J.Maisey@durham.ac.uk ------------------- *
>* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
>***

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1267. 240Mb SCSI HDD

Newsgroup: comp.sys.atari.st
Date: 1995-01-29 01:13:28 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Jan29.011328.13811@bradford.ac.uk>
Source record: 172462

If anyone out there wants to buy a 240Meg SCSI Hard Drive (3.5in) for 125 quid, I can give you a contact number. It has hardware switchable parity. It works fine with my AdSCSI+ adaptor.

Steve.

1268. Re: NVDI (worth it?)

Newsgroup: comp.sys.atari.st
Date: 1995-01-29 01:18:43 UTC
From: alpldbia@w255zrz.zrz.tu-berlin.de
Message-ID: <3geqdj$hbd@brachio.zrz.TU-Berlin.DE>
Source record: 172463

In article <10716@falcon.ukc.ac.uk>, J.P.Beranek <jpb3@ukc.ac.uk> wrote:

> Do you think NVDI will create a speed increase to justify the quite high
>cost of the software, and/or are the font capabilities of v3.0 usable in many
>applications?

Absolutely. If you just need the speed get NVDI 2.5. If however, you also
need Speedo and TrueType fonts and if you can spare some 100-200 KB of RAM
get NVDI 3. I haven't seen anybody who regretted to have bought NVDI. Some
people won't even touch an Atari running without it ;-)

--
Andre Leistner
UseNet: alpldbia@w250zrz.zrz.tu-berlin.de
MausNet: Andre Leistner @ B

1269. Mega ST for sale

Newsgroup: comp.sys.atari.st
Date: 1995-01-29 01:41:49 UTC
From: sanking@hubcap.clemson.edu
Message-ID: <sanking.791343709@hubcap>
Source record: 172464

I have an Atari Megat ST system for sale. The Mega ST has 2mb of Ram. Other items include an Atari SM124 monitor, an Indus GTS-100 floppy drive, a Supra 20mb hard drive, and Spectre GCR. The Mega ST has also has an internal floppy, and comes with very nice keyboard.

I will accept any reasonable offer for this system. Contact me at Sanking@hubcap.clemson.edu.

1270. Re: Can old 1040ST run w/9600 baud Modem?

Newsgroup: comp.sys.atari.st
Date: 1995-01-29 02:24:18 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3geu8i$9is@golem.wcc.govt.nz>
Source record: 172465

In article <3g8da9$12g@newsbf02.news.aol.com>, alfasoldt@aol.com (Al Fasoldt) writes:
>> Unfortunately, when I run at 9,600 baud I lose a lot of characters.
>
>John,
>
>You MUST use a serial patch, and you need to have RTS/CTS locked on (Flash
>doesn't have support for hardware handshaking otherwise). Serial Fix 2.0
>is what I recommend.

No need for all of that, get the patch program for Flash 1.xx, its on the net,
I think it was included with HS this is part of the file name..

If you like I will archive the part that I have and send it to Danny
of Hensa Fame....

The best program TSR to remove bugs in the OS is HSMODA04, there is no other
TSR or program to touch it....

>Al Fasoldt, Systems Editor, Syracuse Newspapers

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1271. Re: Floppy drive trouble

Newsgroup: comp.sys.atari.st
Date: 1995-01-29 02:36:03 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3geuuj$9is@golem.wcc.govt.nz>
Source record: 172466

In article <95026.123615U16473@uicvm.uic.edu>, <U16473@uicvm.uic.edu> writes:
>I've disabled both my internal and external DSDD floppy drives, apparently by i
>nserting disks while the drive was being accessed (i.e., the light was on). Doe
>s anyone know if this is a mechanical problem that I could fix--I've already
>disassembled the drives, but saw nothing amiss. Or will I need to have them ser
>viced? Any advice will be appreciated.

You Can't suff up a drive by removing a disk when its running, you could stuff
up the data if it was writing to the disk...

I have seen a lot of damaged head from using damaged disk, and that can't be
repaired, but some drives, do have problems with a latch and spring, as you are
removing the disk, the mech drops down, never ever try to pull the disk out
when this happends, what you do is to push the disk back in, then eject it
again..

This is caused by a Latch not holding the mech up, with a file/knife
it is easy to fix, in fact I have seen info mentioned from Atari regarding
this problem...

I think I have some of those drives here, may be I can post this info
to the net, but will have to be a .IMG file....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1272. Re: Spectre GCR FAQ

Newsgroup: comp.sys.atari.st
Date: 1995-01-29 02:37:47 UTC
From: Biker Bob <bikerbob@wchat.on.ca>
Message-ID: <3gev1r$7d1@alpha.netaccess.on.ca>
Source record: 172539

> Mark Montreuil (613) 990-4833 (voice)
> IH Advisory Council Internet Relations
> Internet: montreuil.mark@istc.ca or ai066@freenet.carleton.ca

thanks for your effort Mark.

I would just like to put this up for any who might know. I want to know how to print to my APPLE LASERWRITER II through my Atari 1040STe using SPECTRE GCR. I am running system 6.0.8 and I have no troubles running a ton of DTP software.... but I cannont output anything@!!!!

I know it can been done. I know Dave Small gave suggestions on programs to use that will allow you to do just this. But I can't contact Dave Small anymore and I need help with this one!!!

Thanks..

James Schofield

1273. FLASH PATCH...

Newsgroup: comp.sys.atari.st
Date: 1995-01-29 02:50:14 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3gevp6$9ql@golem.wcc.govt.nz>
Source record: 172467

Here is the readme from Flash Patch, I think there is another
version, but I have never found it, lets you use the Midi port etc...

~~~~~~
Flash Patch (wr) 26.08.1990 by The Frontier

Some of You, who use highspeed or error-correcting modem, will have noticed,
that Flash has big problems with X/Y-Modem upload when you have connected
with a higher speed than 2400/NONE. Such uploads are interrupted by a mass
of errors.

Simple problem. Flash, in opposition to the manual, doesn't use RTS/CTS.
When started, it deactivates your own setting by simply calling Rsconf
without the appropriate setting. So you have problems when uploading with
blocksizes higher 128 Bytes (MNP-modems with 2400 bps normally have a 256
byte nuffer for input). When downloading with Flash, you should have no
problems, because the code is fast enough to store the data between two
blocks without a timeout. Only at 19200 baud it can occure, that you
might have errors. If Flash would use RTS/CTS protocoll, this could work
too.

For the solution of this I have written FLASHPAT, which patches the main-
program FLASH.PRG so that it correctly activates RTS/CTS. After starting
FLASHPAT from the Desktop, you have to choose 'FLASH.PRG' in the fileselector
and then the choice between patching Flash for RTS/CTS or patching it back
to the original code, so that you don't have to have Flash on your disk
two times, but can swith between the settings by simply use of FLASHPAT.

****
* Note, that you must not have FLASH packed using something like *
* PFXPAK or DC_SQUISH, otherwhise Flash will not be patched *
****

FLASHPAT precautionary tests the program choosen for really being
FLASH. If not, you will get an error message.

Have fun with your stressfree uploads.......The Frontier

~~~~~~

You still need the TOS fix as most of Atari OS are buged, TOS 1.4 does not
have support for RTS/CTS flow control, but does if you use one of
those Fix programs like HSMODA04....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *

* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1274. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-01-29 03:19:36 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3gf1g8$a5i@golem.wcc.govt.nz>
Source record: 172468

In article <3ga8b5$a25@hpscit.sc.hp.com>, clausb@PROBLEM_WITH_INEWS_GATEWAY_FILE (Claus Brod) writes:
>Kim Andersen (kim@dksoft.ping.dk) wrote:
>> Nothing is wrong in making profit. Only problem is, the Atari market
>> is so low, that if you want to make profit, you'll perhaps end up
>> lowering the market rather than increase it. And then they'll destroy
>> their own buisness as well.

Sorry to post this here, but it was a e-mail....

I know you should be able to answer this...:-)..

How does the disk format DEAD SECTORING work, and
does it only work for 9 sector disks..??

I think I know how Twisted formats work, but I can't
see how the dead sectoring works....

How come you are not in a software division with HP,
or am I wrong on that one...??

Thanks.............

>
>--clausb@hpbeo79.bbn.hp.com---
>Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
>--#include <std_disclaimer>---

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1275. Re: FAX software

Newsgroup: comp.sys.atari.st
Date: 1995-01-29 04:26:41 UTC
From: whitema@rtsg.mot.com
Message-ID: <3gf5e1$egc@delphinium.cig.mot.com>
Source record: 172469

In article <1995Jan26.181247.19724@bradford.ac.uk>,
Steve Taylor <S.P.Taylor@bradford.ac.uk> wrote:
>
>Assuming that I can not afford 80 UKP for STraight FAX from System
>Solutions, is there ANYTHING out there that will let me do very basic
>FAXing. The bells and whisltes of STraight FAX sound very nice, but at the
>moment, not worth 80 UKP to me.
>
>I would just like toi get the most out of my FAX modem, thatsall.
>

There's Jr office, which I tried once, but since it's in German, I
didn't have any luck. If you (or a friend) knows German, grab it
off of a.a.u.e. And if you ever get it set up so it works, tell me
how!

Mike
whitema@cig.mot.com

1276. Re: GEnie to close down...???

Newsgroup: comp.sys.atari.st
Date: 1995-01-29 06:17:28 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3gfbto$bp3@golem.wcc.govt.nz>
Source record: 172471

] Well I was reading this thing in the latest STR, and puting 2 and 2 togethe
] it looks muck like its GEnie...

Don't believe what you read in STR, I never have, and it's never led
me wrong. Claims have been made several times concering GEnie being
in financial trouble, but nothing ever came of it. You'll be told
officially far before the date if anything is going to happen, by far
more reliable sources than Silicon-Times Report.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.
You can only leave if you're crazy, and since you ask, you can't be crazy!
Catch-22

1277. Re: Floppy problem

Newsgroup: comp.sys.atari.st
Date: 1995-01-29 07:59:41 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3gfhtd$ci9@golem.wcc.govt.nz>
Source record: 172473

In article <D33r06.CJ4@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>>> The drive motor of both drives are on no
>>> matter which one I am using at the time.
>>
>Don't over estimate my knowledge. I have no idea why this happens. I use
>to get it on my old TOS 1.0 STF, but not on newer machines (I now have a
>TOS 1.04 STFM and a Falcon).

The old drives never had a disk in switch, so they run their motors
even when they are not selected...

>------------------------------
>Ofir ogal@cix.compulink.co.uk
>------------------------------
****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1278. Re: SM204 autoboot help needed

Newsgroup: comp.sys.atari.st
Date: 1995-01-29 08:43:12 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FA4IBCBYUp@warpcon.ersys.edmonton.ab.ca>
Source record: 172472
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <FA3PFDUWUp@stingray.manawatu.gen.nz> Richard MORRIS wrote :

>>>I have a problem though with the SM204 hard disc. It appears that the
>>>boot sector I put on it many years back is either corrupt or
>>>incompatible with the 1040. If I switch the ST on after the disc is up to
>>>speed it bombs and locks as it tries to boot. I can access the disc OK
>>>by powering it up after booting and running the driver from floppy.
>>
>
>Couldn't you just reinstall shdriver.sys on the hard drive? I once
>accidentally replaced my good copy of this, with a later version which ended
>up really slow as it had to time-out before it could continue (it was waiting
>for a response to the ID request for the drive or something).
>
>Anyway, if you just run hinstall.prg from the hard drive utilities, then it
>should install a new copy on there for you.
>
>Hopefully you can do this instead of having to reformat the disk (!!!)
>
>Richard.
>
I assume you're talking about AHDI 6.06. Version 6.06 did have
to timeout, but 6.061 fixes that and a few other problems with 6.06.
It has little to do with the conversation, but I thought it might
help. As for the previous problem, installing AHDI once again might
solve the problem.

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?
-- --

1279. Re: A new (cheap) Cubase ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-29 09:46:31 UTC
From: contacts@mits.mdata.fi
Message-ID: <3gfo5n$k86@prime.mdata.fi>
Source record: 172475

In article <D327nv.Jqx@westminster.ac.uk>,
Philip Shore <avsec@westminster.ac.uk> wrote:
>Yonks ago I read in 'Future Music' that due to popular demand a new version of
>Cubase was going to be released.
>
>This was a low end cubase, something like the 'light' version but with a key
>editor.

It's called "Cubasis", and it replaces Lite. Don't know the platforms yet...

For further questions, join the mailing-list:

send Email to: majordomo@mcc.ac.uk
Body text: subscribe cubase-users your@address

And you'll get more info in few minutes.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

1280. Re: TT as X-Terminal?

Newsgroup: comp.sys.atari.st
Date: 1995-01-29 10:43:32 UTC
From: guenther@cabal.shnet.org
Message-ID: <FA4IEIWOUP@cabal.shnet.org>
Source record: 172474

In <FA2XAJVVUP@galaxy.teuto.de> Hendrik Mylius wrote:

> In <199501260818.a59224@a2w.maus.de> Ian Taylor wrote:
>
> >: This would be of interest for me, too!
> >: I'm using a 1040ST with an 68030.
> >*Wow*, tell us how you did this, please!
>
> I would guess he put a PAK 68/3 into his machine. Nothing special about it.
> One might need another housing, though.

Oh, there also were the SST Board (Gadgets by Small), the Hypercache 030
(Wacker, Normen Kowalewski patched TOS for this one, AFAIK) and the Turbo
30 (Makro C.D.E., EC030 only).

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- .signature still under construction - _
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)

1281. Re: Desperately seeking editor...

Newsgroup: comp.sys.atari.st
Date: 1995-01-29 12:36:00 UTC
From: christian.mittendorf@space.ct.se
Message-ID: <ftn_2.203.202.11$fidonet.org_2f2b8c38_Christian.Mittendorf@space.ct.se>
Source record: 172477

In a message of <27 Jan 95 19:14:20>, Kim Andersen (2:200/427.1) writes:

KA> Everest or 7UP, just to mention as few.
KA> Everest is commercial though, perhaps shareware.
Everest is shareware and costs only 20,- DM.
KA> 7UP is shareware or PD.
This one is also shareware and costs 50,- DM.

Both are available from ftp.uni-kl.de (AFAIK).

mvh,
Christian

(UUCP Dialup connection)

1282. Re: Larger hard drives & later versions of TOS.

Newsgroup: comp.sys.atari.st
Date: 1995-01-29 13:04:42 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.791384682@acp5>
Source record: 172478

martin@gw6hva.demon.co.uk (Martin Vernon) writes:

>You can have up to 14 active partitions out of a maximum of 128 (that
>ICD can manage for you), so in theory, you should be able to handle a
>window size of 7Gb out of a total of 64Gb at any one time.

BTW, with MagiC 3.0 the maximum partition number will be 23 (C-Z, not U).
These additional partitions can be accessed like any other partition. You
need an appropriate hard disk driver, of course. AHDI, ICD and most others
won't allow more than 14 partitions for TOS use.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

1283. Re: XHDI hard disk driver?

Newsgroup: comp.sys.atari.st
Date: 1995-01-29 13:08:05 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.791384885@acp5>
Source record: 172479

C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>Uwe, what new features are in HDDRIVER 4? Does it work well with MagiC
>3?

It does, indeed. One of the major new features is available with MagiC 3
only. With MagiC 3 and HDDRIVER 4 you get non-blocking data transfer with
ACSI and SCSI, i. e. multitasking continues while data are transferred via
DMA. This speeds up the system a lot when there is a lot hard disk activity.
Only the program that initiated the hard disk transfer will have to wait,
all other programs won't be stopped but continue to run without noticing
that there is hard disk activity.
The other major new feature is a new GUI. There is a single program now,
called HDDRUTIL, which installs the driver, configures it, set bus
arbitration and so on. You don't have several small programs for each task
like it was befor.
The new driver will be available by the end of this week, at least here in
Germany.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

1284. Re: STraight Fax

Newsgroup: comp.sys.atari.st
Date: 1995-01-29 13:50:06 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FA4OAFVJUP@galaxy.teuto.de>
Source record: 172484

In <3g3m0k$f55@canton.charm.net> "Toad Computers, Inc." wrote:

>STraight FAX! works with .IMG, Degas, GEM, ASCII, 1st Word/Wordwriter,
>PCX, and FAX format files. FAX files can be generated using one of several
>custom printer drivers included with STraight FAX!

Why doesn't STF handle XIMG-files? They are standard for color-img's.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

1285. Re: Farewell ST Review

Newsgroup: comp.sys.atari.st
Date: 1995-01-29 13:52:16 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FA4OAFVMUP@galaxy.teuto.de>
Source record: 172486

In <1995Jan26.112929.24665@ee.surrey.ac.uk> David White wrote:

>>>Listen Guys. Give it a chance. Alright, ST Review was the best
>>>mag an ST owner could buy, but ST Format is the only one left!
>>> Don't moan about it so much.
>>>Support it or otherwise face losing the last reminder of our
>>>dying machines. Think on it my friends.

>>I will not be surprised to see a new Atari magazine appear...

>Above is an excerpt from the book "ways and means to start
>rumours". Still, it would be nice to have another mag
>other than "ST leave-your-brains-at-the-door Format"

Don't be too shocked, if this "rumour" mag will appear. It might happen sooner
than you think ...

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

1286. Re: Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-01-29 13:57:30 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FA4OAFVPUP@galaxy.teuto.de>
Source record: 172485

In <FAYTDDUYUP@dksoft.ping.dk> Kim Andersen wrote:

>>It's not the developer's job to create the market for a new computer.
>It sure is..

Nope.

This is what the marketing guys are getting paid for.

>Agree, but after that there came the MSTE, TT and now the Falcon. All three
>has faild in software support. Maybe you should twist the picture here, and
>start ask why Atari did the TT/Falcon at all, when noone was interested in

Huh?

Why do you believe the TT is a failure software-wise? It was THE machine for
DTP using Calamus and DA's stuff.

Get your facts straight. It might have been this way in Denmark, with folks
only playing games, but it wasn't this way down here.

The Falcon now has great software support. Look at all the professional midi
and D2D-stuff. That's great.

```
--
/Hendr!K/
''~``
( o o )
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
\_) ) /
(_/
```

1287. Help needed with nos042.tos

Newsgroup: comp.sys.atari.st
Date: 1995-01-29 17:47:05 UTC
From: pking@random.ucs.mun.ca
Message-ID: <3ggkap$amq@coranto.ucs.mun.ca>
Source record: 172481

Hi,
Ok, I managed to get NOS042.TOS and uncompress it. I have also
grabbed the nosdoc and nosfiles files.

Question: What do I do now? I am not fluent in network or
communications packages!! Do I have to have my own IP address? domain
name? hostname? Are there dummy addresses?

Unix end: My host is running Ultrix. What software do I need on
the Unix end to talk with NOS042? Where can it be found? I have a
friend who uses TIA (The Internet Adaptor) on his unix account which
talks to his IBM-cone client software (Mosaic, Trumpet Winsock). It uses
dummy addresses to make the connection. What is the Atari equivalent?

I would greatly appreciate any help (suggestions, pointers to
documents where these questions are answered, e-mail, etc) in the set-up
of NOS042.TOS and the Unix set-up!! ~8-^[(Me, with my last remaining
strand of hair after trying to set up this slip connection).

Thanks,
Peter

--

Internet: pking@random.ucs.mun.ca

1288. Good STuff for sale

Newsgroup: comp.sys.atari.st
Date: 1995-01-29 18:02:23 UTC
From: xitqu@ucssun1.sdsu.edu
Message-ID: <3ggl7f$j0h@gondor.sdsu.edu>
Source record: 172482

Got a lot of good St hardware and software for sale. (Gotta recoup the
Falcon purchase!)

SLM605 (less than 1000 pages on new drum, comes w/
used but usable extra drum, Laserbrain, Diablo
630 emulator and Ultrascript) $400
Supra 24/96 Fax/Modem $ 40
Supra 2400 Modem $ 25

Calamus SL (November '93 update) $200
Pagestream 2.2 (with 47 fonts and Qwikforms) $100
Band in a Box $ 40
Diamond Edge 1.1 $ 35
Diamond Back 3 $ 35
Ishar Falcon $ 25
Cardfile 4 $ 20
Diamond Back 2 $ 10

If you don't like a price, or want to make a package deal,
I'm open to suggestions.

Prices include shipping to anywhere in the Continental U.S.
and maybe further. C.O.D. fee (if desired) paid by buyer.

Dan Phillips

1289. Re: TOS IMAGE to INTEL HEX....

Newsgroup: comp.sys.atari.st
Date: 1995-01-29 18:05:28 UTC
From: mnb20@hermes.cam.ac.uk
Message-ID: <Pine.SUN.3.91.950129180229.852B-100000@puce.csi.cam.ac.uk>
Source record: 172483

On Sun, 29 Jan 1995, ROGER SHEPPARD wrote:

> Yes I do have a splitter program but I don't have a binary
> to Intel Hex one, they only support Intel Hex on this PC prom
> burner....

Oh, all the prommers I've seen have included some way to use binary files. If yours doesnt' then I don't think I can help you. I have seen a couple of programs to convert to Motorola S-records for the Atari, but not one for Intel-hex, although there may be one. You could ask in a PC group.

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker.
/ \\ \\ *** A Smith and Wesson beats four aces ***

1290. Re: Farewell ST Review

Newsgroup: comp.sys.atari.st
Date: 1995-01-29 19:38:28 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FA4UDBUXUP@galaxy.teuto.de>
Source record: 172487

In <D33BLI.Kn8@cix.compulink.co.uk> "Harry Sideras" wrote:

>Chequebook waiting. Just need an address.
>What is your address? 8^{)

Can I give you my address or account-# as well, Harry?

:)

/Hendr!K/

1291. Re: NVDI 3 help!

Newsgroup: comp.sys.atari.st
Date: 1995-01-29 19:59:26 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95029.145926STIRRE31@MAINE.MAINE.EDU>
Source record: 172488

I am starting to rethink how great I think NVDI 3 is :-)!
I have my Canon BJ-5 set up just as I did under Speedo GDOS for the
Canon BJ-10 driver. The difference is that Speedo worked! I have
messed around with NVDI's makeprn and still cannot get good results.
The control command is the same as in my manual but does not seem to
want to work. Since Speedo works fine I am prone to think that it is
NVDI's fault (along with my inability to confingure it correctly).
I also did set up for US letter in the CPX but still got the messege
about a messed up paper size. Selecting "select size to current printer"
in Atariworks does _not_ cause a US letter size! Why is this?
It is only after I mess around with margins in makeprn that I can get
US letter and then it still does not print correctly!!!! Arrrrgggghhhh!!!!
-scott tirrell

1292. Re: GEnie to close down...???

Newsgroup: comp.sys.atari.st
Date: 1995-01-29 20:17:22 UTC
From: dpj@delphi.com
Message-ID: <5uwZqhS.dpj@delphi.com>
Source record: 172489

<wells_s@kosmos.wcc.govt.nz> writes:

>Don't believe what you read in STR, I never have, and it's never led
>me wrong. Claims have been made several times concering GEnie being
>in financial trouble, but nothing ever came of it. You'll be told
>officially far before the date if anything is going to happen, by far
>more reliable sources than Silicon-Times Report.

Steve,

Excuse me?!?!!! It would be best if you used that rationale with regard to what you read in the UseNet, as well.

Nowhere in STReport has there been a report that GEnie (or any other service) is going bankrupt. There was a report a couple of weeks ago regarding the numbers of subscribers for every service, excluding one (I believe). That report stated that GEnie was at the bottom, and its numbers were getting lower while others were on an upward climb. I can post those figures for you, if you'd like.

Otherwise, please keep the unwarranted attacks out of it. I take great pride in the work that I do for the Atari section of STReport and there's been nothing in those pages, for the past year or so, to deserve those kinds of comments.

Dana @ STReport International Online Magazine

1293. Did you try e-mail me???

Newsgroup: comp.sys.atari.st
Date: 1995-01-29 21:10:54 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FA5IFAVQUp@stingray.manawatu.gen.nz>
Source record: 172491
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

To anyone who might have tried to e-mail me in the last day or two:
Sorry but the server went funny (or something), and I think it may have
lost my e-mail =8-[

It's only just come back on line now (!!!)

So if anyone sent me mail, please could you try resend it? Ofcourse, I
may perhaps have _not_ been sent any mail from anyone here...

Richard =8-]

--

```
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

1294. ***** 520 STFM system and 8-bit Stuff For Sale *******

Newsgroup: comp.sys.atari.st
Date: 1995-01-29 21:14:42 UTC
From: gathings@cs.utk.edu
Message-ID: <3gh0g2INN690@duncan.cs.utk.edu>
Source record: 172490
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

>>> For Parts ONLY <<<<

Atari 1027 Printer $10

Atari 1050 Disk drive $10

Atari 800xl $10

or take all for $25

Note: All prices Negotiable.
I would like to sell system as a system and not break up.
If not sold within the week, I will junk.

Golando
```

1295. Re: Accelerating my STE

Newsgroup: comp.sys.atari.st
Date: 1995-01-29 21:40:00 UTC
From: bobculve@cix.compulink.co.uk
Message-ID: <D36s6o.A95@cix.compulink.co.uk>
Source record: 172492

>
>How compatible with existing software are T28s? Can they be disabled so
>you can use games? Does anyone who's used one have any particular gripes
>about them?
>
>Cheers,
>
>Paul.

Both the cache and speed are (hardware) switch selectable, so you can run
it in the native 8 Mhz mode. I had no compatibilty problems at 8Mhz but
my Hawk scanner refused to work at 28Mhz.

Bob Culverston | the_messenger@cix.compulink.co.uk
Liverpool UK | bobculve@cix.compulink.co.uk

1296. Re: Desperately seeking editor...

Newsgroup: comp.sys.atari.st
Date: 1995-01-29 21:56:47 UTC
From: peekay@cix.compulink.co.uk
Message-ID: <D36syo.Bs6@cix.compulink.co.uk>
Source record: 172493

In message <791066736snz@bigbox.demon.co.uk>, bjb@bigbox.demon.co.uk said:

> Can anyone recommend a good GEM-Based editor (preferably designed for
> use as a C editor). The ability to link it to a compiler (Lattice
> or GCC) would be nice too.

You are describing C-Breeze

Paul.

1297. Metados Audio Drivers?

Newsgroup: comp.sys.atari.st
Date: 1995-01-29 22:14:46 UTC
From: Lexicor@world.std.com
Message-ID: <D36tsM.DIy@world.std.com>
Source record: 172494

Hi

Small question for all those who seem to know more abou Metados than
I do ;) as I know nothing abouth metados.

WHat version do I need to get the one that supports audio commands?

Thanks

1298. Re: How to read cursor keys?

Newsgroup: comp.sys.atari.st
Date: 1995-01-29 22:51:42 UTC
From: paul@xciv.demon.co.uk
Message-ID: <791419902snz@xciv.demon.co.uk>
Source record: 172495

In article <3g93fl$hul@bright.ecs.soton.ac.uk>
sgb94@PROBLEM_WITH_INEWS_DOMAIN_FILE "Steven Blackburn" writes:

> : >You have to read scan codes for arrow keys as they don't have ascii
> : >codes. Every key in your keyboard has a scan code, and ESC is the
> : >first. To read scan codes, you can, for example, use
> : >Crawcin() (GEMDOS function) which returns a long word. Bits
> : >31-24 are Shift key status, bits 23-15 scan code and bits 7-0
> : >ascii code. Bits 15-8 seem to be allways 0.
> When you read a zero, have you tried reading the next character. In some
> languages (I think C is one) zero can be used to denote 'special character'.
> I don't know what you will find, but it is worth a try.

This is not a standard of C, this is a standard of the arcitecture, the
thing you are talking about is a PC standard of reading extended keys.

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk (home), paul@xexos.com (work) */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC "In the garden I was playing the tart, I kissed your lips */
/* Owner broke your heart, but you, you were talking about the EoTW" */

1299. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-01-29 23:03:02 UTC
From: kim@dksoft.ping.dk
Message-ID: <FA4WFCVNUP@dksoft.ping.dk>
Source record: 172496

In <3gf1g8$a5i@golem.wcc.govt.nz> Roger Sheppard.. wrote:

>In article <3ga8b5$a25@hpscit.sc.hp.com>, clausb@PROBLEM_WITH_INEWS_GATEWAY_FILE (Claus Brod) writes:
>>Kim Andersen (kim@dksoft.ping.dk) wrote:
>>> Nothing is wrong in making profit. Only problem is, the Atari market
>>> is so low, that if you want to make profit, you'll perhaps end up
>>> lowering the market rather than increase it. And then they'll destroy
>>> their own buisness as well.
>
>Sorry to post this here, but it was a e-mail....
>
>I know you should be able to answer this...:-)..
>
>How does the disk format DEAD SECTORING work, and
>does it only work for 9 sector disks..??
>
>I think I know how Twisted formats work, but I can't
>see how the dead sectoring works....

Sorry Roger, but i'm totally lost here. How about a clue ?

>
>
>How come you are not in a software division with HP,
>or am I wrong on that one...??
>

No division or anything. I'm simply a low-end user of Atari equipment, and
i'm getting sick and tired of seeing developers, dealers and Atari Co.
giving us no other alternatives than to chose another platform.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

1300. Re: ST Software on CDROM mag!

Newsgroup: comp.sys.atari.st
Date: 1995-01-29 23:20:20 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D36wtx.J0D@cix.compulink.co.uk>
Source record: 172497

> Have THAT many Atari users embraced the new technology so much that
> the magazines now have to notice it? (FUTURE had been a bit critical
> of Atari's ability to cut it in today's MIDI market for a few issues
> last year).

No. Very few Atari users have an Atari based CD-ROM unit.

What quite a few have is access to one on a PC or Mac, so putting Atari
software on one isn't quite as dumb as it may seem.

Roland.

@CiX

1301. LOW RES. HELP

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 00:27:00 UTC
From: Pat.Mlcoch@balmybeach.gryn.org
Message-ID: <bf5_9501300734@tor250.org>
Source record: 172511

Hi Ay973@freenet.carleton.ca,

You can only use SCSI Harddrive not an IDE, something with the IDE the way
its formated....ICD link only can handle SCSI HD.

... I haven't lost my mind; it's backed up on tape somewhere!
/// IMHO V1.06

--
| Fidonet: Pat Mlcoch 1:250/422
| Internet: Pat.Mlcoch@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

1302. OK... I GIVE UP.

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 00:27:00 UTC
From: Pat.Mlcoch@balmybeach.gryn.org
Message-ID: <bf4_9501300734@tor250.org>
Source record: 172512

Hi Cherridge@delphi.com,

There is a internet program to use for the ST its called stnet110.tos
it is like 914 000 bytes. I myself have not tried to use but I don't think
it can handle color pictures on the INTERNET but I could be wrong!

****

stfreak.io.org

****

... I haven't lost my mind; it's backed up on tape somewhere!
/// IMHO V1.06
--
| Fidonet: Pat Mlcoch 1:250/422
| Internet: Pat.Mlcoch@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

1303. RE: QUESTION RE. 1040 RAM

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 00:27:00 UTC
From: Pat.Mlcoch@balmybeach.gryn.org
Message-ID: <bf3_9501300734@tor250.org>
Source record: 172513

Hi Raver909@telerama.lm.com,

You seen STE's with 12 megs of RAM???? Can all 12 megs of ram be access at
once?
I don't think you can use more than 4 megs at a time?

```
*******************************
* Email Address *
* stfreak@.io.org *
* Dedicated ST USER *
*******************************
```

... My other vehicle is a Galaxy Class Starship ...
/// IMHO V1.06

--
| Fidonet: Pat Mlcoch 1:250/422
| Internet: Pat.Mlcoch@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

1304. SHEPPARD IS A TWIT

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 00:27:00 UTC
From: Pat.Mlcoch@balmybeach.gryn.org
Message-ID: <bf2_9501300734@tor250.org>
Source record: 172514

Hi Dan,

Loved your message!!!! Stay cool buddy!!! Regards!

... Security, confine Admiral Dreibelbis to the padded cell
/// IMHO V1.06

--
| Fidonet: Pat Mlcoch 1:250/422
| Internet: Pat.Mlcoch@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

1305. FS: Spectre GCR 3.0 with ROMS

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 00:33:18 UTC
From: Mark Santora <santora@delphi.com>
Message-ID: <5425S-e.santora@delphi.com>
Source record: 172498

FOR SALE!

Spectre GCR 3.0 with 128k ROMS and System 6.0.1 $260
and misc software.

Megafile 30. interface and power ok. $100
drive is dead.

All Back issues of Start, ST Format, ST User $5 each
ORIGINAL DISCS INCLUDED!

Tweey Board $25

I am selling the GCR because I just don't use it. Other items
because they are taking up space.

Contact Mark at M.Santora2

eol.

1306. FS: Supra 20 meg HD, 1040 ST

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 03:08:36 UTC
From: charles@eskimo.com
Message-ID: <D377EE.LC1@eskimo.com>
Source record: 172499

1- Supra 20 meg hard drive in the shoebox case. Complete with host adapter, power supply, cable. Excellent condition, no problems. $125.

2- Atari 1040 ST computer. 1 meg, mouse. Has built in clock. $90.

I'll sell them both for $200. You pay shipping.

1307. Re: Atari Compendium

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 03:25:28 UTC
From: wizzo@connexus.apana.org.au
Message-ID: <3ghm78$1l6@connexus.apana.org.au>
Source record: 172500

Since the demise of Paragon, you could try Mega Computers/Music in Melbourne. Also try Megatron, although I'm not sure if they've come through with their plans to start importing Atari computers and video game hardware yet. Also, if anyone else knows of any other people selling Atari software/hardware, please post here.

Mega Computers (03) 754 8588

Megatron (03) 870 4017

Jared

--
'Hey gang, let's do the hustle!'

1308. Notator Question

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 03:27:02 UTC
From: hellman@teleport.com
Message-ID: <3ghma6$p4p@kelly.teleport.com>
Source record: 172501

Hello All,
I'm trying to produce a printed score from Notator by manually
inputting notes on screen. I can't get the pick-up notes right because
of the automatic timing requirements.
The piece I'm doing requires one beat of pick up notes before the
first full bar, and the other 3 beats (in 4/4) are in the last measure,
which is then followed by another section of the song (so I can't just do
a limitation in print-out).
I'm stuck with automatic rests I don't want in the pick-up and
last bars. Does anyone know a way around this?
Thanks in advance.

Walter Hellman
--
hellman@teleport.com Internet Public Access User Hillsboro, Oregon USA

1309. Re: Anybody have Supradrive 30MB?

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 03:53:16 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3ghnrc$ofv@golem.wcc.govt.nz>
Source record: 172502

] NOW THE POINT: There was a little "Supradrive 30MB" there. It looked
] like a simple plug-in to the DMA port....no host adapter, no interface,
] etc.... Is this hard drive worth anything? DOES ANYBODY KNOW WHAT'S
] INSIDE IT, AND IF IT CAN BE UPGRADED????

If it's the one I think it is (reviewed by ST-Format a few years back),
then it's supposed to be a pretty good unit. Host adaptor is supposed to
be built into it. If it works (easy to check, download AHDI, stick it
onto a disk, plug in the drive, turn on the drive, wait for about 30secs
turn on the computer, run AHDI.PRG. If it works, C: should be available
and usable.

If no-one else gives better info, I'll try and find the review.
It's probably within 10feet of me, but finding it is another matter! :)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.
You can only leave if you're crazy, and since you ask, you can't be crazy!
Catch-22

1310. Re: Searching for address

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 03:57:05 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3gho2h$ofv@golem.wcc.govt.nz>
Source record: 172503

] I need contact address of software house RENEGADE(Bitmap bros;
] their address, what games they made for atari because they are the
] best in use of Atari's graphical & sound capabilities.).

Magic Pockets
Xenon
Xenon II
Gods
Chaos Engine

None of them seem to do anything extra with STe hardware. (No DMA sound,
no blitting etc.) Although, virtually nothing does.

I know there's a couple more, I can't remember them at the moment though.

] Talking of games there are a few more companies that made interesting
] games which I would like to get my hand on. Of course, I need their
] contact addresses too!!!
] First there is SENSIBLE SOFTWARE, then LANGKHOR and MICROPROSE.

Most of these companies are extremely unlikely to sell the games directly
to you, which sounds like what you're trying to do. They _should_ as
it would be better for them, and the end user, but I don't recall ever
hearing it done before.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.
You can only leave if you're crazy, and since you ask, you can't be crazy!
Catch-22

1311. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 04:27:10 UTC
From: PJJH80A@prodigy.com
Message-ID: <3ghpqu$3d0q@usenetp1.news.prodigy.com>
Source record: 172504

The GCR will not work on a Falcon. There are some differences between the cart slot on the Falcon and earlier ST's. Dave Small has not created an adapter that I know of.

1312. Re: FS: Supra 20 meg HD, 1040 ST

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 05:13:47 UTC
From: VanMil@mindlink.bc.ca
Message-ID: <63888-791442827@mindlink.bc.ca>
Source record: 172505

What is the address you are shipping from, I would be interested in the Hard Drive, and Maybe the ST....Depends where it has to come from.

BVM.

1313. 68000 assembly??!

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 06:19:56 UTC
From: wilh0011@maroon.tc.umn.edu
Message-ID: <17763.wilh0011@maroon.tc.umn.edu>
Source record: 172507

Hello everybody,

Sorry for the newbie question, but I have a course comping up next quarter that requires programming the Motorola 68000 microprocessor, and I was wondering if the Atari ST series used this as it's main CPU. (I seem to remember it using one...) I'd much rather get an Atari than an old fishbowl mac, so any help would be appreciated...

Many thanks,
rex

Ryan 'Rex' Wilhm
University of Minnesota, Institute of Technology
Department of Computer Science
Internet: wilh0011@maroon.tc.umn.edu

"... Putting grapes back on the vine ..."

1314. Re: Help needed with nos042.tos

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 07:08:00 UTC
From: sturm@ost1.ping.de
Message-ID: <FA5GFBVMUp@ost1.ping.de>
Source record: 172506

In <3ggkap$amq@coranto.ucs.mun.ca> Peter King wrote :

>Hi,
> Ok, I managed to get NOS042.TOS and uncompress it. I have also
>grabbed the nosdoc and nosfiles files.
>
> Question: What do I do now? I am not fluent in network or
>communications packages!! Do I have to have my own IP address? domain
>name? hostname? Are there dummy addresses?

There are no dummy-adresses, so it's the best thing really to have an
own IP-adress.
>
> Unix end: My host is running Ultrix. What software do I need on
>the Unix end to talk with NOS042? Where can it be found? I have a
>friend who uses TIA (The Internet Adaptor) on his unix account which
>talks to his IBM-cone client software (Mosaic, Trumpet Winsock). It uses
>dummy addresses to make the connection. What is the Atari equivalent?

If you have your own IP-adress, the Unix-host shouldn't need any
special software, for NOS uses TCP/IP and I haven't heard of a
Unix-machine which doesn't support this (nowadays).
If, your friend is using TIA, there might in deed not be any
TCP/IP-support on your host. In this case, I think you can't work with
NOS. I know there is a package called term (a port from Unix), which
does about the same as TIA, but there are two problems (from your
point of view) with this:

1. The package has to run on the host, too.
2. It will only run under Mint + MintNet (on the Atari-side). (That's what I think, any
other opinions?)

>
> I would greatly appreciate any help (suggestions, pointers to
>documents where these questions are answered, e-mail, etc) in the set-up
>of NOS042.TOS and the Unix set-up!! ~8-^[(Me, with my last remaining
>strand of hair after trying to set up this slip connection).
>
>Thanks,
>Peter
>
>--
>---
>Internet: pking@random.ucs.mun.ca
>---
>

--

-- --
Oliver Sturm sturm@ost1.ping.de
-- --

1315. Re: NVDI (worth it?)

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 07:33:11 UTC
From: t94patsa@ida.liu.se
Message-ID: <1995Jan30.073311.2032@ida.liu.se>
Source record: 172510

jpb3@ukc.ac.uk (J.P.Beranek) writes:

> I have a little query that I hope some people can possibly give options on.
>I have a 1040STE with 2 MB, and bog-standard TOS 1.62. I also have a little 52
>MB hard drive, and have been wondering whether to buy NVDI 3.0 or not.

> I've starting thinking about buying it at least partially because of it's
>ability to use TrueType fonts, Speedo fonts etc. The only problem is that here
>in rainy England NVDI costs 50 quids, that's about 80 dollars for you Americans
>out there.

> Do you think NVDI will create a speed increase to justify the quite high
>cost of the software, and/or are the font capabilities of v3.0 usable in many
>applications?

Well, I can only tell you that I paid 80 quid for my 2.5 version and it was worth every penny of it! The speed increase is tremendous and having GDOS around anytime is really a great benefit. I'd say go for it, esp. if you're interested in the font capabilities but it's worth the money for the speed increase alone. IMHO.

--

Patrik Sanfridsson Linkoping Institute of Technology, Sweden
t94patsa@und.ida.liu.se Computer Engineering
z94patsa@isy.liu.se http://www.edu.isy.liu.se/~z94patsa

1316. JV-1080 Patch Editor v1.1

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 08:40:48 UTC
From: ethami@duna.ericsson.se
Message-ID: <9501300740.AA06569@duna40.danubius>
Source record: 172545
Cross-posted to: rec.music.makers.synth,alt.binaries.sounds.midi,comp.sys.atari.st

```
The JV-1080 patch editor I wrote for the Atari computers
has now the random tone generating functionality.
If you are interested and still haven't got this
beautiful software :-), drop me a line, and I send it to you.

Take care.

Attila Mezei
ethami@duna.ericsson.se
```

1317. Re: ***** 520 STFM system and 8-bit Stuff For Sale *******

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 08:53:31 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3gi9eb$c6c@nic-nac.CSU.net>
Source record: 172515
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

What is with all of these "for sale" and "auction!" posts which are

all double spaced!?

I mean, is it something with Usenet that when it sees "for sale" in the

subject line, it has to double the height of the post? Or are all of

these posts from the same person? Or maybe it's a PC thing with the

useless LF characters.. Man, PC ASCII is OUT OF >DATE<!

-bill!

kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Got a new .plan!

William (Bill) Kendrick / | \ ** New Breed Software **

1318. MagiC 3.0

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 09:12:23 UTC
From: richcsst@crash.cts.com
Message-ID: <D37o8o.BpH@crash.cts.com>
Source record: 172516

Listen folks I have version 2.01 of Mag!X and I have been hearing about a version 3.0. Does it exist? If so, then why hasn't the company informed me of its existence? I had registered it the day I received for my birthday. This was almost a year ago (July). I have not heard one peep from the company that publishes it. Heck, I didn't know Ease desktop was available until I saw an ad for it in ST Format!

I would like to upgrade, but I have no idea how to contact the company (conveniently their only address was on the registration card).

If you know their address, and/or Email address, then please let me know. Could someone also inform me as to what is improved/different with version 3.0.

Thank you,

Rich - THX1138

1319. Re: Emagic's email address

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 09:36:43 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.791458603@thame>
Source record: 172520

mbecroft@iconz.co.nz (Mario Becroft) writes:

>Does anyone know the email address of Emagic? What about the postal
>address? (Makers of Notator/Logic/Audio etc.)

Gerhard_Lengeling@m.maus.de
He is Logic's/Notator's chief developer.

As for the postal address (Hamburg) I have it lying around somewhere, mail
me if you want it.

--

```
-------------------------------------------------------
|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk
-------------------------------------------------------
```

1320. Re: Upgrading Notator

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 09:38:32 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.791458712@thame>
Source record: 172517

> I'm wondering what steps I need to take to possibly upgrade
>Notator 3.01 to a later version. Is it even necessiary?

Logic is much more pwerful.

> See...I purchased my copy of Notator and the dongle in a bulk
>auction deal. Didn't really realize what I had until I started playing
>around with it. Problem is...I've only got about half of the documentation
>it seems. Enough to make the program extremely useful...but no details on
>upgrading...who what when where and why. Am I correct in assumeing that as
>long as I have the original hardware dongle that I am entitled to upgrades
>and service, or do I have to reregister the entire liscense with Clabs at
>full retail price?

Erm, I dunno.

> Are there any versions after 3.01? If so..what are some of the
>bug fixes (I've yet to find any bugs other than some trouble accessing
>floppys...more on that later), added features?

The last version of SL was 3.21 (Logic version) or 3.12 (stand-alone
version) (from memory).

> The only thing about 3.01 that really annoys me...and it could
>very well be my version of tos or something, is that the only floppy it will
>read from is the one that was in it at boot-up. If I boot the Atari cold...
>with no floppy in the drive...it will read and write to any floppy I stick
>in the drive...labled A or B. When I boot the computer with a floppy in the
>drive...Notator will read and write to that floppy...but if I change disks...
>then try to access...it hangs the entire system! This even happens if I try
>to access the drive as device B rather than A. This glitch doesn't apply
>to other SoftLink Partitions...the desk top can still look at any floppy I
>choose to put in...and so can the other programs I run in other softlink
>partitions. Only notator seems to have this problem...run alone or in
>softlink.

It sounds like a hardware fault in the floppy drive.

>2) Remove all auto programs such as Warp9. This didn't fix the problem.
> I still use Warp9 with Notator according to specific instructions that
> came with Warp9 concerning Notator.

You shouldn't use ANY desk accs or auto programs with Notator. The only
one that is totally reliable is NVDI.

>It seems like Notator is taking a picture of what ever floppy was in the
>drive at boot up from TOS or something...and not allowing that buffer to

>change with a media change.

Like I said, possibly it could be a fault in the disk change detection.
Try running the program on someone else's computer.

>Might this be an isolated bug with only my particular machine/program?

Well it's never happened to me.

>How/Who do I see to possibly upgrade to a later version?

Ask Gerhard_Lengeling@m.maus.de (Notator developer).

Bye,
--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk

1321. Adding memory

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 09:40:05 UTC
From: kghashgh@nermal.santarosa.edu
Message-ID: <3gic5l$k55@floyd.santarosa.edu>
Source record: 172518

I just tried installing some 1MB simms in my 1040STe, but had a slight problem. Now, I tried two different kinds, one set of four 9 chip simms, and a set of 8 chip ones. Only two of the 9 chip ones worked (with either of the other two in, I just got crap on the screen), so I could successfully get 2 megs of RAM with those. The 8 chip simms acted like 256k simms, giving me either half a meg (with two installed) or 1 meg. Then I tried combinations of the 9 chip ones that worked, and the 8 chip ones, and got four megs, but the system crashed a lot. Is the STe supposed to use only 9 chip simms? It doesn't seem to be so, since the 256k simms that came with it seem to have 4 chips on 'em. Anyone have any suggestions?

Thanks

1322. Re: KA9Q (NOS)

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 10:02:13 UTC
From: Michael Wray <harmony@tyrell.net>
Message-ID: <Pine.SUN.3.91.950130034946.20252B-100000@tyrell.net>
Source record: 172519

On 22 Jan 1995, John M. Klassa wrote:

> I just downloaded a bunch of stuff for KA9Q (NOS) from a.a. I got
> NOSFILES and NOSDOC, too... Trouble is, I don't know how to set it up,
> or what I need at the Unix end (i.e. not my ST end). Anybody have some
> documentation for this, or know of a better way to get SLIP and/or PPP?
>

> [I first tried the 900kB "install" version in th Install directory
> under Ka9q/Nos -- it wouldn't extract itself...]
>
John,

Try using STZIP 2.6 instead, especially if you only have 2.5 Megs or
less, the problem is it is running out of memory before it can extract.
(Might be a bug in the executable portion of the sfx.)

I can get it to connect, but after that none of the servers work.
Try asking in the demon.ip.support.atari News Group.

Also, You'll Need the following info changed to match your INET provider's:

PPP/SLIP login commands. MTU's.

Domain Suffix
SMTP Server
Time Server
News Server
Domain Name Server (DNS) or Name Server.
Hosts IP address.
Hosts Dummy IP address expected...Usually 255.255.0.0 or 255.255.255.255

These things go in your TOMSHELL.BAT file,
Your DIAL.TXT file, STARTUP.NOS file, SMTPRC file and any other news RC
file created (For users) If it isn't changed in ALL of these, you will
probably get hung up on.

Also, Right after loading and going into the Dialer mode, if no text
appears on your screen hit [F-10] then [Enter]. you should see the
DIAL.TXT script info go across your screen.

If you have problems, read your log file, copy it and your setup into a
mail message, (changing your password in the Dial.txt and NewsRC) and
explain y our problem to CO.UK people on demon.ip.support.atari Newsgroup.

You should get an answer.

(I haven't done this yet as I've been to lazy to do all of that. I have done a lot already, including installing it on a Minix partition.)

The Problem with the Installation package is that it expects you to subscribe to CO.UK Demon Internet services and doesn't really provide an easy installation unless that's who you plan on using.

1323. Re: Mint 1.12 does load XFS's

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 10:19:07 UTC
From: Michael Wray <harmony@tyrell.net>
Message-ID: <Pine.SUN.3.91.950130041459.20252C-100000@tyrell.net>
Source record: 172521

On 28 Jan 1995, Tom Chamberlain wrote:

> I have been trying to get Minix working so I can get MintNet and
> maybe X11 running.
>
> BUT, every time I use us 'FSCK' on the partition I changed with
> 'minit' I get 'Not a Minix Partition...'. I have MINTNP 1.12
> in the auto folder and minix.xfs in the root.
>
> I but mint 1.04 back in the auto folder and 'FSCK' works fine.
>
> Any ideas? Do I need to do something different with 1.12
>
> Thanks for any help.

Yes,I had a similar problem, and found that it was becuase I didn't have the latest version of Minix utilities (Including FSCK.) You'll probably have to rerun Minit. but Older Minix partitions didn't work with Mint 1.12. At least not on my 520 ST w/ TOS 1.4 and 2.5 Meg Ram and a Supra52M HD.
I also found that it is not a good idea to go over the 15Meg Limit on a Minix Partition. As you will lose lots of Inodes.....

(also if you write a 500 byte file or less it still takes up at least 1K of disk space.)

1324. Re: X Windows for MiNT - a users comments

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 10:20:05 UTC
From: abro@amath.unizh.ch
Message-ID: <1995Jan30.102005.28558@rzu-news.unizh.ch>
Source record: 172529

Craig Graham (Craig.Graham@ncl.ac.uk) wrote:

: After tinkering for long enough to have a decent setup, here's a few
: comments on X11R5 for MiNT....
[--snip--snip]

: o WHAT IS IT GOOD FOR?
: Well, at the moment, it's only of use to techie people (myself ? perhaps),
: or people who want to use their atari (ST with double2 in interlace mode,
: TT or Falcon) as an Xterminal. You need a quite fast modem to make this
: worthwhile though, as X over my 2400 baud modem is painfully slow.

X-Connection via Modem? is that REALLY true? - I thougth, that to much data
has to be transferred during a X-Connection...
Practically: I have an Atari ST 4MB, a cheap 144400/MNP-Mode, an an account
to a Sun-Maschine at university with X-Apps. - Is MonoX for Atari an easy way
to work on the Sun under X from my home???

Ciao, Arnt

---------------------------------- |
Arnt Broska, Uni Zuerich, Schweiz | --
---------------------------------- | Does anybody know an Email-address of God?
EMail-Adress: abro@amath.unizh.ch | --
| Newest answer: 44...45...46...47...48...

1325. Re: GO Direct..

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 10:46:30 UTC
From: vctec@westminster.ac.uk
Message-ID: <D37sF3.175@westminster.ac.uk>
Source record: 172522

Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:
: Does any know if you can still get Atari stuff from
: GO Direct...???

Don't see why not.

--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

1326. Re: Null cable length limit?

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 10:46:34 UTC
From: Michael Wray <harmony@tyrell.net>
Message-ID: <Pine.SUN.3.91.950130044512.20252F-100000@tyrell.net>
Source record: 172523

On 23 Jan 1995, Arjan van der Meer wrote:

> In article <D2tqpn.yD@eskimo.com>, Randell Spreadborogh <zap@eskimo.com> wrote:
>
> > How long can a null cable be before the signal drops so low as to be
> >useless at the other end? How can I measure the signal drop? Will a signal
> >amplifier correct any deficiencies? Thanks in advance.
>
> Mm, I once heard that an RS-232 cable can be up to about 30 meters (98 feet).
> Since an null modem cable is an RS-232, I think you can use this length.
>
I have a null modem cable hooked from my St to my mom's pc which is 110
feet long. I'm using industry standard 8wire phone cable, like you'd see
in a pbx phone system.
>

1327. FS: Mega 2 System

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 10:50:05 UTC
From: DOMINGO@news.delphi.com
Message-ID: <3gig8t$i3q@news2.delphi.com>
Source record: 172524
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

I am placing this ad for a friend. Please reply to him directly at
"m.mccreless1@genie.geis.com". Thanks!

STuff for Sale! *** Hardware

Atari Mega ST2 2 MB RAM, TOS 1.02, blitter, $250
internal 720K floppy drive, clock,
detached keyboard, in original box

New Idea "Beetle Mouse"
higher resolution, softer touch than Atari included

Atari Mouse (doesn't work very well) included

Atari SC1224 Color Monitor $ 90
Atari SX212 Modem 1200 baud with modem cable $ 10
Star Gemini 10X Printer 9-pin dot-matrix $ 50

---->>>> or take it all for $375

Everything works (except mouse as mentioned above). Prices do NOT include
shipping.

Do not reply to this message. I am not the seller of this setup. If you
want to make an offer send e-mail to Marc.

Thanks!

Dom

1328. Re: Farewell ST Review

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 11:11:47 UTC
From: vctec@westminster.ac.uk
Message-ID: <D37tL8.8L2@westminster.ac.uk>
Source record: 172525

Stuart Brown (sbrown@cee.hw.ac.uk) wrote:
: Is this a subtle hint? :)

Hint? What hint? ;-)

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

1329. Re: Low Prices on Falcon??

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 11:19:19 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3gihvn$j8l@bs33n.staffs.ac.uk>
Source record: 172526

eva crouse (redhead@sys6626.bison.mb.ca) wrote:
: Hello to all in the UK! I am interested in knowing how some Atari UK
: Computer shops are doing selling the 1 Meg Falcon at 255 pounds???

That was a Gasteiner advert I believe. It DIDN'T include VAT (at 17.5%)
and no-one in their right mind would buy a 1meg machine anyway. So for
the base level one (4meg) you are still looking about about 400-500 quid.

Also I believe Gasteiner are no-longer supporting Atari products in 1995
so the stock they have are their final stock *just a rumour, but a well
substantiated one*.

: .....and please, no demise of Atari comments as they still are producing
: Falcons in their current configuration as market demands.

C-Lab make the Falcon now. Atari have truly given it over.

RiCH

1330. Re: ST Software on CDROM mag!

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 11:19:38 UTC
From: fkeith@cs.strath.ac.uk
Message-ID: <3gii0a$p6o@dunlop.cs.strath.ac.uk>
Source record: 172527

>> Have THAT many Atari users embraced the new technology so much that
>> the magazines now have to notice it? (FUTURE had been a bit critical
>> of Atari's ability to cut it in today's MIDI market for a few issues
>> last year).

>No. Very few Atari users have an Atari based CD-ROM unit.

>What quite a few have is access to one on a PC or Mac, so putting Atari
>software on one isn't quite as dumb as it may seem.

But copying CD-ROM to disk for use in the ST defeats the purpose of
CD-ROM in the first place.

Fraser Keith, Strathclyde
fkeith@cs.strath.ac.uk

1331. Re: Upgrading Notator

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 11:23:21 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.791465001@thame>
Source record: 172528

>Ask Gerhard_Lengeling@m.maus.de (Notator developer).

Oops! My mistake - Gerhard_Lengeling@hh2.maus.de

Sorry for the mixed up address,

--

```
-------------------------------------------------------
|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk
-------------------------------------------------------
```

1332. Re: Robinson's Requiem Question

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 11:55:20 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3gik38$j8l@bs33n.staffs.ac.uk>
Source record: 172530

Eric March (diehl@io.org) wrote:
: Okay. Question: How do I make a bow in this game? I *thought* if I
: combined a stick with the wire I'd get one, but it ends up making a noose,
: which seems of little use at the moment ... making arrows isn't a problem,
: the bow, however, is, apparently. Another question: How does one make a
: fishing rod? I was told that one can fish in the game. (If it makes any
: difference, this is for the ST/e version of the game)

You make the bow from a piece of LIANA and a stick. You make the arrows from a stick and a feather. Warning.. its bloody hard to use the bow, it moves in real-time so its hard to see what you are aiming at.

Also to make the fishing rod you need the nappy pin, some more liana, some resin and the wire I think. You need to have explored the amazon section to get the liana. You managed to kill the tigers yet? They give you lots of stuff, use their fur with the needle and thread to make yourself some gloves and a hat.

It's a wicked game.. but I am yet to figure out how to kill the Dinosaur on the Amazon stage - help anyone????

RiCH

1333. Re: X Windows for MiNT - a users comments

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 12:49:10 UTC
From: avg@cwi.nl
Message-ID: <avg.791470150@news.cwi.nl>
Source record: 172531

abro@amath.unizh.ch (Arnt Broska) writes:

>X-Connection via Modem? is that REALLY true? - I thougth, that to much data
>has to be transferred during a X-Connection...
>Practically: I have an Atari ST 4MB, a cheap 144400/MNP-Mode, an an account
>to a Sun-Maschine at university with X-Apps. - Is MonoX for Atari an easy way
>to work on the Sun under X from my home???

I sometimes run X applications over a 14k4 phone line. It works.
It is not brilliant, but not entirely useless either.

If you connect two machines over, e.g. a 115200bps null modem
line with compressed SLIP, that should be an OK solution.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

1334. Re: MiNTnet/MiNTos XWindow etc. Queries

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 13:44:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199501301544.a13982@iz.maus.de>
Source record: 172354

In <Pine.SUN.3.91.950128222851.27972A-100000@puce.csi.cam.ac.uk>,
mnb20@hermes.cam.ac.uk (Mark Baker) wrote:

MB>It's on aaue somewhere, can't remember exactly but I'd guess at the
MB>Mint directory.

In the Atari directory of ftp.uni-paderborn.de, it is
./MiNT/tools/mfsfm09b.zoo ;Marcus Fileselektor 1.09beta

MB>As for features, it has the most important ones but it isn't as nice
MB>to use. It's the best one to use for MiNT

I think the best one is BoxKite. It looks very similar to Selectric, but
it supports MiNT filenames. You can probably find it on ftp.uni-muenster.de.

MB>Not normally, although I think the one built into gemini will (not
MB>sure about this)

It works, but you have to use the internal shell (Mupfel). :-(

cu... Ole
--
ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ Usenet: Ole_Pahl@iz.maus.de ï¿½ï¿½ï¿½ AmPR: DK1LP@DB0RDB.#SLH.DEU.EU
ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½

1335. PD Wysiwyg W.P ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 13:51:28 UTC
From: jon_w@oldham.gpsemi.com
Message-ID: <D3815s.HE1@lincoln.gpsemi.com>
Source record: 172533
Body handling: HTML body converted to readable text

Is/are there a/any copies of a PD Wysiwyg W.P for a 1meg mono STE with 2
720 drives ?? It would be handy if it had a spel cheker.

~~~~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~
___ ___ Jonathan Walker
" " " __( )====:: __( )====:: GEC Plessey Semiconductors
"" " /~~~~~~~~~\ /~~~~~~~~~\ Oldham, Great Britain.
\!/ \0.0.0.0.0/ \0.0.0.0.0/ E-mail: jon_w@oldham.gpsemi.com
~~~~~~

1336. TOS1.4 hates my SCSSI

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 14:02:40 UTC
From: stephan@abmx.rz.rwth-aachen.de
Message-ID: <stephan.24.000E0BCF@abmx.rz.rwth-aachen.de>
Source record: 172532

I got an ancient 20MB MiniScribe SCSCI HD. Problem: Setting it on under TOS
1.4 my MOnitor switches its resolution. I can't seet any more. TOS 1.0 doesn't
have this Problem. May be someone remebers what's wrong with TOS or my 1040STF?

Thank you,

Klaus

1337. Re: QMI DeskCart! cartridge help!!

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 15:06:34 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FA5NCIUXUP@galaxy.teuto.de>
Source record: 172547

In <macdonald.115.000B1249@cfcsc.dnd.ca> Ken Macdonald wrote:

>>> I have a cartridge for the ST called "DeskCart!" by QMI (Quantum Microsystems
>>>Also if I can't find this disk, is there another way to access the cartridge?
>>Try installing a Desktop drive icon with the letter 'c' (Small c).
>>Then double click it and you might be able to see the files on the ROM.

>What always works for me is shutting off the hard drive, booting the ST, and
>installing a "hard drive" for "C". this of course becomes the cartridge.
^
It wont work with capital C!!!!

The cartridge can be accessed as drive c (lowercase!!!) but this has been
mentioned before ...

Hendr!K

1338. Re: Atari speech syntesizer V.2 ?

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 15:18:06 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Jan30.151806.4403@bradford.ac.uk>
Source record: 172534

On Tue, 24 Jan 1995 20:13:44 +0100, Olav-Andreas Marschall wrote:
: I have a little program that converts text into kind of speech.
: The first line says Atari speech syntesizer V.2.0.

There are several programs which do this on atari.archive - and some contain source code.
--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \

1339. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 15:19:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FA5NCIVAUP@galaxy.teuto.de>
Source record: 172548

In <FA2REBURUP@dksoft.ping.dk> Kim Andersen wrote:

>I don't just blame 2B. (They just do what every others are doing). I blame
>everybody.

Gee, that's a very helpful point :-/

>updated to support the exstra features which the machines have, (well not
>that much for the MSTE, mostly for the TT).

Tell me which features of a TT have to be supportet explicitly?

All cleanly written software made use of the extra gfx-modes in an instant.
TT-SCSI was supported by the harddisk-software very soon after release.

But I forgot, you only play games. Most of them are badly writtten and highly
machine dependand. You cannot blame this one on the TT, can you? Blame the
authors.

>The Falcon is in some way late, and ofcouse it's slow as well. But then
>we're back to my main point again. Why is the Falcon slow ? because you
>tell it to run old software which hasn't been updated to suit the hardware.

What do you think you have to update to make use of the Falcon specific
hardware? A recompliation with 68020-flags doesn't improve things. And the
music stuff makes perfect use of the DSP, doesn't it?

>So why do they delay such a program in advance of NVDI3.0

For the reason to make money and stay in the market at all. Where do you live
man? Come back into _real_ life.

>claim NVDI is needed more, (or at least they claim they can sell more NVDI
>than the OS). This is something i do not understand about 2B at all. And

You don't understand it as you don not have the insights into the market.

>an Falcon to, for an example, a 68040, if we keep on having this old software.
>So now we have the right speed, (which infact will compete with an 486DX66

A 486DX2/66 is way faster in raw calculating power than a 68040. And there is
no 66 MHz 68040 at all.

>That why you now have possibilities of making an upgrade, as mentioned
>above.

How much are you willing to pay for 68040 upgrade for a Falcon? Compare this
price to the price of a 68040 MAC.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

1340. Re: Mac MagiC?

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 15:20:46 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FA5NCIVDUP@galaxy.teuto.de>
Source record: 172549

In <3genpm$8h1@golem.wcc.govt.nz> Roger Sheppard.. wrote:

>>I'm VERY sure that the Archie doesn't run OS/2 Warp, and isn't Unix
>>rather expensive as there's no Linux/NetBSD port for ARM as yet (unlike
>>680x0 and i386)?
>I was refering to the Risc PC model, it has a 486 card,
>and you can get Unix for this machine, so why the need
>for the Linux hack...??

What does this Unix cost? Linux is free ...

Hendr!K

1341. Re: Robinsons Requiem recommended

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 15:22:38 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Jan30.152238.4457@bradford.ac.uk>
Source record: 172535

On Wed, 25 Jan 95 09:08:37 -0500, popemerlin@delphi.com wrote:
: Merlin has just received a consignment of ST/STE versions of Rob's Requiem. They
: are offering it at #26.95 (#25.95 if ordered through the Internet Email them on
: POPEMERLIN@DELPHI.COM) Phone now on 01453 882793 (UK) Before 3rd February

Hey. This weekend I bought Robinson's requiem for the grand sum of THREE POUNDS at an all Formats Computer Fair. I had never heard of it and only bought it because it was cheap. It comes on 3 disks and is HD installable. Should be a good game when I can get around to playing it.

--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \

1342. Re: German Dealer-Info WANTED

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 15:24:08 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FA5NCIVGUP@galaxy.teuto.de>
Source record: 172550

In <3gbijb$aqo@prime.mdata.fi> Pekka Saarinen wrote:

>There has been a problem getting a store called "Akzente" in Ulm to
>send already paid stuff to Finland (5395 DM worth of Falcon/Tower &

Akzente were responsible for the proTOS fairs.

>all Steinberg hardware's!). They are three weeks late from the
>agreed timetable now, and still nothing. A friend of mine is getting
>really worried what's going to happen with his sent money...

How did you send the dough? Did you make sure it arrived?

>different German dealers, and how to handle situations like the
>above from abroad. FAX and telephone don't seem to make things

Have you communicated with them via fax or phone lately?

Which means of shipping did you agree upon? Is the stuff already under way?
There are so many factors to consider here.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

1343. STalker 3.02/Ansi

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 15:39:52 UTC
From: msmith@maxine.jf.intel.com
Message-ID: <msmith.791480392@maxine>
Source record: 172376

I have owned STalker 3.02 for two years and have found it to be a very robust communication application.

I haven't heard any information on upgrades to 3.02 lately. I'm having trouble with the ANSI emulation, especially the terminals ability to recreate the entended ANSI graphics.

Freeze Dried Terminal did a great job of ANSI emulation, but because of it's instability on my system, (and lack of author support at the time), I purchased STalker.

Now, my question.. does anyone know of a way to coax STalker into accurately displaying ANSI graphics, or is an upgrade available that will solve this problem?

Thanks,

Michael

1344. Re: NVDI (worth it?)

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 15:40:56 UTC
From: djs@jet.uk
Message-ID: <djs.791480412@gen-off-2>
Source record: 172536

sheppard_r@ix.wcc.govt.nz (Roger Sheppard..) writes:

>I did not think that NVDI 3.01 supported TrueType Fonts....!!

Well, you're wrong yet again. Surprise, surprise.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

1345. Re: Floppy problem

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 17:01:30 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FA5QEIVMUP@galaxy.teuto.de>
Source record: 172537

In <D33r06.CJ4@cix.compulink.co.uk> "Ofir Gal" wrote:

>>> The drive motor of both drives are on no
>>> matter which one I am using at the time.
>>This is totally normal according to ST Format and ST User.
>>Letters have appeared in both these magazines asking if it is

Correct, it is normal as the Atari only has one line to set MotorOn (might be
another signal, but the machine is short of the second one).

>>I've seen Ofir Gal's name appear a few times on recent postings
>>to this newsgroup. How about solving our little problem, Ofir?
>Don't over estimate my knowledge. I have no idea why this happens. I use
>to get it on my old TOS 1.0 STF, but not on newer machines (I now have a
>TOS 1.04 STFM and a Falcon).

This only depends on the drive. Some brands have the motor on if only the
drive-select is on (LED is on). Other drives need the Motor-On as well to get
going.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

1346. Re: Can old 1040ST run w/9600 baud Modem?

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 17:07:32 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FA5QEIVPUP@galaxy.teuto.de>
Source record: 172538

In <3geu8i$9is@golem.wcc.govt.nz> Roger Sheppard.. wrote:

>The best program TSR to remove bugs in the OS is HSMODA04, there is no other
>TSR or program to touch it....

Right!

But now the new and improved Super Fairy Ultra ... Ooops, got a little carried
away here. Wrong commercial.

What I wanted to say, a new version of HS-Modem is available. The archive is
called *HSMODA05.LZH*. It should soon make it to a cinema, er..um BBS near
you.

I've already sent it to a couple of people in the UK and DownUnder so it
probably is floating around there as well.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )-------------------+
_)) /
(_/

1347. Looking for Fax Software

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 17:19:16 UTC
From: Gordon@keramos.demon.co.uk
Message-ID: <791486356snz@keramos.demon.co.uk>
Source record: 172540

Hello All

Im looking for some Fax software preferably Public Domain.
I found Hackfax at Hensa but all the documentation is in German
also there is no shell with the program.So its not easy to work
out how it all comes together.
Any body had any luck with getting this going.
Eighty odd pounds seems a lot of money for the commercial program
Straight Fax.Is it worth it??
Oh by the way Im using a 1040 STE and 20mg Hard drive with Colour mon.
--

{|
Gordon. ([:])=|0[<====>
{|


```
_____________________________________
/ Gordon Endersby /
/ Keramos House /
/ ----------------- /
/ Gordon@keramos.demon.co.uk /
/_____________________________________/
```

1348. Spectre GCR Software

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 17:34:57 UTC
From: preacher@step.polymtl.ca
Message-ID: <3gj801$hk3@charles.cdec.polymtl.ca>
Source record: 172541

Hello guys!

I own a spectre GCR from Gadgets by Small... The gadget itself is good
but here is the problem: I can't use it anymore!!

My floppy supposed to contain the softwares to start Spectre is now
dead... Probably a bad sector or something like that.... Anyway, the
result is that there is no way to use my spectre!!

I would like to obtain a new copy of these softwares, but no dealer wants
to make me such a copy, pretenting this is not legal... They are not
totally wrong, but not right too... How can I use this software if I
haven't bought the hardware? So wath is the solution? Buy a new
spectre, call Dave Small? Or is there a copy of the Spectre floppy
somewhere available via FTP?

--
========== | God loves you
Mathieu Lanouette ---+--- But do you love God?
Administrateur STEP |
Preacher@step.polymtl.ca |
�cole Polytechnique de Montr�al |
========== | Pensez-y!

1349. Searching for address

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 17:46:50 UTC
From: darko@tjev.cc.etf.hr
Message-ID: <3gj8ma$3bk@labs2.etf.hr>
Source record: 172542

IMPORTANT, Regarding the text on the top

Recently I got lots of E-mail regarding my text above. So to prevent further misunderstanding, I felt it was needed to write an explanation.

I did buy cracked version of Aura, but from friend, (who by the way is not a pirat) because the program wasn't available for me in any other form (that's why I need the address). Knowing it doesn't work, I used it as a demo (to see how it looks, capabilities, etc.) and I'd really appriciate it if anyone would give me C-lab's (and other's - Sensible Software, Renegade) contact address so I could write them for a catalogue and the program.

In Croatia there aren't any specialised disk shops or even something similar where one could buy desired software for Atari (if there is one or more such places in Croatia or Slovenia please just write it under these text). You'd have to go to another country to buy software. So I'm depending on you, who read this text.

If I get any address I'll give it (them) to computer magazines that are going out in Zagreb so they could publish it (that is, of course if you agree), because when I asked them they didn't have a clue.
I am sure there are many people in Croatia interested in how to order or where to buy original software and would be greatfull for such information.

My appologies for the misunderstanding I caused with a text above. It was miswritten due to a shortage of time and my lack of knowlidge of English language.

Greetings to people of C-lab, Renegade, Bitmap Bros., Langkhor and Sensible software to whose software I'm looking forward to enjoy.

Awaiting for your response !

P.S.: In countries like Croatia people learn more quickly how to appriciate software, because it's hard to find.

1350. Re: Farewell ST Review

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 18:06:17 UTC
From: Craig@thebrink.demon.co.uk
Message-ID: <561370629wnr@thebrink.demon.co.uk>
Source record: 172543

In article: <D31nB0.K5y@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:

> >> I will not be surprised to see a new Atari magazine appear...
> >The names of Gal and Lennerd wouldn't be involved would they? :)
> I wouldn't be surprised if they are :-)

In that case I might well be purchasing said new Atari magazine (sorry
about the typo Vic if you're reading) :)
--
Craig Oldfield
craig@thebrink.demon.co.uk

1351. Re: Floppy problem

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 18:27:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199501302027.a43119@m4.maus.de>
Source record: 172544

>>This is totally normal according to ST Format and ST User.
>>Letters have appeared in both these magazines asking if it is
>>normal for the drive motor to be running even though there is
>>nothing being accessed or written to disk.
>>However, neither magazine tried to explain WHY this happens.
>>I've seen Ofir Gal's name appear a few times on recent postings
>>to this newsgroup. How about solving our little problem, Ofir?
>>If anyone would know, he would.
>
>Don't over estimate my knowledge. I have no idea why this happens. I use
>to get it on my old TOS 1.0 STF, but not on newer machines (I now have a
>TOS 1.04 STFM and a Falcon).

This is just a plain simple hardware issue. The Shugart floppy bus (also used in Atari machines) simply has just one MOTOR_ON signal line, so that all drives start spinning when one of them is to be accessed.
Newer drives are a bit more intelligent and don't spin unless there is a disk inserted. Old drives (like the old large-button drives Atari used) don't do that and spin with no disk inserted. With disk inserted, any drive will start spinning.

Why? Because MOTOR_ON comes before DRIVE_SELECT, and the drives can't predict which one will be selected.

bye, Peter

1352. Re: Accelerating my STE

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 18:35:30 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D38EB6.480@cix.compulink.co.uk>
Source record: 172546

In response to bobculve@cix.compulink.co.uk's message:

> > How compatible with existing software are T28s? Can they be disabled
> > so you can use games? Does anyone who's used one have any
> > particular gripes about them?
>
> Both the cache and speed are (hardware) switch selectable, so you can
> run it in the native 8 Mhz mode. I had no compatibilty problems at
> 8Mhz but my Hawk scanner refused to work at 28Mhz.

My Hawk only works with the MSTE when I run at 16MHz with no cache. Can
you disable the processor cache on a T28?

Just a thought.

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%*%* # also: 100:1011/143.0@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%*%* # 90:102/143.0@nest.ftn #

1353. ST to ST via NOS?

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 19:34:02 UTC
From: simon@bassland.demon.co.uk
Message-ID: <791494442snz@bassland.demon.co.uk>
Source record: 172401

Is it possible to have two Atari STs connected together via their serial ports, and have NOS running on one machine....[fine so far]....but, BUT .. have (somekind!) of program (maybe Lynx?), running on the other so that I can ftp from the machine running NOS?

I know of such a program on the PC, but I don't have a PC.

The STARTUP.NOS file will need serious pruning I know, as I only need the second ST set up as an ftp server.

Sorry this plea is a bit general, but I hope somebody will know what I'm talking about.

Cheers,
Simon.
--

/\/\/\

1354. Re: Robinson's Requiem Question

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 19:39:34 UTC
From: popemerlin@delphi.com
Message-ID: <Zc96CRm.popemerlin@delphi.com>
Source record: 172402

I need some help with this game. When I meet the guy,Darwin-5, I kill him and then I wander up the canyon and always die. Annoying, how do I survive?

Please help, yours every so pathetically.

Phineas

1355. Re: 68000 assembly??!

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 19:42:43 UTC
From: popemerlin@delphi.com
Message-ID: <Re9YyTj.popemerlin@delphi.com>
Source record: 172403

<wilh0011@maroon.tc.umn.edu> writes:

>wondering if the Atari ST series used this as it's main CPU. (I seem to
>remember it using one...) I'd much rather get an Atari than an old fishbowl
>mac, so any help would be appreciated...

The Atari ST uses the 68000 as the main processor, and the Atari Falcon uses a
68030. Macs also use it but some have different processors.

Hope this helps

Phineas

1356. NVDI e-mail address

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 19:56:28 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95030.145628STIRRE31@MAINE.MAINE.EDU>
Source record: 172404

Well, I still cannot get NVDI to print properly after many hours and
countless sheets of paper. I would like to ask the authors of the
program about my problem. Does anyone have an e-mail address where
I could reach them?
In the meantime, is there a way that I could put Speedo on a floppy
drive (in an AUTO folder) and have the Falcon bypass NVDI at bootup?
I was trying to do this but could not figure out how. Doubleclicking
on Speedo from the desktop results in bombs. Changing the printer
driver via driver.prg causes NVDI to have to reinstalled (as far as I
can see).
-scott tirrell

1357. Re: NVDI 3.x vs. SpeedoGDOS and NVDI 2.51

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 20:06:50 UTC
From: zap@eskimo.com
Message-ID: <D38IJE.D6w@eskimo.com>
Source record: 172405

If I have SpeedoGDOS v5 and NVDI 3.x installed does one program preempt the other during some types of font handling? Will they conflict? I have SpeedoGDOS v5 and am thinking about buying NVDI. Any info appreciated.

--

Randall Dale Spreadborough
internet: zap@eskimo.com
uucp: zap@eskimo.celestial.com

1358. Re: Help needed with nos042.tos

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 20:28:45 UTC
From: zap@eskimo.com
Message-ID: <D38JJx.F5I@eskimo.com>
Source record: 172406

That is exactly what I am trying to do with no success. I will have to
use The Internet Adapter as I cannot afford a real SLIP/PPP link.
--
Randall Dale Spreadborough
internet: zap@eskimo.com
uucp: zap@eskimo.celestial.com

1359. Re: Can old 1040ST run w/

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 21:13:37 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <01301995.211337@empyr.dircon.co.uk>
Source record: 172410

In message #211, Lonnie McClure <lmcclure writes:

> In a message dated 1-25-95, John Holm said:
>
> "I've been using it mostly as a terminal with Flash 1.2.
> Recently, I upgraded from a 1200 baud Racal-Vadic modem
> to a 14,400 baud modem. I know that Flash 1.2 only
> has settings for 9,600 baud, but I figured that would be
> fast enough for simple dial ups."
>
>
> The least expensive solution would be to upgrade to Flash 1.6, which
> supports a 19.2Kbps port rate. Since ANTIC Software posted patches to
> upgrade the earlier Flash versions, this is free. However, those
> patches would likely be hard to find now. It would be easier to simply
> find another 1.6 user and upgrade directly. Also, I see a used copies
> of Flash 1.6 often going for about $5 or so.
>
> With a 19.2Kbps, you should have no problems with a 14.4Kbps connection
> with no compression, or a 9600bps connection with nothing higher than
> MNP-5. You can try various flow control fixes to go higher, (i.e.,
> 14.4Kbps with V.42bis compression) but frankly, I have not found that
> to be to my advantage.
>
> Others might suggest upgrading to a new terminal program, which I
> would go along with, provided you have not gotten too comfortable with
> the Flash user interface (like I have). Even if you have, you might
> want to take a look at the latest demo version of Flash II (which is
> from a different publisher, and is still being updated and supported).
>

Try TAZ, it's VERY quick, has it's own serial port routines, thereby
negating the need for a RTS/CTS patch program, handles all the usual
protocols and is generally very good. OK, so it hasn't got all the
frills of some of the bigger progs, but I use it because I get an extra
50-60 cps throughput with it compared with all the others I've tried.

It's lean, it's quick and bug-free...try TAZ today ! Available from all
good FTP sites. [blatant advertisement time].

VQWK 6.20 [Rev H - 04/04/94]

1360. Wanted! a program that sh

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 21:13:38 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <01301995.211338@empyr.dircon.co.uk>
Source record: 172411

In message #214, d93rkr @t.hfb.se (Robert writes:

> Looong time ago i saw a program that made the DOT and DOT-DOT folder
> visible in the filewindows when displaying files in the GEM desktop...
>
> At that time I saw NO use for a program like that... but later on I
> discovered life (UNIX) and learnt how nice the DOT and DOT-DOT can be...
> So I wonder if anyone know which program I'm trying to describe!?
>
> If you have ANY ideas what the program may be called, or/and where to
> find
> it... please let me know!
>
> 2^1000 Thanx!
>
>
> //Robert
> --
> d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
> University of Borlange, Sweden _/ _/ _/ _/ _/ _/ _/ _/ STm
> tel: +46-(0)70 5718622 _/_/_/ _/ _/_/_/ _/_/ _/ STe
> http://tpx5.hfb.se:8000/~d93rkr _/ _/ _/ _/ _/ _/ _/ _/ F-030

I presume you are referring to the 'current' and 'parent' directory
selectors, as used in DOS ?

I don't know of a program that will do it with the standard Atari
desktop, but most of the replacement desktops have it. Try TERADESK
1.40, it uses very little memory and is MUCH nicer than the standard
Atari one.

VQWK 6.20 [Rev H - 04/04/94]

1361. Printers ?????

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 21:13:40 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <01301995.211340@empyr.dircon.co.uk>
Source record: 172412

Hello to all printer gurus out there..!

I have just completed my ST system with the addition of the missing link, a printer. It's only a small 9 pin dot matrix, but it'll do for what I want.

Now, how does the ST deal with printer drivers ? I'm used to such stuff on the PC, but how do I get my printer to change fonts, go to NLQ mode, etc etc. It is a Philips NMS1438, but according to the menus it prints out, it will emulate an EPSON FX-800 and an IBM PROPRINTER XL.

I don't yet have the manual for it, but it is being sent to me soon.

How do these things work with STs ? I know that the standard Atari control panel only lets me change a couple of things, and I'm not sure if even they work ! I do have Neodesk 4, so I suppose I could use the 'MAKEPRN' program to create a driver, but I don't really use Neodesk that much, preferring Teradesk [it's faster], so for most purposes any driver created with Neo wouldn't be used.

Apart from that, how do I tell the Atari to use a printer driver ???

Thanks in advance.

VQWK 6.20 [Rev H - 04/04/94]

1362. WTB(UK): Host adaptor/HD

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 21:13:41 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <01301995.211341@empyr.dircon.co.uk>
Source record: 172413

Hi, I'm looking for a SCSI host adaptor and possibly a SCSI HD for the ST.
Complete HD setups also welcome.

Bye for now,

Kev.

Kevan@empyr.dircon.co.uk

VQWK 6.20 [Rev H - 04/04/94]

1363. Re: GEnie to close down...???

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 21:57:13 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9501302056.AA02001@ilmen.lanl.gov>
Source record: 172407

In a previous article, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard..) wrote:

> So come on those that know is GEnie doing a chapter 11....

As you are so fond of saying, Roger... RUBBISH! (or as you spell it, RUBISH) :)

General Electric (the parent company of GEnie) is far from going bankrupt, which is what the US Legal Code of Chapter 11 is all about. However, methinks one could easily compare GEnie to a well known but sliding computer company we are all familiar with. :)

There is a lot of competition amongst the commercial info networks and GEnie is certainly not immune. And given that it's largest percentage of users -used- to be Atari owners the current slack has hurt them a lot, as well.

Both Delphi and GEnie are in the position of being forced to highly revamp their services and attract new customers or get out of the electronic information services business altogether. Time will tell, eh?

-Hutch- @ Fair Dinkum Tech

1364. Re: GEnie to close down...???

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 22:24:12 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9501302123.AA02004@ilmen.lanl.gov>
Source record: 172408

In a previous article, dpj@delphi.com (Dana @ STReport) wrote:

>><wells_s@kosmos.wcc.govt.nz> writes:
>>Don't believe what you read in STR, I never have, and it's never led
>>me wrong. Claims have been made several times concering GEnie being
>>in financial trouble, but nothing ever came of it.

>Excuse me?!?!!! It would be best if you used that rationale with regard
>to what you read in the UseNet, as well.
>
>Nowhere in STReport has there been a report that GEnie (or any other
>service) is going bankrupt. [...]
>
>Otherwise, please keep the unwarranted attacks out of it. I take great
>pride in the work that I do for the Atari section of STReport and there's
>been nothing in those pages, for the past year or so, to deserve those
>kinds of comments.

Take it easy, Dana.

First off, it wasn't Steve Wells that claimed STR reported GEnie's imminent demise but rather our own 'beloved' Roger Sheppard <no flames intended, Rog>. Steve was just commenting on Roger's post. If you want to question the claims, go ask Roger for his sources.

Lastly, YOU may take great pride in the work you do for STR, but like it or not, history proves that many others who have written for STR do not share your committment to the truth. STR has a bad reputation (deservedly so, IMHO) to overcome. A name change would have been the smart move but...

I generally -like- your writing, Dana, and have no problem with it. But the company you choose says a lot about you. You could do better, IMHO.

Cheers,

-Hutch- @ Fair Dinkum Tech

1365. Re: Low Prices on Falcon??

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 22:31:29 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9501302130.AA02007@ilmen.lanl.gov>
Source record: 172409

In a previous article, cm3hirjd@bs47c.staffs.ac.uk (Requiem) wrote:

> C-Lab make the Falcon now. Atari have truly given it over.

Good Grief! Where does this garbage come from, anyway??? How many Falcons have you physically seen with a 'made by C-Lab' sticker?

C-Lab has only licensed certain parts of the Falcon 'technology' from Atari. They may eventually actually build and market a specialized music workstation of some sort, but that day hasn't come yet.

I have been told that Atari is still manufacturing Falcons 'as the market demands' (yeh, right). Although I personally have some serious doubt about that claim, it sure ain't worth arguing about. :)

-Hutch- @ Fair Dinkum Tech

1366. Re: Mac MagiC?

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 22:37:54 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0rZ4he-0005trC@black.csi.cam.ac.uk>
Source record: 172414

In article <3genpm$8h1@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz wrote:

> >: Well you have made a big ass of yourself again, as it does and real Unix,
> >: and its a RISC machine..
> >
> >I'm VERY sure that the Archie doesn't run OS/2 Warp, and isn't Unix
> >rather expensive as there's no Linux/NetBSD port for ARM as yet (unlike
> >680x0 and i386)?
>
> I was refering to the Risc PC model, it has a 486 card,
> and you can get Unix for this machine, so why the need
> for the Linux hack...??

Linux is as much a real unix as many of the other unices(?) around. And
many people are choosing it in preferance to commercial versions because
it is so well supported.

> >First of all, AFAIK the only multiprocessing stuff for the RiscPC as yet
> >is for the ARM with 486 card, isn't it? I wasn't aware that
> >multiprocessing was in the OS ATM.
>
> I am not refering to the ARM but the Risc PC version,

No, and what procesor's in the RiscPC? An ARM 3 isn't it (nb. the latest
ARM processor is the ARM 7. AIUI the latest one in any acorn computer is
the ARM 3)

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Windows. From the company that gave you edlin **

1367. Re: NVDI (worth it?)

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 22:49:28 UTC
From: aw@zaphot.augusta.de
Message-ID: <FA5XDCUUUP@zaphot.augusta.de>
Source record: 172450

In <3gcvqi$qok@golem.wcc.govt.nz> Roger Sheppard.. wrote:

[...]
>
>I did not think that NVDI 3.01 supported TrueType Fonts....!!
>
[...]

I have NVDI 3.01 - it works fine with Speedo & TrueType :). Another advantage is the 'MakePrn'-Tool of NVDI 3.01. With this tool you can create your own drivers for every printer you want (except PostScript ;-)). So you can optimize existing drivers for the printer you have. The results of my old 24-pin-printer are now really great!

Ciao ...

--
Arno Welzel \ /\ /
aw@zaphot.augusta.de \/--\/

1368. Re: 68000 assembly??!

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 23:04:41 UTC
From: wilh0011@maroon.tc.umn.edu
Message-ID: <wilh0011.791507081@maroon.tc.umn.edu>
Source record: 172416

Many, many thanks to all who responded to my post! :) Now, all I need to do find a cheap machine and an assembler... Anyone know where I might look for either of these?

Thanks,
rex

Ryan 'Rex' Wilhm
University of Minnesota, Institute of Technology
Department of Computer Science
Internet: wilh0011@maroon.tc.umn.edu

"... Putting grapes back on the vine ..."

1369. Re: Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 23:15:54 UTC
From: kim@dksoft.ping.dk
Message-ID: <FA5XAJUUUP@dksoft.ping.dk>
Source record: 172440

In <FA4OAFVPUP@galaxy.teuto.de> Hendrik Mylius wrote:

HM> Nope.
HM>
HM> This is what the marketing guys are getting paid for.

They are suppose to marketing the hardware. But how do you think they'll be
able to do that, if there isn't any software ?

HM> Huh?
HM>
HM> Why do you believe the TT is a failure software-wise? It was THE machine for
HM> DTP using Calamus and DA's stuff.

Come on! The TT is capable of doing alot of other things such as DTP and
picture stuff.

HM>
HM> Get your facts straight. It might have been this way in Denmark, with folks
HM> only playing games, but it wasn't this way down here.

I'm indeed getting the facts straight. But if you think the TT is only doing
DTP and vectore stuff, then i'll say it a special made computer.

HM>
HM> The Falcon now has great software support. Look at all the professional midi
HM> and D2D-stuff. That's great.
HM>

I know. But there is still alot of features in the Falcon which hasn't been
supported. What about the DSP, for other things such as music and JPEG
decoding. As far as i know it's capable of doing alot of stuff, such as
emulating an digital modem, (just an example).

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

1370. Re: Pro music made with Ataris

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 23:17:47 UTC
From: nathanc@math.wvu.wvnet.edu
Message-ID: <nathanc-300195181741@tangent.math.wvu.edu>
Source record: 172415

```
>
>
> > Anyone know of any major CDs out that were produced with Ataris?
> > 'cya
>
```

Hall and Oates used some in Change of Season. They thank Atari in the liner notes. I know David Grusin (sp?) used one to compose the music to The Milagro Beanfield War (sp?). Geddy Lee of Rush played around with one but likes the Mac better. Circa 1988 he was playing with the ST because it had superior editing stuff, but was waiting around for the Mac library to catch up since he liked finder better than Gem.


```
A Centofanti __ __ _____
WVU Math Dept. \ \/ \/ ____|
\ /\ /____
\//\\// ___|
\ \/ /
\ /
\/
```

1371. Re: NVDI (worth it?)

Newsgroup: comp.sys.atari.st
Date: 1995-01-30 23:20:38 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FA5XFFWQUP@galaxy.teuto.de>
Source record: 172437

In <3gcvqi$qok@golem.wcc.govt.nz> Roger Sheppard.. wrote:

>>ability to use TrueType fonts, Speedo fonts etc. The only problem is that here
>>in rainy England NVDI costs 50 quids, that's about 80 dollars for you Americans
>I did not think that NVDI 3.01 supported TrueType Fonts....!!

NVDI does support *TrueType* fonts and Bitstream's *Speedo* fonts. It does not
support Type-1 PS fonts. The latter is only supported by SpeedoGDOS5.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

1372. FORSALE: ST System

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 00:20:20 UTC
From: simon@bassland.demon.co.uk
Message-ID: <791511620snz@bassland.demon.co.uk>
Source record: 172417

I have the following system for sale:

1. 1040st upgraded to 2.5Mb RAM
2. Ladbrookes Datapulse 52Mb Hard Disk Drive
3. SC1224 Atari 12" Colour Monitor
4. Brand new Joystick
5. Ulimate Ripper Cartridge
6. Loads of software, commercial and Public Domain
7. All boxes and Manuals

No Splits, all for 295 UKPounds (Or Very Near Offer).

For more information on software and offers, etc....e-mail the below:
--
simon@bassland.demon.co.uk

(I am not selling my Atari and becoming a PC-contempible :) owner, I still have two 8-bit Atari's, and will be getting a Falcon this week!.)

[much cut-down sig-file]

1373. Re: MiNTnet/MiNTos XWindow etc. Queries

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 00:37:40 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D38v2s.zr@cix.compulink.co.uk>
Source record: 172419

> Firstly, this is my first post on Usenet, so forgive me if I have sent
> it wrong.

Looks okay to me ;-)

> First, I have no idea what MiNTnet, MiNTos are. What are they, and
> what can they be used for?

MiNT-Net is a Berkley type TCP/IP system for MiNT. It implements BSD sockets, SLIP, PPP (I think) and loads of other related bits. There are also ports of many Unix networking tools like 'FTP', 'NFS', 'TELNET' etc.

> I know minix lets you have long filenames. What else does it do? Do
> I need MiNTnet/MiNTos to run minixfs? Will my existing software still
> run under MiNT 1.12/Minix/MiNTos/MiNTnet?

Minix is actually a complete replacement OS which implemented At&T Unix V7 on the ST. It had a number of shortcommings not least that AT&T Unix V7 wasn't all that good (being 1979ish) and Minix wouldn't run on a TT. However it did have an excelent fileing system which allowed long file names, links, inodes etc. A driver for this FS has been written for MiNT in the form of an .XFS file. Although known as MINIXFS.XFS it is often (incorrectly) referred to as MINIX.

> If I have MiNTnet/MiNTos/Minix/X Window, will I still be using the
> GEM.SYS from MultiTOS? Will I still be able to Multitask while running
> these things?

If you want to run X-Windows then you don't use the GEM.SYS. Otherwise you can, though you don't have to. I still use GEM.SYS as its currently more useful to me than X.

> I guess MiNTnet does networking. Does this set up a logical drive and

It sets up a proper unix like BSD TCP/IP system. The big advantage of this is that you can then network with non Ataris. I have a NFS link to my PC running Linux. this is done over the serial line - but if I can get the DE600 adaptor up and running on my TT then I'll have a proper ethernet link :-). This big disadvantge is that MiNT-Net is not easy to set up, especially if you have no prior knowledge of this sort of networking.

> I currently use MiNT 1.12 with MultiTOS on a TT030 32Mhz 8meg RAM
> FPU68882.

Nice machine! (very much like mine ;-) Have you seen my B*ttleZ*ne port (CBZONE10.ZIP). This works very nicely on a TT. :-) <Fx 'plug','plug'>

> I guess there is an FAQ or something somewhere that tells you all this,
> but if there is I could not find it. Apologies if all this is common

We are a little short on FAQs around here. Anyway this whole area is
changing on an almost day by day basis.

:-)

Roland.

@CiX

1374. Re: ST-up Gurus: 20 question trivia

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 00:37:42 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D38v2u.10E@cix.compulink.co.uk>
Source record: 172421

In message <Pine.SUN.3.91.950124181016.7591B-100000@CSOS.ORST.EDU>,
jamesw@CSOS.ORST.EDU said:
>
> Be nice to get a TT...just for collector's sake. I just remember
> hearing rumors of the TT for so long when I first got my ST....wanted
> one SO BAD that somewhere in my heart, the yearing rages
> unsatisfied....ho hum....

TTs are still avalible and quite reasonble 2nd hand. I picked one up in
August with a large 19" TT-Hi monitor. Excellent machine.

:-)

Roland.

@CiX

1375. Re: ST Software on CDROM mag!

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 00:37:44 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D38v2w.115@cix.compulink.co.uk>
Source record: 172420

In message <3gii0a$p6o@dunlop.cs.strath.ac.uk>, fkeith@cs.strath.ac.uk said:
>
> > No. Very few Atari users have an Atari based CD-ROM unit.
>
> > What quite a few have is access to one on a PC or Mac, so putting
> > Atari software on one isn't quite as dumb as it may seem.
>
> But copying CD-ROM to disk for use in the ST defeats the purpose of
> CD-ROM in the first place.

But if a Music magazine is going to put a CD-ROM on their cover anyway -
then it still makes sense. What doesn't make sense is an Atari
magazine putting a CD-ROM on its cover - as very few Atari owners could
actually read the disk directly.

BTW I have an external SCSI CD-ROM unit that I use on both my TT and PC.
On the TT it is mostly used for playing music, but on the PC there is
software which really makes use of it.

:-)

Roland.

@CiX

1376. Re: How do I set up minix?

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 01:28:54 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.ilfsDof7Ioo@icon.pp.se>
Source record: 172418

In <3gcu2u$qi5@scapa.cs.ualberta.ca>, stuart@cs.ualberta.ca (David Stuart) writes:
> Okay, so I get minix from the ftp site and unzoo it into a directory.
>
> I double-click on minit.ttp program, and in the box I type:
>
> "-V A:"
>
> problem... it does nothing.

Problem is that you aren`t running MiNT _and_ MinixFS. Try putting
MINT.PRG in your AUTO-folder and MINIX.XFS in C:\MINT\ or C:\MULTITOS\.
Reboot and try again! This time it will hopefully work...

(When MiNT starts it will search the two folders mentioned and start
any .XFS (and .XDD) files.)

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

1377. Re: Mint 1.12 does load XFS's

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 02:05:06 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.cuqPdIzh9Q_@icon.pp.se>
Source record: 172422

In <3gegif$ma5@horus.infinet.com>, tdcflcn@infinet.com (Tom Chamberlain) writes:
> I have been trying to get Minix working so I can get MintNet and
> maybe X11 running.
>
> BUT, every time I use us 'FSCK' on the partition I changed with
> 'minit' I get 'Not a Minix Partition...'. I have MINTNP 1.12
> in the auto folder and minix.xfs in the root.

Have you checked that MinixFS is running?

The problem is that MiNT v1.12 does not search the root. You will have
to place MINIX.XFS either in C:\MINT\ or C:\MULTITOS\ in order to
get MiNT to start it up.

> I but mint 1.04 back in the auto folder and 'FSCK' works fine.

I don`t know exactly when the behaviour changed, but it wasn`t very
long ago. That`s why it works with 1.04 but not with 1.12...

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

1378. Gif file problem.

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 02:16:43 UTC
From: HARRIS@SLACVM.SLAC.STANFORD.EDU
Message-ID: <95030.181643HARRIS@SLACVM.SLAC.STANFORD.EDU>
Source record: 172423

Hi,
I am having trouble displaying an ST Gif file on UNIX. I
am using xv and get the message "corrupt Gif file (screen discriptor).
unable to load Gif file." The file was created using touchup. Has
anyone done this?
Fred

1379. Falcon Questions

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 02:20:41 UTC
From: ap748@cleveland.Freenet.Edu
Message-ID: <3gk6pp$igq@usenet.INS.CWRU.Edu>
Source record: 172424

Hi,

I have some Falcon specific questions. I never really considered buying
a Falcon earlier but the more I work on OS/2 based machines with all the fun
stuff like CD-ROM and true color graphics, my ST with a max of 16 colors
running at 8mhz is kind of a drag. Multi-TOS help out but at 8mhz it still
doesn't have the power to do the OS justice. Here are my questions in order
of importance to me.

1. What is the highest screen resolution a standard Falcon can do?
I heard that it covers all three standard ST resolutions plus 640x480x256 and
640x480x64k. But does it go above 640x480 with out any extra hardware?

2. From what I've seen advertised I can use a VGA or better monitor. To use
my SC1224 or SM124 I need an adapter. With this adapter I understand I can
use my older ST monitors on the Falcon, but since this gives them a 15 pin
VGA plug can I use these monitors on my IBM in standard VGA mode of
640x480x16 or 640x480x256?

3. What is the standard internal hard drive size. I've heard 65 or 80 meg
is standard. I assume I can put a 500 meg in also if it is small enough.
IDE is the internal format. Can I put a SCSI in it?

4. I see them advertised at 1, 4, or 14 Meg of RAM. If I get a 1 or 4 Meg
machine is a RAM upgrade as simple as popping in a standard 72 pin 4 Meg
SIMM, or do I need some fancy RAM board like on the old ST line? Is 4 Meg
enough or is like most of todays x86 or MAC machines 8 Meg the real minimum?

5. I've seen Falcons put in tower cases and a kit called DeskTopper? Are
these available in the US?

6. I've seen Falcon prices in the UK drop in the last couple of months, what
about here in the States?

7. Did the Falcon Speed 386 or 486 ever come out? I see the 286 version
advertised. How does this device plug into the Falcon? Does it use the
Falcon's RAM or does it require it's own?

--
Novell DOS 7.0 and IBM OS/2 user Fred Horvat
MultiTOS user, have STacy will travel Free-Net Atari Portfolio Sigop
Videogame Trader Newsletter Publisher Atari Classic/LYNX/Jaguar gamer
Ask for a free issue! And Let's Not Forget an ADAMite!

1380. Re: GEnie to close down...???

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 02:54:35 UTC
From: dpj@delphi.com
Message-ID: <paw4Kvr.dpj@delphi.com>
Source record: 172425

Hutch <hutch@ilmen.lanl.gov> writes:

>First off, it wasn't Steve Wells that claimed STR reported GEnie's imminent
>demise but rather our own 'beloved' Roger Sheppard <no flames intended,
>Rog>. Steve was just commenting on Roger's post. If you want to question
>the claims, go ask Roger for his sources.

Hutch,

I realize that Steve didn't claim that STR reported the alleged imminent demise. However, he did comment on what he perceived the source, according to Roger. My message was to correct both message, all in one.

>Lastly, YOU may take great pride in the work you do for STR, but like it
>or not, history proves that many others who have written for STR do not
>share your committment to the truth. STR has a bad reputation (deservedly
>so, IMHO) to overcome. A name change would have been the smart move but...

>I generally -like- your writing, Dana, and have no problem with it. But
>the company you choose says a lot about you. You could do better, IMHO.

Haven't we had this discussion before?? <<rbg>> The possibility _always_ exists that I could branch out in the future. I'm always considering the options open to me. Some support is there, and some isn't. I've also got to weigh, realistically, where Atari is headed and try to determine if it's possible to do what I do now in an Atari-specific mag. I'd like to think so. We shall see...

Dana @ STReport International Online Magazine

1381. STraight Fax

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 03:42:08 UTC
From: bseburn@vaxxine.com
Message-ID: <D393M8.FqB@vaxxine.com>
Source record: 172426

r > My aim is eventually (in about 6-12 months) to get a fax/modem.
r > I'd like to know what formats Straight fax accepts. For example
r > scan an image and send it? Use .PAP docs etc?

Here is the list from the STraightFAX manual:

it will allow the sending of: ASCII Text files, standard monochrome GEM Image files (.IMG), high resolution Degas or Degas Elite files (PI3 OR PC3), GEM Metafiles (.GEM), monochrome PCX graphic files (.PCX) and FirstWord, First Word plus, or WordWriter ST document files (.DOC). PRinter drivers are included for Calamus, PageStream, That's Write 2, and GDOS applications "print to disk" FAX format.

You can Scan pictures directly into STraightFAX if you have Dr. Bob's Scanlite software.

Hope this helps...

==========
Brian Seburn + Internet address' + Gadgets BBS
St. Catharines, Ont. + bseburn@vaxxine.com + 905-687-9041
Canada + bseburn@freentnet.niagara.com + 14.4 v.32/.42
==========

___ Mountain Reader II - #00000039

1382. Re: WTB(UK): Host adaptor/HD

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 06:25:25 UTC
From: zrollinso@cc.curtin.edu.au
Message-ID: <1995Jan31.152525@cc.curtin.edu.au>
Source record: 172427

In article <01301995.211341@empyr.dircon.co.uk>, kevan@empyr.dircon.co.uk (Kevan Winch) writes:
> Hi, I'm looking for a SCSI host adaptor and possibly a SCSI HD for the ST.
> Complete HD setups also welcome.

ICD AddSCSI plus is good provided you can house it, power it and cable it yourself - at least that's what I did and added a pair of old Mac drives that I got for a crate of soft drink.

Steven Rollinson
Steve.Rollinson@MIS.WMC.wmc.telememo.au

Disclaimer: My employer does not care what my opinions are - as long as I keep them to myself.

1383. REQ GEMAR220 (still)-:

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 06:48:57 UTC
From: zrollinso@cc.curtin.edu.au
Message-ID: <1995Jan31.154857@cc.curtin.edu.au>
Source record: 172428

A while ago I requested info on SCSI tape drive backup software and a few
kind netters replied and pointed me to GEMAR220 - specifically GEMAR220.LZH
from micros.hensa.ac.uk under micros/atari/tos/n/n107

Well, I did manage to find the above mentioned distribution and FTP'd it to
find that lha complained that the archive was broken.

Has anybody else had this problem? I also fetched the latest lharc from the
same site and tried that - same result.

I also tried to xmodem the file (same result) and even got somebody else to FTP
the file for me (just to make sure) and I still cant unpack the archive.

So it looks to me like the file at micros.hensa.ac.uk is corrupted. Where else
is there a copy of GEMAR220? I couldn't find it on atari.archive.umich.edu
(doesn't mean it isn't there, it just means I couldn't find it :-)

thanks

Steven Rollinson
Steve.Rollinson@MIS.WMC.wmc.telememo.au

Disclaimer: My employer does not care what my opinions are -
as long as I keep them to myself.

1384. Re: X Windows for MiNT - a users comments

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 07:01:03 UTC
From: mike@medsun.unige.ch
Message-ID: <1995Jan31.070103.25210@news.unige.ch>
Source record: 172429

In article 6o5@whitbeck.ncl.ac.uk, Craig Graham <Craig.Graham@ncl.ac.uk> writes:
>>
>>My setup for running X
>>
>>This is a massive breakthrough, and shouldn't be badmouthed by anyone. It's
>>very stable, and works with remote clients with no apparent problems.
>>
>> You need a quite fast modem to make this
>>worthwhile though, as X over my 2400 baud modem is painfully slow.
>>
(loads deleted)

Very interesting! I'm getting closer and closer to taking the plunge
(and I ain't no techie, as Craig calls 'em).
But (yet another) dumb question - my TT is hooked on to the serial
port of a Sun (currently as TTY), at 19200 bd. How would I tell the
Sun that it is an X terminal (ie how configure setenv DISPLAY)?
tia, Mike

****
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

1385. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 07:18:07 UTC
From: clausb@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <3gko7f$men@hpscit.sc.hp.com>
Source record: 172430

Kim Andersen (kim@dksoft.ping.dk) wrote:
> The Atari is easily upgraded to a faster machine. Ofcouse it takes exstra
> money as well, (Thats just normal). But where is the idea of upgrading
> an Falcon to, for an example, a 68040, if we keep on having this old software.

Take a look at the rest of the world - they don't optimize their (system)
software, they just throw in raw processing power. I do not like this
fatware trend, but I would prefer to at least have the *option* of
a decent upgrade path (in the form of *official* Falcon successors,
not some homebuilt speeder card - oops, I'm starting to dream now).

Summing it all up, I think we're not far apart in how we see things.
I don't want to spoil your enthusiasm with my comments. I'm happy
that folks like 2B and (on the other side of the consumer fence) you
are still here. This is what will make sure that my good ol' ST and
TT computers will be useful for another two or three years which is
definitely A Good Thing.

Oh yes, and I also hope that MagiC will soon support the Falcon.
Thinking about it, not having proper Falcon support is also
detrimental to MagiC on ST and TT since it always leads to
compatibility issues ("Program A runs fine on my TT under MagiC -
but will it crash under the Falcon's MultiTOS?").

--clausb@hpbeo79.bbn.hp.com---
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

1386. Re: Dead sectoring

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 07:23:28 UTC
From: clausb@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <3gkohg$men@hpscit.sc.hp.com>
Source record: 172431

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
> How does the disk format DEAD SECTORING work, and
> does it only work for 9 sector disks..??

I guess you're talking about marking bad sectors, right?

The basic principle is this: Check all sectors on the drive.
For every defect or flakey sector, enter a special entry
for it in the FAT which says "don't use this cluster".
Note that if *one* sector in the cluster is defect, the
whole cluster will be blocked using this scheme. Usually,
you have 2 sectors per cluster, so you lose at least
1 KB per defect.

GEMDOS will not write anything on those specially
marked clusters. The scheme does not work for defects in
the bootsector/FAT/rootdir areas. The number of sectors
per track is irrelevant for this scheme, it will work with
any kind of floppy disk.

> How come you are not in a software division with HP,
> or am I wrong on that one...??

Oh, this *is* a software division (CAD stuff).

--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

1387. Re: Metados Audio Drivers?

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 07:24:35 UTC
From: gc85@d5.hrz.uni-giessen.de
Message-ID: <D39Dwz.GA2@muster.hrz.uni-giessen.de>
Source record: 172432

ysiu@lexicor.com (Lexicor@world.std.com) wrote (Sun, 29 Jan 1995 22:14:46 GMT) in comp.sys.atari.st:

: Hi

: Small question for all those who seem to know more abou Metados than
: I do ;) as I know nothing abouth metados.

: WHat version do I need to get the one that supports audio commands?
As far as I know, you may need to buy a commercial version of a CD-ROM driver.
I know of CD-Tools, the CD extension of the SCSI-Tools (Am I right, Julian ?)
And there is another package known in Germany as Egon-CD.

: Thanks

--
-
Konstantinos XONIS
(XAKChaos of XAK-Design Wetzlar)

Snail Mail: E-mail/FAX:
Konstantinos Xonis Konstantinos.Xonis@physik.uni-giessen.de
Buderusstrasse 14 FAX: +49 6441 42504
D35576 Wetzlar +49 6441 417663
FR Germany

1388. Re: Questions

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 08:17:30 UTC
From: gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <D39GD7.67t@news.gu.se>
Source record: 172433

Ben Bell (bjb@bigbox.demon.co.uk) wrote:
> In article <791083208snz@bassland.demon.co.uk>
> simon@bassland.demon.co.uk "Simon Williams" writes:

> > How fast does the standard 1040ST run at in MIPS? (The falcon runs at 3.8 MIPS,

> I've been told it is about .25 but I wouldn't be surprised if thats wrong.

Actually you are some way off here... AFAIK it's about .8 to .9 MIPS!!
The falcon speed is correct if you only use the ordinary CPU, and not the
DSP which is rated at about 16 MIPS.

MIPS isn't a very good measurement though.
If I use 'nop' or 'moveq' or something like that, I can get the standard
ST-CPU to do about 2003200 instructions in a second.
When using slower instructions like 'movem.l' using say 8 registers I get
it to do 105431 instructions in a second.

--
Stefan Berndtsson - gubsb@trivux.ub.gu.se

1389. Re: Adding memory

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 08:29:15 UTC
From: gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <D39Gwr.6Aq@news.gu.se>
Source record: 172434

Kayvon Ghashghai (kghashgh@nermal.santarosa.edu) wrote:
> I just tried installing some 1MB simms in my 1040STe, but had a
> slight problem. Now, I tried two different kinds, one set of four 9 chip
> simms, and a set of 8 chip ones. Only two of the 9 chip ones worked (with
> either of the other two in, I just got crap on the screen), so I could
> successfully get 2 megs of RAM with those. The 8 chip simms acted like 256k
> simms, giving me either half a meg (with two installed) or 1 meg. Then I
> tried combinations of the 9 chip ones that worked, and the 8 chip ones, and
> got four megs, but the system crashed a lot. Is the STe supposed to use
> only 9 chip simms? It doesn't seem to be so, since the 256k simms that came
> with it seem to have 4 chips on 'em. Anyone have any suggestions?

Your 9 chip SIMMs seems to be 1MB each.
Your 8 chip SIMMS seems to be 256kB each.

As you say, they work separatly, but not together.
This is not really true. There is a bug in the OS of the STe that makes your
machine crash.
All memory configurations is OK, except 2.5MB. This makes the machine think
it has 4MB and it works till it runs a program that uses the upper 1.5MB.
The simplest solution is to use 2MB and skip the rest. Otherwise you'll have
to run a little tool that fixes this, every time you boot.

The number of chips on the SIMMs doesn't matter. The 9th chip is used by some
PCs for parity check.

--
Stefan Berndtsson - gubsb@trivux.ub.gu.se

1390. Re: X Windows for MiNT - a users question

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 09:20:32 UTC
From: fvlarsen@datter.pvv.unit.no
Message-ID: <3gkvd0$sr4@due.unit.no>
Source record: 172435

In article <3gat8v$6o5@whitbeck.ncl.ac.uk>,
Craig Graham <Craig.Graham@ncl.ac.uk> wrote:
> [..snikt!..]
>It works fine over a SLIP link as well, so I can now do:
>
> >dip -v craigs.dip #start up the SLIP connection.
> >xhost + #allow loads of access to my X server

where did you get xhost? It does not seem to be included in the X-tars
I have downloaded. Does an atari executable exist (via ftp), or do I
have to compile my own from the contrib-2 source of X11R5?
--
%%Vidar Larsen, PVV IDT/NTH/UNIT, <http://www.pvv.unit.no/~fvlarsen/>
/a{def}def/t{translate}a/r{rotate}a/d{dup}a/M{exch}a/m{moveto}a/f{0 0
m d 0 M lineto 0 M t}a/s{d f 60 r d 3 div k 60 r d f}a/k{d 1 gt{s -120
r s pop}{3 mul d f -120 r f}ifelse}a 162 -30 50 200 t r k stroke showpage

1391. Re: NVDI 3 help!

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 09:41:40 UTC
From: alpldbia@w252zrz.zrz.tu-berlin.de
Message-ID: <3gl0kk$qo9@brachio.zrz.TU-Berlin.DE>
Source record: 172385

In article <95029.145926STIRRE31@maine.maine.edu>,
<STIRRE31@MAINE.MAINE.EDU> wrote:

>I have my Canon BJ-5 set up just as I did under Speedo GDOS for the
>Canon BJ-10 driver. The difference is that Speedo worked! I have
>messed around with NVDI's makeprn and still cannot get good results.

Try to use your SpeedoGDOS printer driver with NVDI3. That works fine
on my machine.

Andre

--
Andre Leistner
UseNet: alpldbia@w250zrz.zrz.tu-berlin.de
MausNet: Andre Leistner @ B

1392. Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 09:44:03 UTC
From: "C.J" <daviscj@ee.port.ac.uk>
Message-ID: <3gl0p3$l25@hawk.ee.port.ac.uk>
Source record: 172436

Has anyone got the full specs for this glorious machine?

If so, could you please mail them to me.

1393. Jaguar

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 09:53:21 UTC
From: "C.J" <daviscj@ee.port.ac.uk>
Message-ID: <3gl1ah$l8p@hawk.ee.port.ac.uk>
Source record: 172441

Please could you mail me the specs of the Atari Jaguar?

1394. Re: NVDI (worth it?)

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 10:16:13 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3gl2ld$aqu@golem.wcc.govt.nz>
Source record: 172438

In article <djs.791480412@gen-off-2>, djs@jet.uk (David Stevenson) writes:
>sheppard_r@ix.wcc.govt.nz (Roger Sheppard..) writes:
>
>>I did not think that NVDI 3.01 supported TrueType Fonts....!!
>
>Well, you're wrong yet again. Surprise, surprise.

Go bite your Bum, and post a list of the number of things that
I am wrong on....

Also Please try and READ what I posted, I stated {I THINK} I did
not state that this was a FACT...!!!!

May be you should move to a Fido group or BBS, as this is were
your comments belong...

>--
>Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

The Fact man....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1395. Re: NVDI 3.x vs. SpeedoGDOS and NVDI 2.51

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 10:17:34 UTC
From: alpldbia@w252zrz.zrz.tu-berlin.de
Message-ID: <3gl2nu$seb@brachio.zrz.TU-Berlin.DE>
Source record: 172439

In article <D38IJE.D6w@eskimo.com>,
Randell Spreadborogh <zap@eskimo.com> wrote:

> If I have SpeedoGDOS v5 and NVDI 3.x installed does one program preempt
>the other during some types of font handling? Will they conflict? I have
>SpeedoGDOS v5 and am thinking about buying NVDI. Any info appreciated.

NVDI3's manual recommends to use it without SpeedoGDOS. This is quite a
reasonable statement since NVDI3 includes all the functions of SpeedoGDOS5
except the Type-1 fonts. Besides, NVID3 alone is faster than NVDI+SpeedoGDOS.

There may occur problems with the printer drivers because NVDI3's drivers
won't work if used by SpeedoGDOS. On the other hand SpeedoGDOS printer
drivers can be used with NVDI3.

Andre

--
Andre Leistner
UseNet: alpldbia@w250zrz.zrz.tu-berlin.de
MausNet: Andre Leistner @ B

1396. RE: QUESTION RE. 1040 RAM

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 10:54:03 UTC
From: <>
Message-ID: <3gl4sb$pjq@btmplq.god.bel.alcatel.be>
Source record: 172442

In article <bf3_9501300734@tor250.org>, Pat.Mlcoch@balmybeach.gryn.org (Pat Mlcoch) writes:
>Hi Raver909@telerama.lm.com,
>
>You seen STE's with 12 megs of RAM???? Can all 12 megs of ram be access
>at
>once?
>I don't think you can use more than 4 megs at a time?
>
>*********************************
>* Email Address *
>* stfreak@.io.org *
>* Dedicated ST USER *
>*********************************
>
>
>... My other vehicle is a Galaxy Class Starship ...
>/// IMHO V1.06

It is possible, because the 68000 can address 16Mb.
You need another MMU and probably also another GLUE chip, to get things working.

--

Peter Hofman
---
1) Do not make someone curious, and then not give all information
2) Do not send replies, only followups, because more people might have the same questions

1397. Re: REQ GEMAR220 (still)-:

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 11:19:00 UTC
From: vctec@westminster.ac.uk
Message-ID: <D39oro.5E9@westminster.ac.uk>
Source record: 172443

zrollinso@cc.curtin.edu.au wrote:
: kind netters replied and pointed me to GEMAR220 - specifically GEMAR220.LZH
: from micros.hensa.ac.uk under micros/atari/tos/n/n107

: find that lha complained that the archive was broken.

: Has anybody else had this problem? I also fetched the latest lharc from the
: same site and tried that - same result.

: I also tried to xmodem the file (same result) and even got somebody else to FTP
: the file for me (just to make sure) and I still cant unpack the archive.

I have just redownloaded the archive and it unpacks fine from bothe
LHARC 3.10, and LHARC 3.10 via Two in One....and the proogram GEMAR
does work.

It may be that you did not download it in binary mode...or even your
friend. You have to type bin, after you log in via ftp. However, you
may already know this, and I do apologise if you do.

As for xmodem...this does not work at hensa. xmodem here is broken. You
may use kermit, if you wish.

From what you have written, it seems very much like you downloaded the
file as an ASCII file. Have you checked the size of the downloaded
file, as compared to the one on hensa?

If you still have a problem, then please mail me at
danny@micros.hensa.ac.uk.

: So it looks to me like the file at micros.hensa.ac.uk is corrupted. Where else
: is there a copy of GEMAR220? I couldn't find it on atari.archive.umich.edu
: (doesn't mean it isn't there, it just means I couldn't find it :-)

It is not corrupt..as i have checked it...

Regards
danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

1398. Another minixfs question

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 11:36:12 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3gl7bc$29e@lyra.csx.cam.ac.uk>
Source record: 172444

OK. I have finally managed to make a minix partition on my disk.

When I used the configuration program to check it, it said the four options (directory, execution etc) where TOS domain. At that time it wouldn't use long names.
So, I used this program to change everything to Mint domain. Now it works really well. *Except* that whenever I reboot, it changes back to TOS domain, which means I have to change it back everytime I switch on the machine, which is a major pain!

Any ideas?

Phil
[E-mail pd@mole.bio.cam.ac.uk]

--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

1399. MacSEE Upgrade???

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 11:40:31 UTC
From: mtaylor@perth.DIALix.oz.au
Message-ID: <3gl7jfkuj1@perth.DIALix.oz.au>
Source record: 172445

I am currently using a program called MacSEE version 2.00 for reading Mac disks on my TT. I had seen mention of an upgrade being available a little while ago. I registered with the supplier REEVEsoft, Alan D. Reeve, but have never heard anything from them. If anybody has a newer version than mine and knows how I can go about getting an update I would appreciate knowing. A Fax number or E-Mail address would also be appreciated.

Regards from OZ
Mark

INDELIBLE DESIGN | General Printing, Typesetting, | Canning Vale 6155
Mark Taylor | Artwork & Design | Western Australia

|| Phone: 61 9 455 3967 * Fax 61 9 455 4552 * Mobile 018 905 434 ||
|| Internet: mtaylor@perth.dialix.oz.au ||

--

Mark Taylor || TT030/TTM194/PTC1426/170HD/88SYQ/14.4K Modem
Western Australia || InterNet: mtaylor@perth.dialix.oz.au

1400. Migraph TouchUp Upgrade??

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 11:44:41 UTC
From: mtaylor@perth.DIALix.oz.au
Message-ID: <3gl7r9lqq1@perth.DIALix.oz.au>
Source record: 172446

Hello,
I was wondering if anyone has managed to upgrade their TouchUp to version 2 which I beleive is now available. I have sent several faxes to Migraph but I have not received any response. I currently have version 1.84 and would like to upgrade to the latest version. If anyone has upgraded successfully I would appreciate hearing from you. If they also have Fax nad E-Mail I would appreciate the numbers.
Look forward to hearing from you.
Till later...
Mark

INDELIBLE DESIGN | General Printing, Typesetting, | Canning Vale 6155
Mark Taylor | Artwork & Design | Western Australia

|| Phone: 61 9 455 3967 * Fax 61 9 455 4552 * Mobile 018 905 434 ||
|| Internet: mtaylor@perth.dialix.oz.au ||

--

Mark Taylor || TT030/TTM194/PTC1426/170HD/88SYQ/14.4K Modem
Western Australia || InterNet: mtaylor@perth.dialix.oz.au

1401. Need help getting X to run...

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 11:50:07 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3gl85f$2h9@lyra.csx.cam.ac.uk>
Source record: 172447

Right, now I have a minix partition (see earlier post!) I am now trying
to get X to work.

I have uncompressed the files in net-060.zoo and X11R5.zoo and tcsh602.zoo.
What next?
I tried running startx and xinit using mupfel (from gemini) and it
complains about files missing and generally doesn't work.
Tcsh will run but all I can do is change directory. I'm obviously missing
something here...

Is there a step by step guide to installing X etc?
Or does anyone have a directory listing of their set-up so I can check I
have everything in the right place?

I think it's quite important to get a package that is easily installed
and that works. It doesn't necessarily have to be the latest version,
just something to get you started.
All the instructions I have seen so far seem to assume you know what you are
doing anyway.

Thanks for any help,
Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of
cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

1402. FORSALE: Atari ST/TT Software & Magazines

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 12:00:10 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <3gl8oa$gto@canopus.cc.umanitoba.ca>
Source record: 172448
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
======================================================================
SOFTWARE
======================================================================
Assempro Assembler Language.....$ 28.00 (no box)
OSS Personal Pascal.............$ 28.00 (no box)

Night Shift.....................$ 13.00 (cute fun Lucasfilm platform/action)
Paladin (rpg)...................$ 10.00 (excellent rpg game)
Firezone........................$ 5.00 (strategic war game)
TV Sports Football..............$ 5.00 (xlent Football game 1 or 2 players)

Michtron BBS....................$ 1.00 (classic bbs software, no box&docs)

======================================================================
MAGAZINES
======================================================================

Atari Interface Disks of the Month:
Oct'91 - Oct'92
*** 14 disks total with a wealth of useful & fun programs ***
Note: these are only the disks, not the magazines
Only $15 + shipping!

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Other items FORSALE! For a list, send e-mail with the *subject* "SEND INDEX"
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will give first
priority to those offering my asking prices. If you are interested in any of
the items, please reply via e-mail as soon as possible. Questions are
welcome. All prices are in US dollars. Buyer pays shipping. Shipping costs
are non-negotiable. Volume discounts available.
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

--
<Trevor_Cordes@umanitoba.ca> $ AtariTT030/8 48Mhz $ cds,comics,s/wr,videos,
3rd Year CompSci Honours $ PreludeVTEC Techno $ 4 SALE: E-mail me with
University Of Manitoba, Canada $ Dr.Who SCTV Unix $ the subject: SEND INDEX
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
```

1403. Re: Larger hard drives & later versions of TOS.

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 12:01:24 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3gl8qk$bf9@golem.wcc.govt.nz>
Source record: 172449

In article <199501262000.a42747@m4.maus.de>, Peter_Missel@m4.maus.de (Peter Missel) writes:
>>Does anybody know if the Tos recognize hard drives larger then the usual
>>32 megs. I just bought a 540 mg hard drive and am running that on my
>>1040st with tos 1.4 and a 105mg hd. I would like to run both but I
>>don't want to try logical sectoring 'cuz the icd book says that it won't
>>run a lot of programs. So I thought that maybe tos 2.x and above would
>>help.
>
>Bigger logical sectors are the only way to get large partitions, and any
>software should be able to handle them. Atari's AHDI 3.00 specification
>documented this back in 1988, so don't bother about what your (pretty old?) ICD
>booklet says. Mentioning this, this booklet also states that booting off a
>large partition ("BGM partition") is impossible, which is also not true.

Well I will quote what is stated on page 49 of my ICD book, that has a date code of 36-90 on the back...

This allows a total of 3.5 Gigs of active drive storage and 7 gigs with TOS 1.4 and above...

Using the ICD Desktop acc, up to 32 gigs can be accesed by the system and 64 gigs with TOS 1.4 and above...

I wish people woulds stop quoting from old versions of the manual, what we need here is real facts, and less of this drivel that I keep seing here...

>bye, Peter

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1404. Re: ar for MiNT (actually MacMiNT) needed. please help.

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 12:17:09 UTC
From: wmpeen@urc.tue.nl
Message-ID: <wmpeen.791554629@asterix.urc.tue.nl>
Source record: 172351
Cross-posted to: comp.sys.mac.programmer.misc,comp.sys.atari.st,comp.sys.atari.programmer

georg@marie.physik.tu-berlin.de (Georg Schwarz) writes:

>I need ar for MacMiNT. If anybody could tell me an ftp site that has it,
>please let me know. Thanks a lot.

Do you mean the program to creat libraries for c-compilers? If so for
which compiler?

Erlend.

1405. softpc <-> dos 5.0

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 12:39:45 UTC
From: rstolk@intgp12.ih.att.com
Message-ID: <D39sI9.946@nntpa.cb.att.com>
Source record: 172352

Does anybody know if softpc will work with dos 5.0
on a TT4 ?
and who know's the e-mail adress of the makers ?

ThanX

Richard

1406. Spreadsheet

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 12:49:28 UTC
From: pbrisset@apollo15.eis.enac.dgac.fr
Message-ID: <3glbko$muh@news.cict.fr>
Source record: 172353

Hi everybody,

for a friend who owns an ST520, I'm looking for a spreadsheet software.
I found some in the Applications/Spreadsheets/ directory of the Atari
archive; which one is the smallest and easier to use ?

Second question: I have only access to the Atari archive using a Unix machine
with a MSDOS disk drive. Which tool should I use to produce a disk with
the TOS format (I also can use a PC) ?

Thanks

--Pascal

PS: Please answer by e-mail to pbrisset@eis.enac.dgac.fr

1407. Re: Robinson's Requiem Question

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 14:02:59 UTC
From: diehl@grin.io.org
Message-ID: <3glfuj$28k@ionews.io.org>
Source record: 172356

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:

: You make the bow from a piece of LIANA and a stick. You make the arrows
: from a stick and a feather. Warning.. its bloody hard to use the bow, it
: moves in real-time so its hard to see what you are aiming at.

Yeah, actually I learned this the other day from someone in the IRC; havn't explored the amazon world yet, though ... or any world beyond the one you start in. Curiously enough, I found a "cheat" (?) in the game ... I managed to make it over a ridge of rocks in the south-east, and it seems that this ares is a complete mirror of the world you start out in -- without the cratures, and for some reason, I can walk through mountains, too... I can't get back to where I came from though. (To get there I dropped off a ledge which I can't climb back up...)

: Also to make the fishing rod you need the nappy pin, some more liana,
: some resin and the wire I think. You need to have explored the amazon
: section to get the liana. You managed to kill the tigers yet? They give
: you lots of stuff, use their fur with the needle and thread to make
: yourself some gloves and a hat.

Actually, I used the needle/thread and the leaves to make a hat... looks silly, but it's a hat of sorts. I figured I needed the nappy pin for a fishing rod, but I couldn't figure out what else. What good is the noose? I havn't seen any rabbits...

: It's a wicked game.. but I am yet to figure out how to kill the Dinosaur
: on the Amazon stage - help anyone????

Got me. Havn't gtoten to that point yet...

: RiCH

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

1408. Re: Searching for address

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 14:04:32 UTC
From: diehl@grin.io.org
Message-ID: <3glg1g$28k@ionews.io.org>
Source record: 172368

wells_s@ix.wcc.govt.nz wrote:

: Magic Pockets
: Xenon
: Xenon II
: Gods
: Chaos Engine

: None of them seem to do anything extra with STe hardware. (No DMA sound,
: no blitting etc.) Although, virtually nothing does.

: I know there's a couple more, I can't remember them at the moment though.

Speedball and Speedball II I think are the missing two.

: WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
: Steve Wells. or City Council.
: You can only leave if you're crazy, and since you ask, you can't be crazy!
: Catch-22

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

1409. Re: 68000 assembly??!

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 14:06:44 UTC
From: diehl@grin.io.org
Message-ID: <3glg5k$28k@ionews.io.org>
Source record: 172367

wilh0011@maroon.tc.umn.edu wrote:
: Hello everybody,

: Sorry for the newbie question, but I have a course comping up next quarter
: that requires programming the Motorola 68000 microprocessor, and I was
: wondering if the Atari ST series used this as it's main CPU. (I seem to
: remember it using one...) I'd much rather get an Atari than an old fishbowl
: mac, so any help would be appreciated...

It does indeed. The Atari ST, STE and MSTE use 68000 processors. The TT
and Falcon machines use 68030 processors. (The MSTE above uses a 16mhz
variant of the 68000)

: Many thanks,
: rex

: Ryan 'Rex' Wilhm
: University of Minnesota, Institute of Technology
: Department of Computer Science
: Internet: wilh0011@maroon.tc.umn.edu

: "... Putting grapes back on the vine ..."

--

_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

1410. Re: Adding memory

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 14:35:24 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.aLzIDt6S6rI@icon.pp.se>
Source record: 172355

In <3gic5l$k55@floyd.santarosa.edu>, kghashgh@nermal.santarosa.edu (Kayvon Ghashghai) writes:
> I just tried installing some 1MB simms in my 1040STe, but had a
> slight problem. Now, I tried two different kinds, one set of four 9 chip
> simms, and a set of 8 chip ones. Only two of the 9 chip ones worked (with
> either of the other two in, I just got crap on the screen), so I could
> successfully get 2 megs of RAM with those. The 8 chip simms acted like 256k
> simms, giving me either half a meg (with two installed) or 1 meg. Then I
> tried combinations of the 9 chip ones that worked, and the 8 chip ones, and
> got four megs, but the system crashed a lot. Is the STe supposed to use
> only 9 chip simms? It doesn't seem to be so, since the 256k simms that came
> with it seem to have 4 chips on 'em. Anyone have any suggestions?

You _could_ have a problem with your PSU. Some PSUs are so weak they
can`t even drive some extra RAM. Try unplugging all other devices and
plug in the SIMMS again. If you have an accelerator you could try
to boot the computer in 8MHz mode (the processors powerconsumption
increases 4-fold for each doubbling of the clockspeed, IIRC). If this
still doesn`t work you could try to feed the computer from another
PSU (your local repair-store should be able to help you test this).

AFAIK you should be able to mix both 8 and 9 bit SIMMS without any
problems. The Atari just ignores the extra parity-bit in the 9-bit ones.

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

1411. Re: FS: Supra 20 meg HD, 1040 ST

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 14:35:57 UTC
From: charles@eskimo.com
Message-ID: <D39xvx.45q@eskimo.com>
Source record: 172357

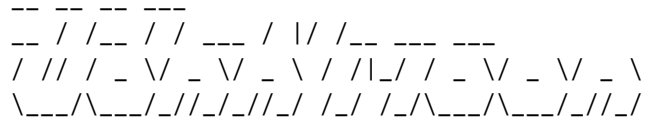
In article <63888-791442827@mindlink.bc.ca>,
Ben Van Mil <VanMil@mindlink.bc.ca> wrote:
>What is the address you are shipping from, I would be interested in the
>Hard Drive, and Maybe the ST....Depends where it has to come from.
>

They are tentatively sold. I will re-post if it falls through.

1412. Spectre GCR & Epson 24pins

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 14:49:35 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3glim0$kqo@aggedor.rmit.EDU.AU>
Source record: 172358

I am unable to get a decent printout from any of the mac WP's using
the EPSON LQ printer driver. I have an LQ 100, has anyone had the
same problem (jaggies galore), and anyone got a solution?
I'm using SPECTRE 3 btw.



s9205525@otto.bf.rmit.edu.au

1413. Re: Low Prices on Falcon??

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 15:29:22 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3gll0i$nog@bs33n.staffs.ac.uk>
Source record: 172359

Hutch (hutch@ilmen.lanl.gov) wrote:
: In a previous article, cm3hirjd@bs47c.staffs.ac.uk (Requiem) wrote:

: > C-Lab make the Falcon now. Atari have truly given it over.

: Good Grief! Where does this garbage come from, anyway??? How many
: Falcons have you physically seen with a 'made by C-Lab' sticker?

Wait and see. They will retain the Falcon logo and drop the Atari
symbol, they will have the MIDI connections and hardware that the Falcon
should have had from the start. Falcon-II will essentially be what
Falcon I should have been to MIDI musicians everywhere.

: C-Lab has only licensed certain parts of the Falcon 'technology' from
: Atari. They may eventually actually build and market a specialized
: music workstation of some sort, but that day hasn't come yet.

And it won't take long until that day does come...

: I have been told that Atari is still manufacturing Falcons 'as the
: market demands' (yeh, right). Although I personally have some serious
: doubt about that claim, it sure ain't worth arguing about. :)

You are right it ain't worth arguing about. The head honcho of C-Lab was
at the London Atari show before Christmas and was looking around at the
stuff on display (ie Apex, etc...) and was suitably impressed so as to
not want to change any of the internal design for stuff like graphics
hardware. They are the ones who will control the Falcon's destiny now
and in all honesty its a good thing, because someone has to, Atari
certainly havn't been much cop up until now.

RiCH

1414. ATARI 520STFM FOR SALE !

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 15:47:06 UTC
From: CS9H4HSH@Swansea.ac.uk
Message-ID: <D3A16I.Ep1@info.swan.ac.uk>
Source record: 172362

I know that this may not be the right place to place an ad,
however if anyone in the UK, South Wales, Mid Glam etc. area interested
then please e-mail me !

What I have for sale is :

Atari 520STFM computer with mouse,
Phillips CM8833 colour monitor,
Over £900 of software and games,
all cables and boxes are included.

I will be asking about £250 o.n.o.

Cheers all

Simon

1415. ST hardware/software/books for sale

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 16:25:07 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <3glo93$1bvp@msunews.cl.msu.edu>
Source record: 172360

The following items are still for sale! Great prices for a lot of great Atari equipment!

All software comes with manuals and, in most cases, original boxes. Of course, some of it never came with a box in the first place...

All software and hardware has been tested (used fairly often, actually :-) and works.

All magazines have lots of reviews, articles, and disk-based mags have software, some of which is not listed.

Add shipping to all prices. Orders of $100 or more receive a 10% discount.

Prices and terms are flexible, so make me an offer!

Questions? Ask away!

Please send all offers and inquiries to the following address:

t.hopper@genie.geis.com

Tom Hopper

System

ITEM	PRICE
Atari SM124 Monochrome monitor w/cables	75.00
Panasonic KX-P1180 9-pin dot matrix printer w/cable, extra ribbon	40.00

Miscellaneous Software

ITEM	PRICE
Pagestream 2.2b w/UltraScript	90.00
Fontverter, Bitmaker, Type1 Converter	15.00
Outburst (printer speeder/spooler)	10.00
Antic CAD 3D2 w/CyberStudio and Future Design Disk	15.00
Generation Gap + (full-featured geneology prog)	8.00

K-Resource II (Recource construction set)	8.00
Warp 9 v3.75 (indispensible screen accelerator)	15.00
G+Plus (fast, configurable GDOS replacement)	10.00
Flash v1.6 (classic Telecomm from Alan Page)	15.00
Quick ST 2.2 (precursor to Warp9 - nearly as fast)	5.00
DC Desktop - enhanced desktop for TOS <=1.62	10.00
Dark Castle (color only)	5.00
Dungeon Master (color only)	5.00
Silent Service - be a WWII sub commander (mono/color)	8.00
Chessmaster 2000 - excellent chess game (mono/color)	8.00
Star Glider II great 3D space flight sim (mono/color)	10.00
UMS - battle field simulation game 1-2plyr(mono/color)	10.00
"Budget" and freeware games (color) (Overlord, Highway Patrol, Frontline, Kristal, Onslaught, and more!	20.00 for the lot

Books and Magazines

ITEM	PRICE
C-Manship Complete - learn C and GEM w/disk (new)	20.00
Compute!'s ST Programmer's Guide (C, BASIC, LOGO, GEM)	5.00
GFA Basic Training Reboot Camp (GFA for beginners)	5.00
Atari Advantage vol.1, num.1 - 6 (programming code, reviews, etc) (from 1992)	8.00 for lot
Atari Interface vol.4 May 1992 (Falcon030, DB II)	1.00
Atari Explorer March/April 1992 (QST3, MegaPaint Pro, serial programming)	1.00
Atari Explorer May/June 1992 (Arabesque Pro, Pinhead, FAST Turbo 25, NEWDESK Icon Editor CPX, Serial Programming)	1.00

Atari Explorer Nov/Dec 1992 (Falcon030, Migraph PS-4000 scanner, G-MAN 3, Gemulator 1, Hard Drive utils, sample code for utilizing the Atari Clipboard)	1.00
For mags w/ disk, first part of description is programs on disk, second part is feature articles.	
ST Format w/ cover disk #33: Write ON, QRT, Pearle, Penguin. 150 tips. #44: Color Dump, Pic snatcher, M-Disk, Picture concept. #50: Civilization demo, Mega Depack, SuperCard3. 50 ideas for your ST. #51: Fracplay, Talking Clock, ViewPic. Hard drive management, DTP, Color printers. #53: Arabesque, Raystart, Laser Chess. Falcon, DIY Hard Drives. #54: KCS Omega, Hyperpaint 2, Atari Glossary, LED Panel 2.5, Nova. DIY High Density drives, Arabesque and Raystart tutorials. #55: Frontier Demo, Stomp, Before Dawn. Atariworks. #57: Protect 6, Holocost, Thought!, Tri-Hell 2. Viruses, DIY mouse port, DIY RAM upgrade. #60: Music Mon 2, Snacman, Sam2Disk, Diskfree. Word Processors, DIY computer security lock, file management, Mag!X review. #62: Medieval Chess, Fastcopy3, Albion, The Ultimate File Converter. TOS 2 tutorial, DIY video and stereo ports for any ST, customizing your ST. #64: Personal Pascal, Stickler, Grafiek, Starball. Future of the ST, Neodesk 4, Demo programming.	5.00/ea
ST Review #29 w/ disk: Everest 3.3, K-Resource image editor. File selectors, Pagestream art, C programming.	5.00

1416. Re: TOS IMAGE to INTEL HEX....

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 16:32:44 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FA6RBIUXUP@galaxy.teuto.de>
Source record: 172361

In <m0rYCaz-0005u7C@black.csi.cam.ac.uk> wrote:

>> are there any programs out their to convert TOS IMAGE
>> files to Intel HEX format..
>> I have access to a PC prom burner, but it only handles INTEL HEX
>> format files, so I need a coverter, is there one...???

>The tos.img files are just a binary file without a header or anything. The

Correct.

>need to split the file into odd and even bytes to make a two rom set (I
>think it's odd and even bytes, and not just two halves, but I'm not sure,
>anyone know?) and you should also have a program to do that supplied with

Even/Odd, Hi/Lo. Choose the way you'd prefer. And with TOS split into 4 Eproms
you can have some nice combinations of those pairs :)

/Hendr!K/

1417. CERT warning and MintNet?

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 16:39:02 UTC
From: gerco@cs.vu.nl
Message-ID: <D3A3L6.L11@cs.vu.nl>
Source record: 172363

Hi,

does the recent CERT warning concerning the TCP connection setup
(hostaddress spoofing) have any implication for MintNet? I believe MintNet
is BSD derived so it might contain the same bug/problem...

Gerco.
--
----------------------------------v----------------------------------
G.C. Ballintijn | Oh, Fortuna
Email: gerco@cs.vu.nl | Velut luna
http://www.cs.vu.nl/~gerco/ | Statu variabilis.....

1418. Re: Mint 1.12 does load XFS's

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 17:01:18 UTC
From: brarda@vxclia.cern.ch
Message-ID: <brarda-310195175857@128.141.55.218>
Source record: 172364

In article <3gegif$ma5@horus.infinet.com>, tdcflcn@infinet.com (Tom Chamberlain) wrote:

> I have been trying to get Minix working so I can get MintNet and
> maybe X11 running.
>
> BUT, every time I use us 'FSCK' on the partition I changed with
> 'minit' I get 'Not a Minix Partition...'. I have MINTNP 1.12
> in the auto folder and minix.xfs in the root.
>
> I but mint 1.04 back in the auto folder and 'FSCK' works fine.
>
> Any ideas? Do I need to do something different with 1.12
>
> Thanks for any help.
>

Put minix.xfs in /mint .
--
Loic BRARDA ! Writer of the ATARI CD-ROM FAQ
BRARDA@VXCLIA.CERN.CH ! Unofficial Programmer
! ...
Falcon 4/130 Monochrome + VGA !
Apple CD300 !

1419. Re: Michtron BBS s/w: Works w/9600?

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 17:10:24 UTC
From: Matt.McAlister@dataport.com
Message-ID: <b91_9501311732@dataport.com>
Source record: 172394

```
d> have been released around October/November, but hasn't yet. The upgrade
d> is reported to have added better modem support (9600+) and better
d> transfer protocols, among other enhancements. Personally, I'm waiting
d> to get my hands on that upgrade as I run MBBS also! If I hear anything

I thought that Michtron went out of business? I tried calling there bbs # and
voice # and got a wrong number both times. If they are planning an upgrade,
I'll be one of the first to buy one. I'm running a mbbs myself and am anxious
to make use of my hi speed modem.

Matt McAlister
Dragnet bbs
415-917-0227

------------------------------------------------------------
Internet: Matt.McAlister@dataport.com
Fidonet : Matt McAlister 1:143/106
------------------------------------------------------------
```

1420. Re: 68000 assembly??!

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 17:43:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199501311943.a14064@iz.maus.de>
Source record: 172365

In <17763.wilh0011@maroon.tc.umn.edu>, wilh0011@maroon.tc.umn.edu (wilh0011) wrote:

W>and I was wondering if the Atari ST series used this as it's main CPU.

It does. I think you'll like 68k assembly language. ;)

cu... Ole
--
ï¿½ï¿½ï¿½ï¿½ï¿½ Usenet: Ole_Pahl@iz.maus.de ï¿½ï¿½ï¿½ AmPR: DK1LP@DB0RDB.#SLH.DEU.EU
ï¿½ï¿½ï¿½ï¿½ï¿½

1421. Re: Adding memory

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 17:45:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199501311945.a14065@iz.maus.de>
Source record: 172366

In <3gic5l$k55@floyd.santarosa.edu>, kghashgh@nermal.santarosa.edu (Kayvon Ghashghai) wrote:

KG>Is the STe supposed to use only 9 chip simms?

No, you can use 3-, 8- or 9-chip SIMMs. A parity bit is not required.
I have already used 4x 3-chip SIMMs, it works perfectly.

cu... Ole
--
ï¿½ï¿½ï¿½ï¿½ï¿½ Usenet: Ole_Pahl@iz.maus.de ï¿½ï¿½ï¿½ AmPR: DK1LP@DB0RDB.#SLH.DEU.EU
ï¿½ï¿½ï¿½ï¿½ï¿½

1422. Re: Adding memory

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 17:55:53 UTC
From: kghashgh@nermal.santarosa.edu
Message-ID: <3gltj9$8s8@nermal.santarosa.edu>
Source record: 172369

In article <D39Gwr.6Aq@news.gu.se>,
<gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE> wrote:
>Kayvon Ghashghai (kghashgh@nermal.santarosa.edu) wrote:
>> I just tried installing some 1MB simms in my 1040STe, but had a
>> slight problem. Now, I tried two different kinds, one set of four 9 chip
>> simms, and a set of 8 chip ones. Only two of the 9 chip ones worked (with
>> either of the other two in, I just got crap on the screen), so I could
>> successfully get 2 megs of RAM with those. The 8 chip simms acted like 256k
>> simms, giving me either half a meg (with two installed) or 1 meg. Then I
>> tried combinations of the 9 chip ones that worked, and the 8 chip ones, and
>> got four megs, but the system crashed a lot. Is the STe supposed to use
>> only 9 chip simms? It doesn't seem to be so, since the 256k simms that came
>> with it seem to have 4 chips on 'em. Anyone have any suggestions?
>
>Your 9 chip SIMMs seems to be 1MB each.
>Your 8 chip SIMMS seems to be 256kB each.
>
>As you say, they work separatly, but not together.
>This is not really true. There is a bug in the OS of the STe that makes your
>machine crash.
>All memory configurations is OK, except 2.5MB. This makes the machine think
>it has 4MB and it works till it runs a program that uses the upper 1.5MB.
>The simplest solution is to use 2MB and skip the rest. Otherwise you'll have
>to run a little tool that fixes this, every time you boot.
>
>The number of chips on the SIMMs doesn't matter. The 9th chip is used by some
>PCs for parity check.

I didn't think the Atari did parity checking, but I wasn't sure.

>
>--
>Stefan Berndtsson - gubsb@trivux.ub.gu.se
>

Hmm. I thought that they could be 256k at first, but I checked it on a
friend's Mac, and every chip seemed to work just fine at 1MB. I see now
that it would crash when using the upper 1.5MB, which confirms that the
Atari thinks those 8chippers are 256k. As for the 9 chip ones, even though
only two worked on my Atari, all four worked on my friend's Mac. Oi.

1423. wanted:damocles

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 18:02:15 UTC
From: tapc6@central.susx.ac.uk
Message-ID: <3gltv7$q4k@infa.central.susx.ac.uk>
Source record: 172370

[No readable article body recovered]

1424. (FS) 2 MB ST-RAM for TT

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 18:52:00 UTC
From: damms002@acpub.duke.edu
Message-ID: <3gm0sg$9o7@news.duke.edu>
Source record: 172371

I have a original ATARI 2 MB ST-RAM expansion card for the TT030 for sale.

Adding this card, the available ST-RAM comes to a total of 4 MB
(2 MB on the main board and 2 MB on the card).

If interested, send an offer via Email to:

T. Damms
Duke University
Durham, NC
damms002@acpub.duke.edu

1425. Re: Migraph TouchUp Upgrade??

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 19:07:13 UTC
From: "Toad Computers, Inc." <toad@charm.net>
Message-ID: <3gm1p1$gc0@canton.charm.net>
Source record: 172381

mtaylor@perth.DIALix.oz.au (Mark Taylor) wrote:
>
> Hello,
> I was wondering if anyone has managed to upgrade their TouchUp to version 2
> which I beleive is now available. I have sent several faxes to Migraph but I

We have the TouchUp 2.5 upgrade for sale for $39. Please send e-mail if you
are interested in receiving this package... We can sell it to you!

Dave @ Toad Computers
(800) 448-8623 Orders

1426. Re: STraight Fax

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 19:13:27 UTC
From: "Toad Computers, Inc." <toad@charm.net>
Message-ID: <3gm24n$gc0@canton.charm.net>
Source record: 172382

neptune@galaxy.teuto.de (Hendrik Mylius) wrote:
>
> In <3g3m0k$f55@canton.charm.net> "Toad Computers, Inc." wrote:
>
> >STraight FAX! works with .IMG, Degas, GEM, ASCII, 1st Word/Wordwriter,
> >PCX, and FAX format files. FAX files can be generated using one of several
> >custom printer drivers included with STraight FAX!
>
> Why doesn't STF handle XIMG-files? They are standard for color-img's.

The XIMG format has never become popular in this country.
We could make a driver for every format in the world, but you have
to draw the line somewhere. I guess I would just say that it would
be best to use GEMview or Imagecopy to convert the image to something
we do handle.

Dave @ Toad Computers
(800) 448-8623 Orders
toad@charm.net

1427. Toad Computers Internet Support

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 19:20:23 UTC
From: "Toad Computers, Inc." <toad@charm.net>
Message-ID: <3gm2hn$hhv@canton.charm.net>
Source record: 172383
Cross-posted to: comp.sys.atari.st,alt.atari-jaguar.discussion

TOAD COMPUTERS ANNOUNCES INTERNET SUPPORT SERVICES 01/31/95

Toad Computers is proud to announce online support on the Internet, including a World Wide Web (WWW) homepage, an ftp site, and e-mail for sales and technical support.

The World Wide Web homepage allows customers to get product information (like Jaguar game screenshots and availability dates), request a catalog, learn more about Toad Computers, and view Atari-related graphics and animations. Right now, the Toad Homepage even allows online ordering of some products, like clearance games.

In addition to resources specific to Toad Computers, the Toad Homepage offers pointers (or hypertext 'hotlinks' as they are called), to other Atari-related resources on the Internet including software archives, newsgroups, and other Atari-oriented WWW homepages.

"We believe that the Internet is an important new medium," says Dave Troy of Toad Computers, "and if it helps us to provide better service to our customers, we want to be a part of it." While there is no graphical 'Mosaic'-type WWW browser for the Atari, Toad Computers is very interested in seeing one developed. According to Dave Troy, "Hypertext Markup Language (HTML), the raw text underlying the Web, is extremely straightforward. The tricky part of getting Web access on the Atari is the TCP/IP connection that PC's can get using a program like Trumpet Winsock. Once a PPP (point-to-point protocol) connection can be made reliable, a web browser should be fairly easy to implement." Right now, there are a few packages (such as KA9Q/NOS/STNET/MintNet) which deliver PPP access on the Atari, and ZFC (the makers of Edith Professional) have been talking about writing a graphical browser. It is likely that before the end of the year, software should be available to allow Atari PPP and WWW access through a variety of local Internet access providers.

For now, to access the WWW homepage, Atari users will have to use Internetworked PC's or Mac's equipped with a 'Mosaic'-type browser. In addition, America Online (also accessible through Mac's and PC's), will be offering graphical WWW access this winter. "It shouldn't be too hard for someone to find a Mac or PC running Mosaic. Many Atari users use these systems at work, and they can also be found on just about any school campus -- from university to community college, everyone is running Mosaic!," says Troy.

An ftp site is also available for Atari users to download files that pertain to Toad Computers, such as our SYSINFO system & modem tester, STraight FAX! support notes, and ordering information. Right now, CompuServe, America Online, and GEnie all offer limited FTP access, so users of these services should have no problem accessing this site. And of course, any machine on the Internet can be used to access this site using a conventional ftp client. The KA9Q PPP package for the Atari includes a built-in ftp client.

Toad Computers has always been available through e-mail, but Internet e-mail allows greater flexibility and faster response times. "With our e-mail on GEnie, it has always been a project to read it and respond quickly," says Troy, "and that has been particularly true with the huge volume of mail we received after mailing our most recent catalog."

If you have sent e-mail to the 'toad@genie.geis.com' address, please be patient; it will be answered. However, for an immediate response, please direct all e-mail to our new address, 'toad@charm.net'.

Toad Computers does not plan to stop visiting the Atari ST/Jaguar Roundtable on GEnie. "GEnie has always been a core part of our online support, and we appreciate the relationship we have developed with customers and developers there. We will continue to post specials and news files on GEnie, and we will also continue to be involved in the Bulletin Board areas," says Troy. And of course, any e-mail received at 'toad@genie.geis.com' will be answered. However, customers are once again reminded that response will be faster if e-mail is sent to 'toad@charm.net'.

Toad Computers Internet addresses are as follows:

WWW Page: http://www.charm.net/~toad/

Anonymous FTP Site: ftp://ftp.charm.net/pub/home/toad/
(ftp to ftp.charm.net,
go to pub/home/toad directory)

E-Mail: toad@charm.net

E-mail from GEnie: toad@charm.net@INET#
(@INET# instructs GEnie to use
their Internet e-mail gateway)

For more information, Toad Computers may be reached by mail, telephone, or FAX as well.

Toad Computers, Inc.
570 Ritchie Highway
Severna Park, MD 21146-2925

(800) 448-8623 Orders (410) 544-6943 Information
(410) 544-1329 FAX (410) 544-6999 BBS
(410) 544-0098 FAXBack

Toad Computers is North America's leading supplier of products for the Atari ST, TT, and Falcon computers and also supports the Atari Jaguar, Lynx, Portfolio, and XL/XE computers.

========== (C) TC, Inc. 1995 ========

1428. Prices for ST?

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 19:45:11 UTC
From: wilh0011@maroon.tc.umn.edu
Message-ID: <wilh0011.791581511@maroon.tc.umn.edu>
Source record: 172372

Hello, again.
I'm the hoser who asked the 68000 assembly question, and since having
been enlightened, I'm searching for a system to get up and running. I've
had an offer from this one guy around here, and since I have little idea
as to what a reasonable system is worth, was wondering if you could helf
me out...

This is the deal:
$475 for an 1040 ST w. 4 megs (new, supposedly),
or
$325 for the same machine with 1 meg (used).
$175 for a monochrome monitor, $200 for color (I'm guessing used...)

Again, sorry for taking up bandwidth here...

- rex

1429. Re: Spectre GCR FAQ

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 20:11:23 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.122.000F310B@cfcsc.dnd.ca>
Source record: 172373

>I would just like to put this up for any who might know. I want to know how
>to print to my APPLE LASERWRITER II through my Atari 1040STe using
>SPECTRE GCR. I am running system 6.0.8 and I have no troubles running
>a ton of DTP software.... but I cannont output anything@!!!!

>I know it can been done. I know Dave Small gave suggestions on programs to
>use that will allow you to do just this. But I can't contact Dave Small
>anymore and I need help with this one!!!

>Thanks..

>James Schofield

James: Please describe exactly what happens when you go the chooser, is there
a driver there for you to choose? If so, what happens when you try to print
from your software?
If no printer driver in chooser, can you print in Atari mode?
If you can print in Atari mode, have you thought about printing to file in
MAC(command-K, I think), taking off that ps file to floppy; booting to Atari
mode; and sending the file to your Laserwriter?
Bonne chance
-ken

1430. For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 20:28:36 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <791584116snz@chowgar.demon.co.uk>
Source record: 172398

```
************
* HARDWARE *
************

Atari SM124 HI-RES Monitor - 70 ukp.

Vortex AT-Once plus 16mhz 286 PC Emulator with adapter for STE or Mega ST allowing
the emulator to be fitted to any ST complete with original version of MS-DOS 3.3
with DOS and GWBasic manuals - 100 ukp.

Power hand held scanner, works fine on my Mega ST, STe, and Falcon. Complete
with interface, power supply, and software - 70 ukp.

Cumana external 3.5 inch disk drive - 30 ukp.

Broken Ricoh LP1200 laser printer for spares or repair - 50 ukp.

************
* SOFTWARE *
************

10 POUNDS EACH
**************
Kingmaker
BAT (with sound card)
Microprose Golf
Knightmare
Flames Of Freedom (Midwinter 2)
Knights Of The Sky
M1 Tank Platoon
Powermonger
Sabre Team
Thunderhawk
Their Finest Hour
Megalomania/First Samurai
The Dream Team - Wrestlemania, Bart Simpson vs The Space Mutants, Terminator 2
Champions - Jahangir Khan Squash, Manchester United, World Championship Boxing Manager
Football Crazy - Kick Off 2, Final Whistle, Player Manager

5 POUNDS EACH
*************
Borodino
Iron Lord
Universe 3
Curse Of The Azure Bonds
Dungeon Master
Chaos Strikes Back
```

Xenomorph
WWF European Rampage Tour
Last Ninja 3
Lotus Esprit Turbo Challenge
Chronoquest 2
Lombard RAC Rally
Heroes Of The Lance
Liverpool
Colossus Chess
F16 Combat Pilot
AFT 2
Tee Off
Super League Soccer
Italy 1990
1st Division Manager
Gary Linekers Hot Shot
Wizball
Legend Of Djel
Wolfchild
Strike Force Harrier
Galactic Conquerer
Barbarian 2 (Psygnosis)
European Super League
Legend Of Faerghal
Legend Of The Sword
Leeds United
Lemmings
Fire And Ice
Pirates
Treble Champions 2
Tactical Manager
Star Wars
Midnight Resistance
16 Bit Hit Machine - Super Cars, Skidz, Switch Blade, Axel Magic Hammer

3 POUNDS EACH (unboxed)
****
Hostages
Operation Wolf
Thunderbirds
X-Out
Time Bandits
The Untouchables
Fantasy World Dizzy
Roadblasters
Helter Skelter
TNT - APB, Hard Drivin', Toobin, Dragon Spirit, Xybots

--

Simon Moore
smoore@chowgar.demon.co.uk

1431. Re: Pro music made with Ataris

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 20:32:58 UTC
From: raver909@telerama.lm.com
Message-ID: <3gm6pq$4eh@terrazzo.lm.com>
Source record: 172374

I did the 1.8.7 "Beautiful Drum and Bass" jungle remix of Blondie's
"Atomic" on EMI records. I used an Atari 1040STE running Cubase.
Joe
--

1432. For sale

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 20:47:44 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <791585264snz@chowgar.demon.co.uk>
Source record: 172399

Sorry my last post was empty, here's the list.

****
* HARDWARE *
****

Atari SM124 HI-RES Monitor - 70 ukp.

Vortex AT-Once plus 16mhz 286 PC Emulator with adapter for STE or Mega ST allowing the emulator to be fitted to any ST complete with original version of MS-DOS 3.3 with DOS and GWBasic manuals - 100 ukp.

Power hand held scanner, works fine on my Mega ST, STe, and Falcon. Complete with interface, power supply, and software - 70 ukp.

Cumana external 3.5 inch disk drive - 30 ukp.

Broken Ricoh LP1200 laser printer for spares or repair - 50 ukp.

****
* SOFTWARE *
****

10 POUNDS EACH
****
Kingmaker
BAT (with sound card)
Microprose Golf
Knightmare
Flames Of Freedom (Midwinter 2)
Knights Of The Sky
M1 Tank Platoon
Powermonger
Sabre Team
Thunderhawk
Their Finest Hour
Megalomania/First Samurai
The Dream Team - Wrestlemania, Bart Simpson vs The Space Mutants, Terminator 2
Champions - Jahangir Khan Squash, Manchester United, World Championship Boxing Manager
Football Crazy - Kick Off 2, Final Whistle, Player Manager

5 POUNDS EACH
****
Borodino
Iron Lord
Universe 3
Curse Of The Azure Bonds

Dungeon Master
Chaos Strikes Back
Xenomorph
WWF European Rampage Tour
Last Ninja 3
Lotus Esprit Turbo Challenge
Chronoquest 2
Lombard RAC Rally
Heroes Of The Lance
Liverpool
Colossus Chess
F16 Combat Pilot
AFT 2
Tee Off
Super League Soccer
Italy 1990
1st Division Manager
Gary Linekers Hot Shot
Wizball
Legend Of Djel
Wolfchild
Strike Force Harrier
Galactic Conquerer
Barbarian 2 (Psygnosis)
European Super League
Legend Of Faerghal
Legend Of The Sword
Leeds United
Lemmings
Fire And Ice
Pirates
Treble Champions 2
Tactical Manager
Star Wars
Midnight Resistance
16 Bit Hit Machine - Super Cars, Skidz, Switch Blade, Axel Magic Hammer

3 POUNDS EACH (unboxed)
****
Hostages
Operation Wolf
Thunderbirds
X-Out
Time Bandits
The Untouchables
Fantasy World Dizzy
Roadblasters
Helter Skelter
TNT - APB, Hard Drivin', Toobin, Dragon Spirit, Xybots
--

Simon Moore
smoore@chowgar.demon.co.uk

1433. [REQ] informations on the PAK68/030?

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 20:51:52 UTC
From: jmb@cao-vlsi.ibp.fr
Message-ID: <3gm7t8$77g@vishnu.jussieu.fr>
Source record: 172375

Hi,

I'm looking for informations on the PAK68/030 card. I own a Mega ST, and
this card seems to be the perfect solution for me.
All I know is :
* 68030 (?? MHz)
* fast ram expansion slot (?? Mo)
* faster than a TT (Qindex? Gembench?)
* suitable for a mega ST box
* needs 68000 unsoldering (OUCH!)

But what about :
? TOS versions
? compatibility
? FPU slot
? Linux development

Have anyone here more information ?

Thanks.
--
o---------------------------------- Jean-Michel Blin --------------------o
| Universite Pierre et Marie Curie laboratoire MASI - PARIS - FRANCE |
| Tel : 33-(1) 44.27.39.67 |
| "And now for something Fax : 33-(1) 40.35.71.97 |
| completely different..." E-Mail : Jean-Michel.BLIN@masi.ibp.fr |
o--o

1434. Problems with games and 4Mo ST ! (F29)

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 21:09:25 UTC
From: jmb@cao-vlsi.ibp.fr
Message-ID: <3gm8u5$77g@vishnu.jussieu.fr>
Source record: 172377

Hi ST gamers,

My little brother complains to me since I added 4Meg to my mega ST.
It seems that some games don't like extra memory space. I also remember
having seen on game boxes some sticker mentionning MegaST4 compatibility
problems. (One of them was Epic)

Does anyone know why such problems arise ?
Is there a way to fool the system ? (some kind of resident memory hunger?)

His biggest gripe concerns F29. What would you suggest as a flight sim
replacement ?
--
o---------------------------------- Jean-Michel Blin --------------------o
| Universite Pierre et Marie Curie laboratoire MASI - PARIS - FRANCE |
| Tel : 33-(1) 44.27.39.67 |
| "And now for something Fax : 33-(1) 40.35.71.97 |
| completely different..." E-Mail : Jean-Michel.BLIN@masi.ibp.fr |
o---o

1435. Re: Falcon Questions

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 21:25:27 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3gm9s7$ok5@bs33n.staffs.ac.uk>
Source record: 172379

Fred Horvat (ap748@cleveland.Freenet.Edu) wrote:

: 1. What is the highest screen resolution a standard Falcon can do?
: I heard that it covers all three standard ST resolutions plus 640x480x256 and
: 640x480x64k. But does it go above 640x480 with out any extra hardware?

I'm not sure about actual sizes obtainable, but _software_ like BlowUp030
and hardware like ScreenBlaster will do things with your resolution even
Atari hadn't planned on.

: 2. From what I've seen advertised I can use a VGA or better monitor. To use
: my SC1224 or SM124 I need an adapter. With this adapter I understand I can
: use my older ST monitors on the Falcon, but since this gives them a 15 pin
: VGA plug can I use these monitors on my IBM in standard VGA mode of
: 640x480x16 or 640x480x256?

Who knows? That's a PC question :-)
You will need a VGA adaptor if you want to plug in a VGA monitor, they
don't slot in direct. Same goes for RGB ones and SCART. TV plugs in
direct but I've had heck of a trouble getting a decent picture on a TV.

: 3. What is the standard internal hard drive size. I've heard 65 or 80 meg
: is standard. I assume I can put a 500 meg in also if it is small enough.
: IDE is the internal format. Can I put a SCSI in it?

2.5" IDE is the standard _internal_ size. Atari used to ship with 65meg
hard drives but when they stopped manufacturing 65meg drives Atari moved
up to the 80meg instead. But whoever you purchase your Falcon from will
no doubt kit you out with whatever size HD you require. I'd go for
nothing less than 170 meg to be honest, although saying that I still have
only 80meg to play with (and I really want more, hence my advice).

You can't put a SCSI _in_ your Falcon I don't think. But you can
certainly attach one.

: 4. I see them advertised at 1, 4, or 14 Meg of RAM. If I get a 1 or 4 Meg
: machine is a RAM upgrade as simple as popping in a standard 72 pin 4 Meg
: SIMM, or do I need some fancy RAM board like on the old ST line? Is 4 Meg
: enough or is like most of todays x86 or MAC machines 8 Meg the real minimum?

For the Falcon 1 meg doesn't do it justice - hell lots of software won't
even function with a mere meg of memory. 4 meg is standard, I am yet to
find a package that doesn't operate within 4 meg of memory. But like all
things in life - the more the merrier. If you are going to be using
Cubase then you *really* need 14 meg memory. I am not 100% sure but I
think the Falcon has an odd SIMM set-up, all I know is upgrading from
4meg to 14meg will probably cost as much as you'd pay for the machine itself.

: 5. I've seen Falcons put in tower cases and a kit called DeskTopper? Are
: these available in the US?

The Tower case is an extremely nice set-up, I believe System Solutions
sell it over here (UK) but as for US.. who knows? I would not really
recommend the DeskTopper simply because it looks... well.. ugly! But if
it provides what you want, its certainly cheap.

: 6. I've seen Falcon prices in the UK drop in the last couple of months, what
: about here in the States?

Pass.

: 7. Did the Falcon Speed 386 or 486 ever come out? I see the 286 version
: advertised. How does this device plug into the Falcon? Does it use the
: Falcon's RAM or does it require it's own?

It uses the Falcon's RAM and plugs into the internal expansion port. the
286 board is actually quite nice and even runs Windows (although only in
16 colour mode). A German company were supposed to be working on a 386
and 486 board, but nothing has been seen yet. Doesn't mean nothing will
be seen mind you, just means you couldn't rush out and buy one if you
wanted.

Richard Davey
Falcon Owners Group (UK)

1436. Re: 68000 assembly??!

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 21:27:26 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3gm9vu$ok5@bs33n.staffs.ac.uk>
Source record: 172380

wilh0011@maroon.tc.umn.edu wrote:
: Hello everybody,

: Sorry for the newbie question, but I have a course comping up next quarter
: that requires programming the Motorola 68000 microprocessor, and I was
: wondering if the Atari ST series used this as it's main CPU. (I seem to
: remember it using one...) I'd much rather get an Atari than an old fishbowl
: mac, so any help would be appreciated...

Yes the STFM/STE uses the Motorola 68,000 chip as its main processor.

RiCH "can't believe I just answered this question" DAVEY

1437. HTML -> 1st Word Plus Converter

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 21:31:49 UTC
From: Leon Brocard <lglb@doc.ic.ac.uk>
Message-ID: <3gma85$73a@frigate.doc.ic.ac.uk>
Source record: 172378

Hiya All,

Almost every couple of days I seem to notice a request for an
HTML reader. Now, while Lynx is fine, it doesn't quite do the job in
being user-friendly. I know that various people are working on GEM
HTML readers, but I've just had a thought.
How about an HTML to 1st Word Plus format converter? I've thought
about it, and it's totally workable. Before embarking on the project,
I'm just wondering if anyone would have a use for it? Is this something
people would like? Have you got any other ideas?
Yes, I know, so you'll lose the graphics and can't use it
realtime if you have a SLIP-link. But it could be neat!
Oh, and would anyone send me HTML files that they think are within
the HTML standard, yet still a tad weird. You know what I mean...

Ta, Leon.
--
.. Quentin Hapsburg: You do speak French don't you?
.. Lt. Frank Drebin: Unfortunately no, but I do kiss that way.

1438. WTB 800xl...

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 22:27:55 UTC
From: lakers@col.hp.com
Message-ID: <3gmdhb$onf@nonews.col.hp.com>
Source record: 172384

The title says it... I would like to buy a working 800xl so that I can play my old games that are still good. My 1050 drive still works, but when I boot my system it will not recognize the disc drive??? Any suggestions (other than this is the 90's and get real) would be appreciated.

REgards,,,LAkers...

```
::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::

o o oSmoking . . . _________T___ _________T___ _________T___
o _____ |Larry Akers| |T 590-3462 | |lakers@cs. |
.][__n_n_|DD[ ====____ |CSITC at HP| |P 578-3512 | |itc.hp.com |
>(________|__|_[________]_|__________|_|__________|_|__________| WOO.WOO
__/oo OOOOO oo ooo ooo o^o o^o o^o o^o o^o o^o
================================================================================
::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::
```

1439. Re: Desperately seeking editor...

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 22:47:54 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <791592474snz@bigbox.demon.co.uk>
Source record: 172386

In article <D36syo.Bs6@cix.compulink.co.uk>
peekay@cix.compulink.co.uk "Paul Kelly" writes:

> > Can anyone recommend a good GEM-Based editor (preferably designed for
> > use as a C editor). The ability to link it to a compiler (Lattice
> > or GCC) would be nice too.
>
> You are describing C-Breeze

I ahve heard of this somewhere. Is it PD/Shareware/Commercial? Is it still
supported? Is it MultiTOS friendly/enhanced (it is mainly for MultiTOS that
I want to switch to a better editor).

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+--+

1440. Re: Need help getting X to run...

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 23:03:46 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <791593426snz@bigbox.demon.co.uk>
Source record: 172387

> Right, now I have a minix partition (see earlier post!) I am now trying
> to get X to work.

Congratulations, your on your way :-)

> I have uncompressed the files in net-060.zoo and X11R5.zoo and tcsh602.zoo.
> What next?
> I tried running startx and xinit using mupfel (from gemini) and it
> complains about files missing and generally doesn't work.

Yikes, unless you have more than 4 megs of memory you haven't got a hope
in hell of succeding here! Gemini is huge, and so is X. Basically, to run
X on a four meg machine you do it from mint.cnf before GEM loads.

> Tcsh will run but all I can do is change directory. I'm obviously missing
> something here...

Yes, the GNU fileutils. tcsh and most unix shells have no built in commands,
they need external programs.

> Is there a step by step guide to installing X etc?

Sort of... you follow the MiNT step by step guide, then the MiNTOS step by
step guide, then the MiNTNet step by step guide, then finally the X step
by step guide. You're right, it would be useful for someone to write one
(oh no - NOT me ;-)

> I think it's quite important to get a package that is easily installed
> and that works. It doesn't necessarily have to be the latest version,
> just something to get you started.
> All the instructions I have seen so far seem to assume you know what you are
> doing anyway.

I think that it will get better as time goes by and it becomes better
supported.

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+---+

1441. Re: Mac MagiC?

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 23:42:20 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3gmhss$i06@golem.wcc.govt.nz>
Source record: 172390

In article <m0rZ4he-0005trC@black.csi.cam.ac.uk>, mnb20@cam.ac.uk (Mark Baker) writes:
>In article <3genpm$8h1@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz wrote:
>
>> >: Well you have made a big ass of yourself again, as it does and real Unix,
>> >: and its a RISC machine..
>>
>> I am not refering to the ARM but the Risc PC version,
>
>No, and what procesor's in the RiscPC? An ARM 3 isn't it (nb. the latest
>ARM processor is the ARM 7. AIUI the latest one in any acorn computer is
>the ARM 3)

Another person that does not know facts from fiction, its a ARM 610,
so you don't win the teddy bear....

>--
> /\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
> / \\/ \\ ark Baker
> / \\ \\ ** Windows. From the company that gave you edlin **

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1442. Re: GEnie to close down...???

Newsgroup: comp.sys.atari.st
Date: 1995-01-31 23:51:48 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3gmiek$i06@golem.wcc.govt.nz>
Source record: 172391

In article <9501302123.AA02004@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:
>In a previous article, dpj@delphi.com (Dana @ STReport) wrote:
>
>>><wells_s@kosmos.wcc.govt.nz> writes:
>>>Don't believe what you read in STR, I never have, and it's never led
>>>me wrong. Claims have been made several times concering GEnie being
>>>in financial trouble, but nothing ever came of it.
>
>>Excuse me?!?!!! It would be best if you used that rationale with regard
>>to what you read in the UseNet, as well.
>>
>>Nowhere in STReport has there been a report that GEnie (or any other
>>service) is going bankrupt. [...]

PLEASE PLEASE read what I posted, I did state that I had put 2 and 2
together...

Here is that part from STR 1104.....

~~~~~~

- Chicago, IL Well-Known Online Service in TROUBLE?

These are interesting times as far as Commercial Networks are
Concerned. ...mentioned one well placed observer to our super snoop. "One
major network is fast becoming a "has been" with rapidly dropping
subscribers. In fact, its so bad there's a rumor circulating about it
closing down before the end of this year". Another vibrant network is
picking up those migrating subscribers as fast as they drop" ... he added.
Delphi, the "sleeper" of the bunch is the fastest growing and most
impressive network at this time among all in the last three years. Of all
the networks Delphi appears to be the most progressively minded behind of
course, the giant trend setter, CompuServe". He said.

~~~~~~

To me this pointed to GEnie...

>-Hutch- @ Fair Dinkum Tech

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1443. IPB MPEGs on a Falcon...ever?

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 00:04:42 UTC
From: cynic on the edge of sanity <chrishinds@delphi.com>
Message-ID: <Zg8Z6Hy.chrishinds@delphi.com>
Source record: 172388

I know of 2 MPEG players for the Falcon (Plaympeg and Mpegdsp)...
neither of which plays IPB type MPEGS.

Does anyone know if these programs will ever support this format, or
of any other players on the horizon??

Not very hopefull...

--c

A--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--A
T ||| F C [] Earth's become sour, stripped & torn, New age of T
A / | \ A O [] man is being born, Infecting pollution never seems A
R / | \ L N [] to stop, Within the womb embryonic tri-clops R
I--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--I
<chrishinds@delphi.com> <quote courtesy BROKEN HOPE>

1444. * =-Atari ST(e) Software SALE-=

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 00:10:42 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <3gmji2$sf6@ucunix.san.uc.edu>
Source record: 172389

```
************************************************************
** **
** A T A R I ST(e) S O F T W A R E S A L E **
** (And hardware) **
************************************************************

Sierra - SubLogic - TimeWorks - Infocom - OSS - Image Works - CodeHead
Technologies - Strategic Simulations Inc. - Lebri - Sega - Team - Haba
SSW - Accolade - The Bitmap Brothers

Nothing over $15 Nothing Over $15

Item_____________________________________________________________Price
=====================================================================
STReplay4 $15.00
MONO digital sampling and playback card that plugs into
the Atari expansion port. Allows sampling and playback of
up to 50Khz on any Atari.
Includes all SOFTWARE

Monster Sound Card $15.00
8-bit digital playback card which will allow you to
easily connect your computer to your stereo with standard
RCA connectors.
-Supports Chip / Digital music.
-Replays music in STEREO on a normal ST with STE sound
quality.

Title_____________________________Creator_____________________Price
=====================================================================

Word Writer ST TimeWorks $15
-Word Processor, Spellchecker, Comprehensive Thesaurus.
Analyze! SSW $10
-Lotus compatible Spreadsheet.
Personal Pascal (no box) OSS $10
Spritenstein Lebri $5

Title_____________________________Creator_____________________Price
=====================================================================
Armour-Geddon Psycnosis $10
Tournament Golf Sega $10
Flight Simulator II SubLogic $10
---------------------------------------------------------------------
Conquest of Camelot Sierra $10
-With Hint Book
```

Colonel's Bequest Sierra $10
-With Hint Book
Codename: ICEMAN Sierra $10
-With Hint Book
Hoyle 28 games of Solitaire Sierra $10
Police Quest II Sierra $10
-With solution text
Space Quest I Sierra $8
Space Quest II Sierra $8
Space Quest III Sierra $10
Kings Quest I Sierra $8

Title_____Creator_____Price
==========
Kings Quest III Sierra $8
ManHunter I Sierra $8
ManHunter II Sierra $8
Gold Rush Sierra $8
Black Cauldron Sierra $8

Speedball (No Box) Image Works $10

Roadwar 2000 SSL $5
BattleTech Infocom $5
A Day at the Races Team Software $5
Arcade Force 4
Indiana Jones

Terms:
Everything is in working order. I have bought entire computer systems
through the internet and have yet to receive a faulty product. I believe
in the integrity of InterNET selling and will uphold it.

Prices are listed above. Add in a buck each for shipping and handling.

Please, USA orders only. I am located in Cincinnati, Ohio.

+-----------------------------------+_
| *> Kevin Klasmeier - Cincinnati OH | |
| *> NET: klasmekj@ucunix.san.uc.edu | |
+---+ *> GEnie: K.Klasmeier ==-U-S-A-=> +---+_
| Try StrangeMUD - Sleepy.cc.utexas.edu 9332 | |
+---+ |
'---'

1445. FS Mega 2 system Cubase+

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 00:43:20 UTC
From: mcginc@netcom.com
Message-ID: <mcgincD3Aq08.5G@netcom.com>
Source record: 172395

Atari Mega 2 w/mono monitor, printer (9 pin), Cubase 2.0 sequencing
software, tons of other software and misc. accessories.

Word Processors, Databases, Spreasheets, Desktop Publishing, Music,
Communications, Utility, etc.
Asking $500.00

email as above or call
805/523-1386 (home) after 6:00PM pacific time
Thanks,
Rich

1446. Wanted: Ultima 6 (Atari ST)

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 00:48:06 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.fhsaBrDEBHs@semprini.waterloo-rdp.on.ca>
Source record: 172331
Cross-posted to: rec.games.video.atari,comp.sys.atari.st

Has anyone got a copy of Ultima VI: The False Prophet (Atari ST version)
that they'd like to sell me?

Barring that, does anyone have any idea of where I could buy a new copy?
It was released probably 3-4 years ago.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

1447. Re: ***** 520 STFM system and 8-bit Stuff For Sale *******

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 00:57:23 UTC
From: gathings@duncan.cs.utk.edu
Message-ID: <3gmm9j$dhr@martha.utk.edu>
Source record: 172393
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

Golando Gathings (gathings@cs.utk.edu) wrote:

: F O R S A L E

: Item Desc Asking Price

:

: >>> For Parts ONLY <<<<

: Atari 1027 Printer $10

: Atari 1050 Disk drive $10

: Atari 800xl $10

: or take all for $25

I have a sale pending on the above ... stay tuned.

Golando

1448. For my Brother

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 01:01:39 UTC
From: vsnyder@math.jpl.nasa.gov
Message-ID: <3gmmhj$c1j@netline-fddi.jpl.nasa.gov>
Source record: 172392

My brother has a 1040 with mono and 2 floppies (no, it's not his girlfriend).

He has a Star SB-10 printer, a 14.4kb data/fax modem, Uniterm and STraight FAX!

He's never been able to do a screen dump. What does he need to do a screen dump to the SB-10?

STraight FAX! doesn't support his printer directly. Now what?

Uniterm knows about 9600 and 19.2, but not 14.4. Does the ST know about 14.4? If so, can you recommend a PD/SW/FW comm program (in English) that knows 14.4 (preferably with ftp://archive/path -- "somewhere" is hard to find, even with xarchie).

I don't know ST well -- it's my brother's machine (I don't think he knows it very well either).

Send e-mail -- I don't read this column often.

Thanks in advance.
--
What fraction of Americans believe | Van Snyder
Wrestling is real and NASA is fake? | vsnyder@math.jpl.nasa.gov

1449. Re: Migraph TouchUp Upgrade??

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 01:35:14 UTC
From: dpj@delphi.com
Message-ID: <RG3bCjy.dpj@delphi.com>
Source record: 172396

Mark Taylor <mtaylor@perth.DIALix.oz.au> writes:

>I was wondering if anyone has managed to upgrade their TouchUp to version 2
>which I beleive is now available. I have sent several faxes to Migraph but I
>have not received any response. I currently have version 1.84 and would like to
>upgrade to the latest version. If anyone has upgraded successfully I would
>appreciate hearing from you. If they also have Fax nad E-Mail I would
>appreciate the numbers.

I upgraded to version 2.5 quite awhile ago. I simply called them,
verified that I was a registered user, gave them a credit card number,
and I received the upgrade a few weeks later.

I don't have their phone number or fax number handy, but I'll try to
retrieve it for you. I don't recall ever seeing an e-mail address.

Dana @ STReport International Online Magazine

1450. Re: PD Wysiwyg W.P ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 02:18:28 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950201Z021828.348barheath@heathen.demon.co.uk>
Source record: 172397
Body handling: HTML body converted to readable text

In article
jon_w@oldham.gpsemi.com "Jonathan Walker" writes:

>
>
> Is/are there a/any copies of a PD Wysiwyg W.P for a 1meg mono STE with 2
> 720 drives ?? It would be handy if it had a spel cheker.
>
>
>
> ~~~~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~
> ___ ___ Jonathan Walker
> " " " __( )====:: __( )====:: GEC Plessey Semiconductors
> "" " /~~~~~~~~~\ /~~~~~~~~~\ Oldham, Great Britain.
> \!/ \0.0.0.0.0/ \0.0.0.0.0/ E-mail: jon_w@oldham.gpsemi.com
> ~~~~~~
>
>

The age old, if a little slow, 1st Word would do, although it has no
checker; there are one or two PD checkers around. Marcel (shareware) is
excellent. Several other free/share-ware WPs have appeared of late, but I
can't give you much on them as I use Marcel, Protext or WriteOn for most
work.

--

Barry Heath
barheath@heathen.demon.co.uk
noli carborundum illegitimi

1451. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 03:47:23 UTC
From: brenjb@hg.uleth.ca
Message-ID: <1995Feb1.034723.11970@honte.uleth.ca>
Source record: 172348

In article <FA5NCIVAUP@galaxy.teuto.de>, neptune@galaxy.teuto.de (Hendrik Mylius) writes:
>...lots of stuff deleted...
>>an Falcon to, for an example, a 68040, if we keep on having this old software.
>>So now we have the right speed, (which infact will compete with an 486DX66
>
>A 486DX2/66 is way faster in raw calculating power than a 68040. And there is
>no 66 MHz 68040 at all.

Actually, the 486 has an average of 1.8 cycles per instruction, while the
68040 rates at 1.4, yielding about 37 MIPS for a 486 running at 66 MHz, and
about 31 MIPS for a 68040 running at 44 MHz. Faster, yes, but not exactly
way faster.
A second point -- there is no more a 66 MHz 486 than there is a 66 MHz
68040. Both reflect clock doubling, so the comparison is fair, in which case
the 68040 should be compared at 47 MIPS or the 486 should be compared at about
18 MIPS. One way or the other, at least try to compare apples to near-apples
(no pun intended) and oranges to oranges. Of course at the clock doubled
rates, the numbers should actually be smaller than the ones I've given, due to
wait states and whatever, but the ratios should more or less remain intact.
A third point -- the 56001 in the F030 is rated at 16.7 MIPS, so the
software that is written to take advantage of the DSP **can** compete with a
486. Granted there isn't much (Apex Media being a very notable exception, but
there are others) software that does use the DSP, but the capability is there
for certain applications.
A fourth point -- since we're discussing MagiC here, tell me what on earth
you're planning on running on a 486 that will touch MagiC for speed, when
running on a similarly powered machine. When things like loading time are
taken into account, my compute 4 megabyte Falcon is much faster than my
roommate's 486 DX2-66 with 4 megabytes. Obviously that isn't a fair comparison
though, he's running Windows 3.1. >:)

>
>How much are you willing to pay for 68040 upgrade for a Falcon? Compare this
>price to the price of a 68040 MAC.
>

Probably $200.00 Canadian. >:) I probably won't see it either though,
but luckily I'm fairly happy with the speed of my Falcon with FPU right now.

>--
>/Hendr!K/
>

1452. Where is Alcyon C compiler?

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 04:05:11 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950131200214.6018D-100000@PEAK.ORG>
Source record: 172400

I want to teach myself C with an old book for the ST. In it, they refer to the Alcyon C which came with the ST developer's package (circa 1985-1986, I believe).

They also say that Mark Williams C would be a good choice, and some others. I don't see these names around ANYWHERE anymore.

What happened to Alcyon C and Mark Williams C? Are there used ones available? Are they inadvisable? What filled the void?

What is the difference between "C" and the "C+" and "C++++++++" (however many plusses). I take it the plus version is a PC thing?

Help me learn to C!

Thanks!

James

1453. Re: HELP! I killed 1040 w/a Link2

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 05:51:06 UTC
From: ac_green@postoffice.utas.edu.au
Message-ID: <ac_green-010295162600@mg4_84.its.utas.edu.au>
Source record: 172302

In article <mfogartyD315C7.Err@netcom.com>, mfogarty@netcom.com (Michael Fogarty) wrote:

> Now, even with the Link2 disconnected, on a totally minimal system,
> the CPU powers up showing a variable number of bombs (~2-12) or
> shows no bombs at all and just hangs.

Was the computer and hard drive on at the time you plugged the SCSI cable in? If it was that could be your answer, it may be shot by a spike and if so is probably too expensive to repair. I would recommend that your friend get another ST unless you know any techie friends that may be able to pull it to bits to look over it. If an FM is all that is needed get that as they are often available for next to nothing. I bought a second ST, a 520 STFM with 512K and DS DD, for about US$50 and had some chips at home to upgrade the memory so it cost nothing more to get 1Mb.

> During the several times that I was able to boot (before the above-
> mentioned total failure) I used ICD's software to scan the SCSI bus
> and never saw the drives. I tried scanning for the drives both
> with drive parity enabled and disabled.

As the Link 2 is capable of working with parity both enabled and disabled (according to the specs) it shouldn't make any difference to the results obtained.

If this drive is a homemade setup (ie. the drive mechanisms were obtained and plugged into a SCSI bus connector to the rear of the drive and then out onto a standard SCSI connector which the Link 2 plugs into. It seems implied that you only plugged in the connector one way, it may well have been the wrong way. I built my second hard drive system that way and on one of the two mechanisms used was connected incorrectly, I turned it round and it worked ok. If it is a factory manufactured drive in case then disregard this paragraph.

You say 'drives' which makes me think that you may have to many or too few SCSI terminating resistors. These resistors or normally installed on the drive in the factory and if you are using multiple mechanisms then it will be necessary to remove all of these except for the ones present on the last drive on the physical SCSI chain (ie. the drive at the end of the cable). Terminating resistors are usually founded directly behind the SCSI connector on the PCB under the drive and little packages with about ten legs on them in a single line. They should be easy to remove and appear quite obvious as there are normally three of them but occasionally more or less. If the terminating resistors are not installed properly there can be all sorts of problems.

> Please help! Either by direct mail or followups here.
> 1. Is the system recoverable?
I don't know without more info, does the drive still work when plugged into other machines. If the STF is stuffed it will probably be very expensive to repair because it sounds like something in there has blown, not simply popped out of place.

> 2. What is the problem with the Link2?

I personally have found nothing wrong with my Link2, some of my friends also have them and it is probably alright.

Feel free to write to me for more assistance:

Anthony Green

E-mail: ac_green@postoffice.utas.edu.au

1454. UNIX/TOS (was spreadsheets)

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 07:58:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199502010958.a60954@a2w.maus.de>
Source record: 172220

Pascal Brisset (pbrisset@apollo15.eis.enac.dgac.fr) wrote on 31.01.95:

>Second question: I have only access to the Atari archive using a Unix
>machine with a MSDOS disk drive. Which tool should I use to produce a
>disk with the TOS format (I also can use a PC) ?
Use mtools on unix to mcopy files to a PC formated 720KB disk, this
will be readable by your Atari.

>PS: Please answer by e-mail to pbrisset@eis.enac.dgac.fr
done.

Ian_Taylor@a2w.maus.de The hidden secret of life is

1455. How to use a printer switch with a mega-2

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 07:59:46 UTC
From: leonp@cs.kun.nl
Message-ID: <D3BA7n.873@sci.kun.nl>
Source record: 172303
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi everybody,

I've got one hell of a problem.
I have one PC (I'm sorry) and one Mega-II and one deskjet printer.
I bought a printer switch (automatic) to hook both machines to the
printer. The problem is that the PC prints allright through the
printer switch but my Atari doesn't!!! Not from the desktop
and not from Wordplus.
I do want to keep using both of my machines, but how?
What do I have to do to hook up my atari correctly to the
printer switch?

My TOS is dated 1989

Please answer by email, since I am not able to read the
atari newsgroups on a regular basis.

Leon
leonp@cs.kun.nl

1456. Re: Prices for ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 08:18:21 UTC
From: kghashgh@nermal.santarosa.edu
Message-ID: <3gng4d$8au@nermal.santarosa.edu>
Source record: 172307

In article <wilh0011.791581511@maroon.tc.umn.edu>,
Ryan K Wilhm <wilh0011@maroon.tc.umn.edu> wrote:
>Hello, again.
>I'm the hoser who asked the 68000 assembly question, and since having
>been enlightened, I'm searching for a system to get up and running. I've
>had an offer from this one guy around here, and since I have little idea
>as to what a reasonable system is worth, was wondering if you could helf
>me out...
>
>This is the deal:
>$475 for an 1040 ST w. 4 megs (new, supposedly),
> or
>$325 for the same machine with 1 meg (used).

Don't want to offend the seller, or anything, but that sounds quite high to
me. I bought my 1040STe about 5 years ago brand new with 1MB for $385. In
my local newspaper, I've seen people selling 520 and 1040STs for less than
$100.

>$175 for a monochrome monitor, $200 for color (I'm guessing used...)

I thought I saw someone on this newsgroup a couple days ago with one for,
like, $90 or $75?

>
>Again, sorry for taking up bandwidth here...
>
>- rex
>

Kick me in the jimmy

1457. Re: Pro music made with Ataris

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 08:22:09 UTC
From: kghashgh@nermal.santarosa.edu
Message-ID: <3gngbh$8f5@nermal.santarosa.edu>
Source record: 172308

In article <3gm6pq$4eh@terrazzo.lm.com>,
Joe LeSesne <raver909@telerama.lm.com> wrote:
>I did the 1.8.7 "Beautiful Drum and Bass" jungle remix of Blondie's

Just out of curiosity, what does that 1.8.7 mean?

>"Atomic" on EMI records. I used an Atari 1040STE running Cubase.
> Joe
>--
>
>

Again, idle curiosity, what did you think of using that?

I'm an alligator, I'm a mama-papa comin' for you...

1458. Re: Falcon Questions

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 08:35:34 UTC
From: kghashgh@nermal.santarosa.edu
Message-ID: <3gnh4m$8p6@nermal.santarosa.edu>
Source record: 172309

In article <3gm9s7$ok5@bs33n.staffs.ac.uk>,
Requiem <cm3hirjd@bs47c.staffs.ac.uk> wrote:
>Fred Horvat (ap748@cleveland.Freenet.Edu) wrote:
>
>: 4. I see them advertised at 1, 4, or 14 Meg of RAM. If I get a 1 or 4 Meg
>: machine is a RAM upgrade as simple as popping in a standard 72 pin 4 Meg
>: SIMM, or do I need some fancy RAM board like on the old ST line? Is 4 Meg
>: enough or is like most of todays x86 or MAC machines 8 Meg the real minimum?
>
>For the Falcon 1 meg doesn't do it justice - hell lots of software won't
>even function with a mere meg of memory. 4 meg is standard, I am yet to
>find a package that doesn't operate within 4 meg of memory. But like all
>things in life - the more the merrier. If you are going to be using
>Cubase then you *really* need 14 meg memory. I am not 100% sure but I
>think the Falcon has an odd SIMM set-up, all I know is upgrading from
>4meg to 14meg will probably cost as much as you'd pay for the machine itself.

Speaking of memory, what size SIMM does the Falcon take? Is it 72 pin or
(uh, thirtysomething...)

Any reason for the 14meg config, as opposed to 16meg? I think I though I
could kind of remember reading something years ago that said the last two
megs were used for memory allocation, or something... And why didn't they
make it so it could take 8 megs?

Hey piggy pig pig pig

1459. Uniterm and Simon Poole

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 09:23:29 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950201012122.1312J-100000@PEAK.ORG>
Source record: 172304

Are there any old-timers out there who used to use Uniterm????

This was my *favorite* terminal program. It did everything! I remember I was doing a lot of logging-on to the VAX at the time, to write those silly COBOL junk programs.

Uniterm was mah-vel-ous. It even offered SMOOTH scrolling!!! I don't know of any other terminal program that can do that.

What happened to Uniterm, and the author, Simon Poole?

James

1460. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 09:23:58 UTC
From: kim@dksoft.ping.dk
Message-ID: <FBBJBGURUP@dksoft.ping.dk>
Source record: 172305

In <3gko7f$men@hpscit.sc.hp.com> Claus Brod wrote:

>Take a look at the rest of the world - they don't optimize their (system)
>software, they just throw in raw processing power. I do not like this
>fatware trend, but I would prefer to at least have the *option* of
>a decent upgrade path (in the form of *official* Falcon successors,
>not some homebuilt speeder card - oops, I'm starting to dream now).

There is nothing wrong in an *not-official* upgrade, as you prefere to
call it. The PC (IBM compatible), is based on 3th party hardware. And
trust me, they love it!

>
>Summing it all up, I think we're not far apart in how we see things.
>I don't want to spoil your enthusiasm with my comments. I'm happy
>that folks like 2B and (on the other side of the consumer fence) you
>are still here. This is what will make sure that my good ol' ST and
>TT computers will be useful for another two or three years which is
>definitely A Good Thing.

And this is the whole idea with my messages!. Like you, i just want to
'stay alive'.

>
>Oh yes, and I also hope that MagiC will soon support the Falcon.
>Thinking about it, not having proper Falcon support is also
>detrimental to MagiC on ST and TT since it always leads to
>compatibility issues ("Program A runs fine on my TT under MagiC -
>but will it crash under the Falcon's MultiTOS?").
>

That could become another problem ofcouse. But i doubt the incompatibility
will be such a great problem. Both should still be TOS compatible you know.
And i don't mind if Magic for the Falcon is written only to run on the
Falcon. Thats the whole idea here. I don't wnt just another program which
i can chose to run on my STE or my Falcon, unless it supports the features
in both machines. If i get just another program which is TOS compatible
but will ignore the features in my Falcon, then there isn't any idea in
buying a Falcon. I could just have bought an upgrade for my STE insted.

Greets
Kim

--

/--\
-/--\-

```
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
| The scandinavian board when you | 5 Atari computers including a Falcon. |
| have Atari problems or requests. | Modem handle 19200 Zyxel baud. |
| CD-Roms online Free download limit.| Many years of experience. |
-\-------------------------------------------------------------------------/-
 \-----------------------------------------------------------------------/
```

1461. Re: Falcon Questions

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 09:35:10 UTC
From: kim@dksoft.ping.dk
Message-ID: <FBBJBGUUUP@dksoft.ping.dk>
Source record: 172306

In <3gk6pp$igq@usenet.INS.CWRU.Edu> Fred Horvat wrote:

>1. What is the highest screen resolution a standard Falcon can do?
>I heard that it covers all three standard ST resolutions plus 640x480x256 and
>640x480x64k. But does it go above 640x480 with out any extra hardware?

640x480 on VGA. And you can't go beyond without exstra hardware/software.

>
>2. From what I've seen advertised I can use a VGA or better monitor. To use
>my SC1224 or SM124 I need an adapter. With this adapter I understand I can
>use my older ST monitors on the Falcon, but since this gives them a 15 pin
>VGA plug can I use these monitors on my IBM in standard VGA mode of
>640x480x16 or 640x480x256?

hmm!.. Not sure i understood this.
If you chose to run VGA, you need an VGA adaptor. If you chose to use your
old monitor such as the SM124, you need another adaptor.

>
>3. What is the standard internal hard drive size. I've heard 65 or 80 meg
>is standard. I assume I can put a 500 meg in also if it is small enough.
>IDE is the internal format. Can I put a SCSI in it?

Both are standard. But you can plug in whatever 2.5" IDE drive you want.
You got the Scsi II port on the back of the Falcon, so there is no need to
put in an internal Scsi drive, but just use external.

>
>4. I see them advertised at 1, 4, or 14 Meg of RAM. If I get a 1 or 4 Meg
>machine is a RAM upgrade as simple as popping in a standard 72 pin 4 Meg
>SIMM, or do I need some fancy RAM board like on the old ST line? Is 4 Meg
>enough or is like most of todays x86 or MAC machines 8 Meg the real minimum?

Unfortunatly you'll need a RAM board for this, as Atari did their own
RAM board which isn't compatible with SIMM ram. But these SIMM boards are
available at a very low price, so often you'll chose to buy an Falcon
without RAM, (or 1meg) buy and SIMM upgrade and plug it in insted.
Much cheaper!

>
>5. I've seen Falcons put in tower cases and a kit called DeskTopper? Are
>these available in the US?

No idea. I'm from Denmark!

>
>6. I've seen Falcon prices in the UK drop in the last couple of months, what

>about here in the States?

Like above.. No idea

>
>7. Did the Falcon Speed 386 or 486 ever come out? I see the 286 version
>advertised. How does this device plug into the Falcon? Does it use the
>Falcon's RAM or does it require it's own?

I've only seen the 286. But the Baracuda (a 68040 which is going to make
your Pc clone looks silly), is supporting an 386SX.
Both uses the internal RAM, as far as i know.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

1462. WTB: host adaptor and case

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 09:54:21 UTC
From: johns@haiti.gsfc.nasa.gov
Message-ID: <JOHNS.95Feb1095421@haiti.gsfc.nasa.gov>
Source record: 172320

I have two Seagate SCSI hard drives (40MB and 100MB), that I would like to put in a case and use with my 1040ST. So, I am looking to buy a case and host adaptor.

If you have a ready-to-go case/adaptor combination you are willing to sell, please email me with your price. I don't want to buy new, because it is just not worth alot of money to me to put 140 MB on line. But, I'm willing to pay a reasonable used-market price.

1463. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 09:59:24 UTC
From: kim@dksoft.ping.dk
Message-ID: <FBBJBGUXUP@dksoft.ping.dk>
Source record: 172310

In <FA5NCIVAUP@galaxy.teuto.de> Hendrik Mylius wrote:

HM> Gee, that's a very helpful point :-/

Depending on from which side you're looking.

HM> Tell me which features of a TT have to be supportet explicitly?

The FPU and the LAN. The VME cost damn lot of money, and still miss alot
of features/cards. Look at the prices for an EtherNet card, and you'll see
what i mean. Those cards are beeing sold for nothing on the other platforms
here in Denmark.

HM>
HM> All cleanly written software made use of the extra gfx-modes in an instant.
HM> TT-SCSI was supported by the harddisk-software very soon after release.

Agree. So much for the Scsi devices.

HM>
HM> But I forgot, you only play games. Most of them are badly writtten and highly
HM> machine dependand. You cannot blame this one on the TT, can you? Blame the
HM> authors.

Wrong!. I hardly ever play games.

HM> What do you think you have to update to make use of the Falcon specific
HM> hardware? A recompliation with 68020-flags doesn't improve things. And the
HM> music stuff makes perfect use of the DSP, doesn't it?

What is different from a ST(e) to the Falcon. Just answer this, and you'll
know what i would like to see, when these things are beeing supported. I
know some of them are supported by now, but look at the amount of software
which is supporting these features.

HM> For the reason to make money and stay in the market at all. Where do you live
HM> man? Come back into _real_ life.

I believe i'm here.

HM> You don't understand it as you don not have the insights into the market.

And you don't understand, i got all the insight there is needed to state
what i'm stating. And who are you to tell me about my insights ? I guess
there is alot about me you don't know.

HM> A 486DX2/66 is way faster in raw calculating power than a 68040. And there is
HM> no 66 MHz 68040 at all.

Wrong again. (wasn't you the one telling me to get my facts straight ?)
A 68040 running 33Mhz is running 66Mhz internal! Just like the DX2 machines.
But unlike many Pc's they announce the 68040 with the external clock, not
the internal like the DX2's
And the 68040 33Mhz is just about to available by now.

HM> How much are you willing to pay for 68040 upgrade for a Falcon? Compare this
HM> price to the price of a 68040 MAC.
HM>

Thats another problem i think i'd mention.
When there isn't many Falcon's at the market, the price will be high because
of the low possible sale. Therefore the 68040 upgrade will be high untill
the developers have sold enough. The 68040 itself doesn't cost that much.
So it all depence on the market, which again is depending on the software.
Personally i'm willing to pay between 5-600$ for an 68040 upgrade, and
then my Falcon will be around the same price it would take me to get an
decent 486 or Pentium. But thats still a to high price, i admit.

But i think i've said this lot of times, and you don't really need it once
again. You can't be that stupid.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

1464. Re: Desperately seeking editor...

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 10:01:52 UTC
From: kim@dksoft.ping.dk
Message-ID: <FBBJBGVAUP@dksoft.ping.dk>
Source record: 172311

In <ftn_2.203.202.11$fidonet.org_2f2b8c38_Christian.Mittendorf@space.ct.se> Christian Mittendorf wrote:

>In a message of <27 Jan 95 19:14:20>, Kim Andersen (2:200/427.1) writes:
>
> KA> Everest or 7UP, just to mention as few.
> KA> Everest is commercial though, perhaps shareware.
>Everest is shareware and costs only 20,- DM.
> KA> 7UP is shareware or PD.
>This one is also shareware and costs 50,- DM.
>
>Both are available from ftp.uni-kl.de (AFAIK).
>

Thanks Christian.. But i was right in both beeing good editor's, wasn't I 8-)

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

1465. HOW can I subscribe to mint-mailing list?

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 10:25:14 UTC
From: abro@amath.unizh.ch
Message-ID: <1995Feb1.102514.26961@rzu-news.unizh.ch>
Source record: 172346

Hello!

One or two weeks ago I ask for the eMail-adress of mint-mailing list. Later
I tried to subscribe there, but may I did something wrong...

HOW can I subscribe? What Text in subject and what text in body?

--

Ciao, Arnt

---------------------------------- |
Arnt Broska, Uni Zuerich, Schweiz | --
---------------------------------- | Does anybody know an Email-address of God?
EMail-Adress: abro@amath.unizh.ch | --
| Newest answer: 44...45...46...47...48...

1466. Re: Robinson's Requiem Question

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 10:30:11 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3gnnrj$rjh@bs33n.staffs.ac.uk>
Source record: 172313

popemerlin@delphi.com wrote:
: I need some help with this game. When I meet the guy,Darwin-5, I kill him and
: then I wander up the canyon and always die. Annoying, how do I survive?
:
: Please help, yours every so pathetically.
:
: Phineas

First thing to do is to kill the bloke that gives you a computer, a knife, a bottle and the matches. You can't really do a thing until you have this stuff. Then take a wander up to the FAR top right of the map (walk in map mode, its a lot faster). Once there you will find your crashed space ship which contains a complete medical pack with everything from a cyanide tablet to needle and thread, antiseptic, anti-venom, syringes - the works. Get this THEN when you kill Darwin-5 use the antiseptic dabs on your wounds and remember to keep scanning yourself to see if you get food poisoning and stuff. You can drink the water but boil it first. You can eat the food lying around (cabbages, meat, etc) but remember to take some antiboitics afterwards or you'll get food poisoning.

But still... I can't kill the damn dinosaur on the amazon level - ANYONE?!?!

RiCH

1467. Re: Jaguar

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 10:34:25 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3gno3h$rjh@bs33n.staffs.ac.uk>
Source record: 172314

C.J (daviscj@ee.port.ac.uk) wrote:
: Please could you mail me the specs of the Atari Jaguar?

Hunt out the jaguar faq from comp.sys.atari.video.games
It's posted there on a frequent basis and will contain all you need to know.

RiCH

1468. Re: Jaguar

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 10:38:05 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3gnoad$rjh@bs33n.staffs.ac.uk>
Source record: 172315

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: C.J (daviscj@ee.port.ac.uk) wrote:
: : Please could you mail me the specs of the Atari Jaguar?

: Hunt out the jaguar faq from comp.sys.atari.video.games

make that rec.games.video.atari

sorry! :-)

RiCH "in an early morning, pre-exam stupor"

1469. Hollywood Hustler, a new game for the ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 10:57:40 UTC
From: "G.R.Keen" <G.R.Keen@dcs.hull.ac.uk>
Message-ID: <3gnpf4$45c@wimbledon.dcs.hull.ac.uk>
Source record: 172324

Hello to all ST owners,
This is to tell you about a new game that is coming out on the ATARI
ST in the next few weeks. Here's what ST-Format had to say about it:-

HOLLYWOOD HUSTLER ST-FORMAT PREVIEW

PRODUCED & DISTRIBUTED
BY DESERT STAR SOFTWARE
MACHINES - ALL ST/STFM/STEs (1 MEG & ABOVE)
PRICE - TBA
RELEASE - MID-FEB

COMING FROM THE NEWLY FORMED DESERT STAR SOFTWARE, HOLLYWOOD
HUSTLER HAS TO BE THE CLOSEST THING TO INTERACTIVE VIDEO
WE'VE SEEN ON THE ST! YOU FOLLOW THE STORY OF A YOUNG
DAVID ESSEX LOOKALIKE, WHO'S ON A QUEST TO RETRIEVE HIS
WAYWARD GIRLFRIEND BY GAMBLING (SO THAT'S HOW IT'S DONE!")

COMPLETE WITH A CAST OF UNSHAVEN ACTORS IN ILL-FITTING
SHIRTS, HUSTLER COMBINES DIGITISED ANIMATION (FILMED ON
LOCATION IN HOLLYWOOD AND HULL ALIKE) WITH SAMPLED SOUND
TO A MORE UPTO-DATE FEEL TO THE GAME.

AT ITS CORE HOLLYWOOD HUSTLER IS A FIVE CARD POKER
GAME (THE FIRST LIVE-ACTION POKER GAME ON ANY FORMAT...
PC INCLUDED)... AND CONTAINS SOME SCENES THAT COULD BE
UNSUITABLE FOR YOUNGER AUDIENCES, BUT WITHOUT BEING AT ALL
OFFENSIVE OR EXPLICIT.... HUSTLER SHOULD BE REARING ITS
HEAD SOON!

FULL REVIEW IN NEXT ISSUE.

Now here's our press release/advert :-

"HUSTLER - THE CLOSEST
THING TO INTERACTIVE
VIDEO WE'VE SEEN ON THE
ST!"
ST FORMAT

"IT'S THE REAL THING!"
MIKE SINGLETON - AUTHOR OF THE
BEST-SELLING 'MIDWINTER' SERIES

THE FIRST FULLY DIGITISED COMMERCIAL
GAME ON THE ATARI ST/STE!

OVER 1 MEG OF INTERACTIVE SAMPLED
SPEECH & FX!

ORIGINAL HOLLYWOOD LOCATIONS

COLOURFUL CAST OF ACTORS WITH FILM
& TV CREDITS THAT INCLUDE
THE ROCKY HORROR PICTURE SHOW..
THE BEIDERBECK AFFAIR..
CONFESSIONS OF A WINDOW CLEANER
ETC.

SPECIALLY DEVELOPED ARTIFICIAL INTELLIGENCE
FOR TOTALLY COMPELLING AND WHOLLY
AUTHENTIC PLAY

ADVENTURE STYLE "CINEMATIC" INTRO, PLUS
THREE INDIVIDUAL ENDINGS

Runs on ANY standard ST/STFM/STE with 1 MEG & above.

Available shortly on Atari ST/STE and Commodore Amiga.
PC and PC-CDROM versions to follow.

For advance orders or wholesale enquiries please contact :-

DESERT STAR SOFTWARE
120 BURDEN ROAD
BEVERLEY
NORTH HUMBERSIDE
HU17 9LH
ENGLAND

TEL: 01482 871210

US DISTRIBUTION BY

PACIFIC SOFTWARE
CALIFORNIA
USA

We are still seeking RETAIL/DISTRIBUTION outlets
throughout mainland Europe - Germany, Holland, France,
Scandinavia..

Screen shots are available on the WWW at:-

http://www.dcs.hull.ac.uk/~cs6grk/dss.html

For any info or enquiries you can also E-Mail me at:-
G.R.Keen@dcs.hull.ac.uk

We are a small company, new to the world of Software Publishing and would
really appreciate any feedback.

THANK YOU
Glenn Keen (Desert Star Software).

1470. 384 pixels VGA true colour?!

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 11:16:03 UTC
From: d92jk@efd.lth.se
Message-ID: <3gnqhj$86j@nic.lth.se>
Source record: 172342

Has anyone managed to get a 384*240 pixels large true colour screen on a VGA monitor. If so I would really appreciate if you could save the video register values and send them to me (to make my program VGA compatible).

If you don't have a program to save those values I could supply you with one.

Thanks

Johan Karlsson

1471. SCSI 2.

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 11:59:07 UTC
From: julian@loose.apana.org.au
Message-ID: <3gnt2b$871@loose.apana.org.au>
Source record: 172206

I am using a 1040STE with a 105 meg SCSI HDD.
I am looking at upgrading to a 365meg SCSI 2.
Can I? WHat is the difference between SCSI 1 and 2 ?
I don't know what sort of SCSI to DMA adaptor I have. It's not The Link.
Thanks,
--
/| |\ o _, /"" o |\ |\ _ ,_ _|
| | | | |/ | / | /|/| (_ | |/ |/ / _/ | / |
\|/ \/|_/|_/|/\/|_/ | |_/ _| |/|_/|_/_/ |/\/|_/
(| julian@loose.apana.org.au |) |)

1472. Povray V2 on Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 12:09:14 UTC
From: "Steven J Teirney"
Message-ID: <3gntla$ams@dunlop.cs.strath.ac.uk>
Source record: 172215

Is Povray V2 available for the ST?

If so, where do I find it?

Ta

1473. Re: Wanted! a program that sh

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 12:20:47 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.791641247@thame>
Source record: 172217

```
>I presume you are referring to the 'current' and 'parent' directory
>selectors, as used in DOS ?

>I don't know of a program that will do it with the standard Atari
>desktop, but most of the replacement desktops have it. Try TERADESK
>1.40, it uses very little memory and is MUCH nicer than the standard
>Atari one.

Or Gemini 2, for those maximum-meggage-men!

--
-------------------------------------------------------
|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk
-------------------------------------------------------
```

1474. Re: NVDI (worth it?)

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 12:21:37 UTC
From: djs@jet.uk
Message-ID: <djs.791641244@gen-off-1>
Source record: 172214

sheppard_r@ix.wcc.govt.nz (Roger Sheppard..) writes:

>In article <djs.791480412@gen-off-2>, djs@jet.uk (David Stevenson) writes:
>>sheppard_r@ix.wcc.govt.nz (Roger Sheppard..) writes:
>>
>>>I did not think that NVDI 3.01 supported TrueType Fonts....!!
>>
>>Well, you're wrong yet again. Surprise, surprise.

>Go bite your Bum,
Sorry, can't reach.

>Also Please try and READ what I posted, I stated {I THINK} I did
>not state that this was a FACT...!!!!
Why post that statement, then, if you don't actually know it's true?
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

1475. Re: ***** 520 STFM system and 8-bit Stuff For Sale *******

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 12:26:29 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D3BMK6.5nJ@iglou.com>
Source record: 172316
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

I don't think it's a PC thing. On my newsreader (trn), PC posts come out single-spaced with a ^M at the end of each line.

--
Bill Marcum bmarcum@iglou.com
filling the bathtub with brightly colored power tools

1476. Re: JV-1080 Patch Editor v1.1

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 12:26:48 UTC
From: contacts@mits.mdata.fi
Message-ID: <3gnum8$52c@prime.mdata.fi>
Source record: 172216
Cross-posted to: rec.music.makers.synth,alt.binaries.sounds.midi,comp.sys.atari.st

In article <9501300740.AA06569@duna40.danubius>,
Attila Mezei <ethami@duna.ericsson.se> wrote:
>The JV-1080 patch editor I wrote for the Atari computers
>has now the random tone generating functionality.
>If you are interested and still haven't got this
>beautiful software :-), drop me a line, and I send it to you.
^^^^^^^^^^^^^^^^^^^

He's not kidding! I love using it, even if I don't have JV-1080 yet! :-)
It's a real gem among Atari programs (especially when you have a Falcon).

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

1477. Re: X Windows for MiNT - a users comments

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 12:29:11 UTC
From: avg@cwi.nl
Message-ID: <avg.791641751@news.cwi.nl>
Source record: 172224

mike@medsun.unige.ch (Mike Morris) writes:

> But (yet another) dumb question - my TT is hooked on to the serial
>port of a Sun (currently as TTY), at 19200 bd. How would I tell the
>Sun that it is an X terminal (ie how configure setenv DISPLAY)?
> tia, Mike

Not a dumb question at all. You'll need to be root for your
workstation, and run something like a dial-up IP demon (I think
this side of the protocol is included in 'dip'). As far as
I remember, what 'dip' does, is you can create an account on
the SUN with 'diplogin' as the default shell. 'diplogin' will
set some parameters and initiate a (C)SLIP connection over its
terminal line.

The Linux HOWTO's on serial connections and SLIP should explain
this OK.

If I were you, I'd go for one of the other serial ports that can
do higher speeds (38400 for serial 2, 115200 for serial 4).

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

1478. Digital-030 online zine?!

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 12:30:20 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3gnuss$s39@bs33n.staffs.ac.uk>
Source record: 172219

According to this months ST Format (issue 67) you can subscribe to 'Digital-030' an on-line zine created by yours truly. This is news to me! Heck I wasn't even aware ST Format *had* an email address, let alone send them that email they printed!!! And as for the zine... err well it doesn't actually exist. But they have given me an idea so I might publish the best bits of the disk magazine as a zine, nice one STF :)

Still I'm not complaining, if you'd like to join the real FOG mailing list then just reply to this via email, thanks!

Richard Davey
Falcon Owners Group (UK)
requiem@bs47c.staffs.ac.uk

"Nothing like a bit of journalistic license huh?!"

1479. Re: German Dealer-Info WANTED

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 12:46:44 UTC
From: contacts@mits.mdata.fi
Message-ID: <3gnvrk$563@prime.mdata.fi>
Source record: 172218

In article <FA5NCIVGUP@galaxy.teuto.de>,
Hendrik Mylius <neptune@galaxy.teuto.de> wrote:
>In <3gbijb$aqo@prime.mdata.fi> Pekka Saarinen wrote:
>
>>There has been a problem getting a store called "Akzente" in Ulm to
>>send already paid stuff to Finland (5395 DM worth of Falcon/Tower &
>
>Akzente were responsible for the proTOS fairs.
>
>>all Steinberg hardware's!). They are three weeks late from the
>>agreed timetable now, and still nothing. A friend of mine is getting
>>really worried what's going to happen with his sent money...
>
>How did you send the dough? Did you make sure it arrived?

The money was sent via bank, and it's arrival was confirmed.

>>different German dealers, and how to handle situations like the
>>above from abroad. FAX and telephone don't seem to make things
>
>Have you communicated with them via fax or phone lately?

Yes. I also got some help and info from German "netters", and their
participancy did help a lot: they should ship the stuff today,
but still no confirmation of that. Thanks a lot again for your help,
guys! I also got some very good info from mr. Kurtz: if the stuff
is late due unknown reasons, you have to send the dealer a letter
that if the goods are not delivered in two weeks from now on, the
deal would be canceled and the money has to be returned. In this
way (give the copy of the fax to other persons as well, for possible
need of evidence in legal actions) you CAN make it a legal issue,
otherwise you have no case.

>Which means of shipping did you agree upon? Is the stuff already under way?
>There are so many factors to consider here.

The delivery was promised in one week. It's not in it's way yet -
they promised to send a copy of the shipping-form when they get it
posted.

I do not doubt their honesty, but you could demand more
explanations, no matter how techical, about the causes of delay.
Worst thing is that when they say it's coming, and you call a week
later and they tell it's not shipped yet... it gets one really
pissed. And no-one there seems to know nothing about anything (the
person who knows is never there at the moment).

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

1480. Re: Mac MagiC?

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 12:46:52 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3gnvrs$c18@aggedor.rmit.EDU.AU>
Source record: 172223

```
: olem.wcc.govt.nz>,<m0rZ4he-0005trC@black.csi.cam.ac.uk>
: <3gmhss$i06@golem.wcc.govt.nz> Distribution:
: >--
: > /\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
: > / \\/ \\ ark Baker
: > / \\ \\ ** Windows. From the company that gave you edlin **

: ********************************************************************************
: * R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
: * +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
: ********************************************************************************
```

Roger, I know this might be off topic, but, WHY!!! do you also include
the sig of the person you are replying to?

Unfortunately, some people out there are paying for it. (Im not btw.)

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

s9205525@otto.bf.rmit.edu.au

1481. FOR SALE: Creator C-Lab Sequencer

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 13:07:16 UTC
From: joe@zirconium.mcc.com
Message-ID: <D3BoG5.903@mcc.com>
Source record: 172312

```
FOR SALE: Creator C-Lab for STs
- version 3.149
- includes dongle
- includes original manual

This is an excellent MIDI sequencer. As of three years ago it was
arguably the best around. I'm asking $100, but if that seems like
too much, make an offer.

jnewman@mcc.com
512-338-3735

Thanks,

--
------------------------------
Joe Newman
MCC/Experimental Systems Lab
jnewman@mcc.com
```

1482. Downloading Questions

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 13:51:11 UTC
From: rappleye@felix.kodak.com
Message-ID: <rappleye-010295084622@150.102.161.162>
Source record: 172232

OK Troops, here's my problem: I'd like to download some ST programs and utilities off the net, but my only real access is through my Mac at work. So how do I get executables from the Mac onto the ST? I got some uuencoded files which decoded (on the Mac) into zip files...where do I go from here?

I'm hoping that somebody out there has "been there...done that" and can post a solution for me...

RevDrFreak
'foot soldier

1483. GEM Programming in Pascal

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 14:43:00 UTC
From: "C.J.Davis" <daviscj@ee.port.ac.uk>
Message-ID: <3go6lk$2gn@hawk.ee.port.ac.uk>
Source record: 172229

I have created a program for the St which generates a league file
for use with Kick Off 2.

It creates a league with 8 teams, each having 24 players. Each player
has his/her own set of characteristics which are randomly generated
between set limits. Each player has their skills set for the position
they play in. i.e Defender has low shooting, high tackling where a
forward has high shooting, and low tackling.

I have also designed a program which loads in this new league file
and I am using dialog boxes to display the players attributes. The
program structure is correct but I do not know how to write to the
text field to display the number.

Can anyone help me?

If so, please mail me and I will send you a copy of the program along
with the source code.

P.S. I have also designed a team creator for the Final whistle.

C.J.Davis
daviscj@ee.port.ac.uk

1484. Re: Neodesk4 3DIcons out!

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 14:53:32 UTC
From: alfasoldt@aol.com
Message-ID: <3go79c$j32@newsbf02.news.aol.com>
Source record: 172317

> Just wanted to tell you all that I've just released my fourth
> collection of my 3DIcons for Neodesk on GEnie.

Thanks, Dan. As a fellow Neo 4 iconizer, I enjoyed seeing yours. Nice job.

Al Fasoldt, Systems Editor, Syracuse Newspapers

1485. Re: ST Software on CDROM mag!

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 15:01:16 UTC
From: alfasoldt@aol.com
Message-ID: <3go7ns$j56@newsbf02.news.aol.com>
Source record: 172318

> Very few Atari users have an Atari based CD-ROM unit

Roland, I don't have any way of knowing what the typical Atari user has, but I do know a LOT of Atarians with CD-ROM drives hung on the back of their computers.

Al Fasoldt, Systems Editor, Syracuse Newspapers

1486. Re: NVDI (worth it?)

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 15:13:06 UTC
From: alfasoldt@aol.com
Message-ID: <3go8e2$j7r@newsbf02.news.aol.com>
Source record: 172319

> I did not think that NVDI 3.01 supported TrueType Fonts....!!

TrueType and Speedo scalable fonts. My NVDI 3.x installation handles rogue TT fonts (PD conversions, usually) better than the scaler within Microsloth Windows.

Al Fasoldt, Systems Editor, Syracuse Newspapers

1487. Re: Mint 1.12 does load XFS's

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 15:32:16 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3go9i0$7jn@lyra.csx.cam.ac.uk>
Source record: 172321

root@icon.pp.se (Daniel Eriksson) writes:
>Have you checked that MinixFS is running?

>The problem is that MiNT v1.12 does not search the root. You will have
>to place MINIX.XFS either in C:\MINT\ or C:\MULTITOS\ in order to
>get MiNT to start it up.

The problem is not that mint only searches c:\mint or c:\multitos, but
that in the minixfs installation instructions it specifically tells you
to put minix.xfs in the *root* directory. This is where the confusion
comes from.

Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of
cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

1488. Re: softpc <-> dos 5.0

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 15:32:24 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9502011431.AA02224@ilmen.lanl.gov>
Source record: 172322

In a previous article, rstolk@intgp12.ih.att.com (Richard Stolk) wrote:

> Does anybody know if softpc will work with dos 5.0 on a TT4 ?
> and who know's the e-mail adress of the makers ?

SoftPC was never released by Insignia Software (don't know of an email address) for the Atari. Any copies floating around are illegal beta units, AFAIK.

-Hutch- @ Fair Dinkum Tech

1489. Re: Need help getting X to run...

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 15:34:31 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0rZh0i-0005tcC@black.csi.cam.ac.uk>
Source record: 172323

In article <3gl85f$2h9@lyra.csx.cam.ac.uk>, pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) wrote:

> Tcsh will run but all I can do is change directory. I'm obviously missing
> something here...

It has no built in commands; you need gnu file utilities to get rm, cp, ls, mv, ln etc.

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Windows. From the company that gave you edlin **

1490. Re: Searching for address

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 15:52:52 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3goaok$src@bs33n.staffs.ac.uk>
Source record: 172325

Darko Demssich (darko@tjev.cc.etf.hr) wrote:

: I need contact address of software house RENEGADE(Bitmap bros;
: their address, what games they made for atari because they are the
: best in use of Atari's graphical & sound capabilities.).

Renegade
C1 Metropolitan Wharf
Wapping Wall
London
E1 9SS

best of luck!

RiCH

1491. Re: Searching for address

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 15:53:44 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3goaq8$src@bs33n.staffs.ac.uk>
Source record: 172326

wells_s@ix.wcc.govt.nz wrote:
:] I need contact address of software house RENEGADE(Bitmap bros;
:] their address, what games they made for atari because they are the
:] best in use of Atari's graphical & sound capabilities.).

: Magic Pockets
: Xenon
: Xenon II
: Gods
: Chaos Engine

Try adding Speedball and Speedball 2: Brutal Deluxe to that list.

RiCH

1492. Re: Mac MagiC?

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 15:55:06 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9502011453.AA02242@ilmen.lanl.gov>
Source record: 172327

In a previous article, s9205525@otto.bf.rmit.edu.au (Glenda Moon) wrote:

> Roger, I know this might be off topic, but, WHY!!! do you also include
> the sig of the person you are replying to?
>
> Unfortunately, some people out there are paying for it. (Im not btw.)
>
> __ __ __ ___
> __ / /__ / / ___ / |/ /__ ___ ___
> / // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \ _ \
> ___/___/_//_/_//_/ /_/ /_/___/___/_//_/
>
>
> s9205525@otto.bf.rmit.edu.au

Good question, John. I agree that included .sig's is pretty stupid.

But by the same reasoning, why do YOU insist on a 10 line .sig (counting
blank lines) when the net rules of etiquette suggest a maximum of 4 lines?

-Hutch- @ Fair Dinkum Tech

1493. Re: GEnie

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 16:00:55 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9502011459.AA02245@ilmen.lanl.gov>
Source record: 172328

In a previous article, dpj@delphi.com, wrote:

>I realize that Steve didn't claim that STR reported the alleged imminent
>demise. However, he did comment on what he perceived the source,
>according to Roger. My message was to correct both message, all in one.

Fair enough. My mistake in misconstruing your intent.

>Haven't we had this discussion before?? <<rbg>>

Hmmmmm... so we have, Dana. No need to beat a dead horse, right? Thanks
for your level-headed response -and- for your continued dedication to
the platform and it's users.

-Hutch- @ Fair Dinkum Tech

The possibility _always_
exists that I could branch out in the future. I'm always considering the
options open to me. Some support is there, and some isn't. I've also
got to weigh, realistically, where Atari is headed and try to determine
if it's possible to do what I do now in an Atari-specific mag. I'd like
to think so. We shall see...

Dana @ STReport International Online Magazine

1494. Re: WTB 800xl...

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 16:13:14 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D3Bx24.Koy@cs.vu.nl>
Source record: 172329

lakers@col.hp.com (Larry Akers) writes:

>The title says it... I would like to buy a working 800xl so that I can
>play my old games that are still good. My 1050 drive still works, but
>when I boot my system it will not recognize the disc drive??? Any
>suggestions (other than this is the 90's and get real) would be appreciated.

Maybe you should check if the drive's jumpers are configured to act as
drive 1 (D1:). If it's not, you can't boot from it. The jumpers can be
reached from the backside of the drive. Both jumpers should be at one
side. I don't remember if it's either left or right.

> REgards,,,LAkers...

Bye,
Ivo

1495. Looking for FalconScreen...

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 16:36:27 UTC
From: nj1@ukc.ac.uk
Message-ID: <10798@falcon.ukc.ac.uk>
Source record: 172330

Does anybody know where I can get FalconScreen screen expander from by FTP???

Any help would be appreciated...

Neil.
--
Neil Jones-Rodway " You can say it one more time
University Of Kent What you don't like
Let me hear it one more time, then
Have a seat, while I take to the sky "

1496. Re: X Windows for MiNT - a users comments

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 17:32:21 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3gogj5$dgp@whitbeck.ncl.ac.uk>
Source record: 172332

In article <1995Jan31.070103.25210@news.unige.ch>, mike@medsun.unige.ch (Mike Morris) writes:
> Very interesting! I'm getting closer and closer to taking the plunge
>(and I ain't no techie, as Craig calls 'em).

Just do it man.....

> But (yet another) dumb question - my TT is hooked on to the serial
>port of a Sun (currently as TTY), at 19200 bd. How would I tell the
>Sun that it is an X terminal (ie how configure setenv DISPLAY)?

I'm working on a FAQ for setting up MiNT-X at the moment (includes what you need, directory structures, startup files, etc).

Craig.

1497. Re: Spectre GCR & Epson 24pins

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 18:01:30 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.125.000D06D6@cfcsc.dnd.ca>
Source record: 172333

>I am unable to get a decent printout from any of the mac WP's using
>the EPSON LQ printer driver. I have an LQ 100, has anyone had the
>same problem (jaggies galore), and anyone got a solution?
>I'm using SPECTRE 3 btw.

> s9205525@otto.bf.rmit.edu.au
>
set up spectre3 for parallel(?)/serial printing
cable to connect epson and atari (probably parallel, right?)
Now you've probably done all this, what you need is epstart, or ultrascript -
printer drivers which gives you better printing capabilities
Epstart- specifically for epson printers
ultrascript- prints postscript files to non-postscript printers, like epsons
maybe someone has one for sale, or knows where to get them
prends soins/take care
-ken

1498. Re: ***** 520 STFM system and 8-bit Stuff For Sale *******

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 18:03:19 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3goid7$ibc@hearst.cac.psu.edu>
Source record: 172334
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

Bill Marcum (bmarcum@iglou.iglou.com) wrote:

: I don't think it's a PC thing. On my newsreader (trn), PC posts come out
: single-spaced with a ^M at the end of each line.

: --

Its a configuration problem with the networking software. Either on
your end or the senders. LF/CR should be converted to HR and vice versa...
same thing happens when looking at IBM text on the Atari... (almost)

The news sender should strip and or convert the EOL characters or the
news reader should do it.

However, it also might be the display device you are using...
if you are using trn on unix LESS and MORE display information differently
if those are the pagers you are using.

Andrew
--
100 buckets of bits on the bus
100 buckets of bits
Take one down, short it to ground
FF buckets of bits on the bus

FF buckets of bits on the bus
FF buckets of bits
Take one down, short it to ground
FE buckets of bits on the bus

ad infinitum...

1499. Re: ST Software on CDROM mag!

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 18:08:52 UTC
From: trek@intgp4.ih.att.com
Message-ID: <D3C2Es.163@ssbunews.ih.att.com>
Source record: 172335

In article <D36wtx.J0D@cix.compulink.co.uk>,
Roland Givan <rgivan@cix.compulink.co.uk> wrote:
> > Have THAT many Atari users embraced the new technology so much that
> > the magazines now have to notice it? (FUTURE had been a bit critical
> > of Atari's ability to cut it in today's MIDI market for a few issues
> > last year).
>
>No. Very few Atari users have an Atari based CD-ROM unit.

In our Suburban Chicago Atarians group, I can count 5 users who have
CD-ROM units on their Atari's. The driver software is available - most
of us use Anodyne's. The group has about 15 or so active members.
Maybe a third is very few in your books - but its significant to me.

Just my observations from SCAT (we still support 8 bit users to so
cover everything from 8 bits to ST* to TT to Falcon and more recently
the Jaguar too.) Wayne

1500. Re: STalker 3.02/Ansi

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 18:25:07 UTC
From: wlamar@acca.nmsu.edu
Message-ID: <3gojm3$m2n@dns1.NMSU.Edu>
Source record: 172336

Michael Smith (msmith@maxine.jf.intel.com) wrote:

: I haven't heard any information on upgrades to 3.02 lately. I'm
: having trouble with the ANSI emulation, especially the terminals
: ability to recreate the entended ANSI graphics.

The current version of STalker is 3.04.

: Now, my question.. does anyone know of a way to coax STalker into
: accurately displaying ANSI graphics, or is an upgrade available that
: will solve this problem?

The upgrade files are available for downloading on GEnie. You first have to upgrade to 3.03, then to 3.04. I don't know if this will solve the ANSI problem you are having, but it might.

1501. Re: ST to ST via NOS?

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 18:36:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199502012036.a14129@iz.maus.de>
Source record: 172337

In <791494442snz@bassland.demon.co.uk>, simon@bassland.demon.co.uk (Simon Williams) wrote:

SW>but, BUT .. have (somekind!) of program (maybe Lynx?), running on the
SW>other so that I can ftp from the machine running NOS?

How about using MiNT, MiNT-Net and a PPP connection (RS232 or MIDI)?

cu... Ole
--
ï¿½ï¿½ï¿½ï¿½ï¿½ Usenet: Ole_Pahl@iz.maus.de ï¿½ï¿½ï¿½ AmPR: DK1LP@DB0RDB.#SLH.DEU.EU
ï¿½ï¿½ï¿½ï¿½ï¿½

1502. Re: Nvdi (worth It?)

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 18:44:00 UTC
From: carl.lofgren@kockens.ct.se
Message-ID: <178791ba@kockens.ct.se>
Source record: 172338

> DO need a screen accelerator - so why not buy NVDI 2.5 from System
> Solutions (I think it is about 30 pounds), if you find you do need v3
> then you can upgrade (although it will be about 10 pounds more inc.
> p&p)

Will v2.5 still be sold as the v3 has been released?

Carl L. - Zero-X beta-tester.

(UUCP Dialup connection)

1503. Re: NVDI (worth it?)

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 18:50:04 UTC
From: gaghon@nevada.edu
Message-ID: <3gol4s$v46@news.nevada.edu>
Source record: 172339

Help...

I seem not to be able to get NVDI to work in any True Color mode, in either VGA or RGB, 40 or 80 col. I only have NVDI in the AUTO folder and Control Panel as an acc.

Also, is NVDI supposed to turn off the blitter in 256 color modes...

Vince

1504. Re: Looking for Fax Software

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 18:50:40 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Feb1.185040.12322@bradford.ac.uk>
Source record: 172340

On Mon, 30 Jan 95 17:19:16 GMT, Keramos House wrote:
: Hello All

: Im looking for some Fax software preferably Public Domain.
: I found Hackfax at Hensa but all the documentation is in German
: also there is no shell with the program.So its not easy to work
: out how it all comes together.
: Any body had any luck with getting this going.
: Eighty odd pounds seems a lot of money for the commercial program
: Straight Fax.Is it worth it??

I've recently been searching for the same. Only you know if STraight FAX
is worth it for your purposes - but it ain't for mine. Although the
Pagestream driver would be nice!
Anyway...
Hackfax is not on Hensa - I can't find it anywhere!
Rumours of Starcall and Starfax, I am currently investigating.
CoMa is OK, but is 90DM to register, and lacks certain features
Junior Office looks very nice, and well featured, and is only about 10 UKP
to register, but I can't actually get it to FAX yet!

I'll keep experimenting, and let you know how I get on!

BTW: Junior office and CoMa are temporarily available from ftp.brad.ac.uk
in the incoming directory, and should be on Hensa soon.

--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \

1505. Re: Desperately seeking editor...

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 19:00:04 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Feb1.190004.12502@bradford.ac.uk>
Source record: 172341

```
On Fri, 27 Jan 1995 18:14:20 GMT, Kim Andersen wrote:
: In <791066736snz@bigbox.demon.co.uk> Ben Bell wrote:

: >Can anyone recommend a good GEM-Based editor (preferably designed for use
: >as a C editor). The ability to link it to a compiler (Lattice or GCC) would
: >be nice too.

: Everest or 7UP, just to mention as few.
: Everest is commercial though, perhaps shareware.
^^^^^^^^^^^^^^^^^^^^^^^^
Please note - Gross inaccuracy - Shareware, 10 UKP to register with Joe
Connor.

: 7UP is shareware or PD.

This is not as good with MagiC as Everest, IMHO.

--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \
```

1506. SUPERBOMBERMAN : SOME NEWS

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 19:10:09 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <3gomah$k68@vishnu.jussieu.fr>
Source record: 172270
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari,rec.games.video.atari

I've got problems with my e-mail. If the guys who wrote me for Super
Bomberman haven't received any answer, I'm sorry, I answered to all of them personnaly.
Here are a list of tips :

1) It is available on ftp.cnam.fr in /pub/Atari/Falcon/Games, name sbm.zip
or ftp.uni-kl.de in /pub3/atari/falcon/games, name sbm.zip

2) If the game doesn't work, boot with <control> pressed down, and retry lauching sbm
3) Try to get the last version
4) Latest version coming soon
5) Please register, I've already got one registration
6) If the game refuses to work, tell me in which conditions, thanks

MB.

1507. Re: STalker 3.02/Ansi

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 20:04:40 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <791669080snz@chowgar.demon.co.uk>
Source record: 172343

In article <msmith.791480392@maxine>
msmith@maxine.jf.intel.com "Michael Smith" writes:

> I have owned STalker 3.02 for two years and have found it to be a very
> robust communication application.
>
> I haven't heard any information on upgrades to 3.02 lately. I'm
> having trouble with the ANSI emulation, especially the terminals
> ability to recreate the entended ANSI graphics.
>
> Freeze Dried Terminal did a great job of ANSI emulation, but because
> of it's instability on my system, (and lack of author support at the
> time), I purchased STalker.
>
> Now, my question.. does anyone know of a way to coax STalker into
> accurately displaying ANSI graphics, or is an upgrade available that
> will solve this problem?
>
> Thanks,
>
> Michael

I use Stalker version 2 and I get perfect ANSI emulation. I select the ANSI terminal emulation and also use a GDOS font called Big Blue or something and it works fine, well it does in 16 colours at least.

--

Simon Moore
smoore@chowgar.demon.co.uk

1508. Re: For my Brother

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 20:09:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199502012209.a60966@a2w.maus.de>
Source record: 172344

Van Snyder (vsnyder@math.jpl.nasa.gov) wrote on 01.02.95:

>If so, can you recommend a PD/SW/FW comm program (in English) that knows
>14.4 (preferably with ftp://archive/path -- "somewhere" is hard to find,
>even with xarchie).
Set your comms program to 19200 and you will connect at 14400 if:

1. You have the HSMODA05 serial port patch or similar
2. The other modem also supports 14400

For a good comms shareware proggy try the best Atari ftp site in the
world:

atari.archive.umich.edu:

and in the Telecomm directory you will find:

connect_2.46_english.lzh 338 v. 2.46 of this excellent comm program
connect_2.46_update.lzh 215 update to fix internal Zmodem bug

Warning don't look around too much or you will never quit!

>Send e-mail -- I don't read this column often.
Ok :)

Ian_Taylor@a2w.maus.de The hidden secret of life is

1509. Re: REQ GEMAR220 (still)-:

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 20:22:25 UTC
From: foltin@cherokee.nsuok.edu
Message-ID: <D3C8LD.729@cherokee.nsuok.edu>
Source record: 172345

gemar220 is on umich in the Diskutils directory.
Hope you have better luck with that copy.

Bela Foltin
foltin@cherokee.nsuok.edu

1510. Re: NVDI 3.x vs. SpeedoGDOS and NVDI 2.51

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 20:36:36 UTC
From: aw@zaphot.augusta.de
Message-ID: <FBBUFFVOUP@zaphot.augusta.de>
Source record: 172347

In <D38IJE.D6w@eskimo.com> Randell Spreadborogh wrote:

> If I have SpeedoGDOS v5 and NVDI 3.x installed does one program preempt
>the other during some types of font handling? Will they conflict? I have
>SpeedoGDOS v5 and am thinking about buying NVDI. Any info appreciated.

It is not possible to load TWO GDOS at the same time! Either Speedo
or NVDI - but not both parallel!

BTW - NVDI 3.x also supports Speedo- and TrueType-fonts. But it's much
faster than SpeedoGDOS :)

Ciao ...

--
Arno Welzel \ /\ /
aw@zaphot.augusta.de \/--\/

1511. Re: NVDI (worth it?)

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 22:11:24 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <791676684snz@bigbox.demon.co.uk>
Source record: 172349

> >>I did not think that NVDI 3.01 supported TrueType Fonts....!!
> >
> >Well, you're wrong yet again. Surprise, surprise.
>
> Go bite your Bum, and post a list of the number of things that
> I am wrong on....

Off the top of my head... (ie I *think, not necessarily a fact ;-)
1) Not having mentioned GFA Basic on this newsgroup.
2) IIRC your comments on virii a while back weren't exactly accurate.
3) Your use of punctuation.....
4) You complaint about someone's sig being a waste of bandwidth.

> The Fact man....

???

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+--+

And you can complain about my sig if you want.

1512. Re: Questions

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 22:16:56 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <791677016snz@bigbox.demon.co.uk>
Source record: 172350

> > I've been told it is about .25 but I wouldn't be surprised if thats wrong.
>
> Actually you are some way off here... AFAIK it's about .8 to .9 MIPS!!
> The falcon speed is correct if you only use the ordinary CPU, and not the
> DSP which is rated at about 16 MIPS.

Well, it was an Archie owner that told me this so what can I say ;-)

> MIPS isn't a very good measurement though.

I think the best unit is the Megaflop (millions of FLoating point OPerations)
but thats just because of the name :-)

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+--+

1513. Re: ST to ST via NOS?

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 23:00:56 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D3CFxL.BJ0@cix.compulink.co.uk>
Source record: 172201

In message <791494442snz@bassland.demon.co.uk>, simon@bassland.demon.co.uk said:
> Is it possible to have two Atari STs connected together via their
> serial ports, and have NOS running on one machine....[fine so
> far]....but, BUT .. have (somekind!) of program (maybe Lynx?), running
> on the other so that I can ftp from the machine running NOS?

You can run NOS on both machines and FTP between them.

Alternatively you could put MiNT and MiNT-Net at one end (or both ends) which would also allow you the FTP between them. I've tried NOS->NOS and MN->MN but not mixing them. It should work though as they can both do proper SLIP.

:-)

Roland.

@CiX

1514. Re: Falcon Questions

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 23:01:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D3CFxp.BJy@cix.compulink.co.uk>
Source record: 172202

> : 2. From what I've seen advertised I can use a VGA or better monitor.
> To use : my SC1224 or SM124 I need an adapter. With this adapter
> I understand I can : use my older ST monitors on the Falcon, but since
> this gives them a 15 pin : VGA plug can I use these monitors on my
> IBM in standard VGA mode of : 640x480x16 or 640x480x256?

Standard Atari colour monitors are CGA compatible - so even with a Falcon adaptor you won't be able to use one on on PC in anything other than CGA mode. They won't cope with EGA, VGA and SVGA.

:-(

Roland.

@CiX

1515. Re: HOW can I subscribe to mint-mailing list?

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 23:29:58 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <3gp5hm$png@lastactionhero.rs.itd.umich.edu>
Source record: 172203

In article <1995Feb1.102514.26961@rzu-news.unizh.ch>,
Arnt Broska <abro@amath.unizh.ch> wrote:
>One or two weeks ago I ask for the eMail-adress of mint-mailing list. Later
>I tried to subscribe there, but may I did something wrong...
>
>HOW can I subscribe? What Text in subject and what text in body?

If I remeber correctly, mail to your site bounces. Anyhow, for the record,
here's how to subscribe to the MiNT mailing list:

send mail to mint-request@atari.archive.umich.edu stating that you
want to subscribe. It doesn't matter how you word it, as a human being
will read it.

In a day or two, you shold receive a note that looks something like this:

>You're now subscribed to the mint-mailing list. Send administrativa
>to mint-request@atari.archive.umich.edu and submissions to
>mint@atari.archive.umich.edu. Submissions go directly to the members
>of the list and are not subject to moderation. As we'd like to
>keep it this way, please do not send large binaries or other
>mail-clogging items without warning us first.
>
>Also note that should mail to your address bounce at any time, you may
>be removed from the list without warning. If you don't receive mail
>from the list, please ask us if you've been removed.

If you do not receive such a note, either a) your mail never made it here or
b) we're really busy and haven't added you. If you do not receive a reply
within a week (we shouldn't be that busy), please try us again.

Questions? Send them to me alone or to mint-request at the above address.

Cheers,
--
Jeff Weiner - weiner@atari.archive.umich.edu - Umich Atari Posse -
Never solve puzzles that open portals to Hell.

1516. Re: Low Prices on Falcon??

Newsgroup: comp.sys.atari.st
Date: 1995-02-01 23:50:44 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D3CI8K.HoJ@cix.compulink.co.uk>
Source record: 172204

In response to cm3hirjd@bs47c.staffs.ac.uk's message:

> The head honcho of C-Lab was at the London Atari show before Christmas

Head honcho? Hardly...

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%* # also: 100:1011/143.0@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/143.0@nest.ftn #

1517. Re: Wanted! a program that sh

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 00:15:43 UTC
From: d93rkr@t.hfb.se
Message-ID: <d93rkr.791684143@txfs1.hfb.se>
Source record: 172205

In <01301995.211338@empyr.dircon.co.uk> kevan@empyr.dircon.co.uk (Kevan Winch) writes:

>I presume you are referring to the 'current' and 'parent' directory
>selectors, as used in DOS ?

No.. I refer to the Current and Parent directory as used in UNIX ;^D

>I don't know of a program that will do it with the standard Atari
>desktop, but most of the replacement desktops have it. Try TERADESK
>1.40, it uses very little memory and is MUCH nicer than the standard
>Atari one.

This sort to be the answer I'll get!! (Have got several!)

Well I asked for the program... not a desktop replacement... I have them
already! Only Gemini stands the task!!! NOONE else uses LoooNg.FileNames!!!

Still: I'm looking for the program that lets me have 'current' and
'parent' directory!!!!

Regards

//Robert

--
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
University of Borlange, Sweden _/ _/ _/ _/ _/ _/ _/ _/ STm
tel: +46-(0)70 5718622 _/_/_/ _/ _/_/_/ _/_/ _/ STe
http://tpx5.hfb.se:8000/~d93rkr _/ _/ _/ _/ _/ _/ _/ _/ F-030

1518. Re: SUPER BOMBERMAN

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 00:30:24 UTC
From: aford@t-ph.demon.co.uk
Message-ID: <791685024snz@t-ph.demon.co.uk>
Source record: 172207

In article <3g58v1$sjv@vishnu.jussieu.fr>
bourlon@gla.ecoledoc.ibp.fr "Marc BOURLON" writes:

> It works on EVERY screen, every Falcon. You should download the last
> version (sbm.zip, on ftp.cnam.fr, /pub/Atari/Games, or on ftp.uni-kl.de,
> /pub3/atari/
> games). If it still doesn't work normally, try it after booting with <control>
> key down,
> and please, send me the configuration in which it doesn't work...
>
> MB.

Is sbm.zip the correct filename ? I can't find it anywhere !

--
Andy Ford
aford@t-ph.demon.co.uk

1519. HENSA? problems!

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 00:33:19 UTC
From: hallvart@oslonett.no
Message-ID: <3gp98f$7cs@hasle.oslonett.no>
Source record: 172208

has anyone tried Hensa via the www? I can't get it to work, and I
know I have the right address. I've used it before.
has it closed down?

Hallvard

1520. ACE '95 update

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 00:36:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <604_9502021303@tor250.org>
Source record: 172228

```
******************************************************
NEWS RELEASE 9: THE TORONTO ATARI FEDERATION PRESENTS.....ACE '95!!
******************************************************
EXHIBITORS EXHIBITORS EXHIBITORS EXHIBITORS EXHIBITORS

_/_/_/
```

LLLLLLLLLLLLLLLL chro_Magic!
LLLLLLLLLLLLLLLLL Clear Thinking!
LLLLLLLLLLLLLLLLLL Schauzmoll Software (Orbit BBS formerly
LLLLLLLLLLLLLLLLLLL Oracle - the first GUI BBS for Atari)!

THE LIST IS GETTING LONGER!! More and more Exhibitors are signing on! We're looking forward to CGS Computerbild's presence too, as well as Oregon Research Associates, Anodyne Software, COMPO, Migraph, Lexicor, C-LAB and *many* more!!

===---===---===---===
We're getting a *great* response from User Groups. There are quite a few Groups mobilizing their members into travel
===---===---===---===
packs (packs of Atari users? Look Out!!), and making plans to attend ACE'95. Carloads from Nova Scotia, North
===---===---===---===
Carolina, Alberta, Pennsylvania, Quebec, New York, Ontario, Ohio, Manitoba, Michigan and many more
===---===---===---===
points North, South, East & West. Why not consider car-pooling with some of your own User Group members?
===---===---===---===

ACE'95 is being held in the NORTH YORK CIVIC CENTER, 5110 Yonge St. in Toronto, Canada - April 1-2, 1995. The Exhibition is located in the Civic Center Complex at the MEMORIAL HALL EXHIBITION FACILITY! Show hours are: Saturday April 1 - 9AM-6PM & Sunday April 2 - 9AM-5PM. Tickets are $6 per day at the door (or in advance) & $10 for a Weekend Pass at the door (or in advance). If you place a phone/mail order for tickets, we will have them available for you at the door when you arrive. Please also call us for Hotel reservations at the Novotel (located at the ACE'95 Show Site (in the Civic Center Complex)! We have a large block of rooms set aside just for ACE'95. We can also suggest other hotels/motels in the area!

]]]]]]]]]]]]] American visitors will have unprecedented BUYING
]]]]]]]]]]]]] POWER at ACE'95 .... the US dollar is worth
]]]]]]]]]]]]] nearly $1.40 Canadian! In addition, *EVERYONE*
]]]]]]]]]]]]] exhibiting at ACE'95 will have tremendous SHOW
]]]]]]]]]]]]] SPECIALS ....
]]]]]]]]]]]]] Nearly *ALL* of the Exhibitors have scheduled
]]]]]]]]]]]]] DEMOS of their top products: Calamus lecture by
]]]]]]]]]]]]] Mario Georgiou - NeoDesk/Geneva lecture by Dan
]]]]]]]]]]]]] Wilga - Flash II lecture by John Trautschold -
]]]]]]]]]]]]] Data Diet 2 & Edith Professional lecture by
]]]]]]]]]]]]] Howard Carson - GEMulator lecture by Darek
]]]]]]]]]]]]] Mihocka - Notator lecture) by Lorant Oswald -
]]]]]]]]]]]]] SARA-CD lecture by Peter Zalesak; many, many
]]]]]]]]]]]]] more. As well, just about all the

]]]]]]]]]]]]] Exhibitors booths will have RUNNING DEMOS of
]]]]]]]]]]]]] their SOFTWARE AND HARDWARE! As a matter of fact,
]]]]]]]]]]]]] ESQUIMALT DIGITAL LOGIC (OMEN) will have their
]]]]]]]]]]]]] wonderful Multitasking Operating System running
]]]]]]]]]]]]] on an ST (or a Falcon), a PC and a MAC!!

==========
Getting to ACE'95 is *easy*. Toronto is directly
accessed by Highway 401 or the Queen Elizabeth Way,
or Highway 400/69. Crossing the US/Canada border at
Detroit, Buffalo, Niagara Falls, Ft. Erie,
Ogdensburg, Kingston, etc. will lead you directly to
Highway 401 or the Queen Elizabeth Way. Take the
Yonge St. Ramp north off the 401 and drive to 5110
Yonge St. If you take the Queen Elizabeth Way,
follow the signs to get to highway 401. *ANY* AAA
or CAA or other Motor League can provide you with
a map of Ontario, Canada and Toronto. Please call us
if you have any trouble! Pearson International
Airport is only 15 minutes away! Toronto Transit
subway access is direct, too - there's a subway stop
at the Civic Center!
==========

CALL US 416-225-5823 or 416-752-2744 *CALL US*

ACE'95
North York Civic Center
Memorial Hall Exhibition Facility
5110 Yonge St. (at Parkhome Ave.)
Toronto
April 1-2, 1995
Saturday 9AM - 6PM
Sunday 9AM - 5PM

~~ Howard Carson, ACE'95 Chief Organizer ~~~

... No, Rover, don't chew on that wire, you'l %$^*)! NO TERRIER
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

1521. Re: GEnie

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 01:27:54 UTC
From: dpj@delphi.com
Message-ID: <x4-6yl6.dpj@delphi.com>
Source record: 172210

Hutch <hutch@ilmen.lanl.gov> writes:

>Hmmmmm... so we have, Dana. No need to beat a dead horse, right? Thanks
>for your level-headed response -and- for your continued dedication to
>the platform and it's users.

It's my pleasure, Hutch. I appreciate the kind words.

Dana @ STReport International Online Magazine

1522. Re: ST to ST via NOS?

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 01:37:50 UTC
From: simon@bassland.demon.co.uk
Message-ID: <791689070snz@bassland.demon.co.uk>
Source record: 172211

In article <D3CFxL.BJ0@cix.compulink.co.uk>
rgivan@cix.compulink.co.uk "Roland Givan" writes:

> In message <791494442snz@bassland.demon.co.uk>, simon@bassland.demon.co.uk
> said:
> > Is it possible to have two Atari STs connected together via their
> > serial ports, and have NOS running on one machine....[fine so
> > far]....but, BUT .. have (somekind!) of program (maybe Lynx?), running
> > on the other so that I can ftp from the machine running NOS?
>
> You can run NOS on both machines and FTP between them.
>
> Alternatively you could put MiNT and MiNT-Net at one end (or both ends)
> which would also allow you the FTP between them. I've tried NOS->NOS and
> MN->MN but not mixing them. It should work though as they can both do
> proper SLIP.
>
Okay, I haven't actually tried this yet....yet. But are you saying it is
possible to set my ST up as an ftp site, (while the machine is on)?
As this would be a useful feature, as my friend does this on his PC, so I
can download proggies off of his computer; without the bother of uudecoding,
etc.

Thanx...
Simon Williams
simon@bassland.demon.co.uk

1523. Re: GO Direct..

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 01:58:59 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D3Co6B.6JB@cix.compulink.co.uk>
Source record: 172213

In response to sheppard_r@ix.wcc.govt.nz's message:

> *** GO DIRECT ***
>
> Does any know if you can still get Atari stuff from GO Direct...???

Yes you can. I got a call from Simon there today.

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%*%* # also: 100:1011/143.0@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%*%* # 90:102/143.0@nest.ftn #

1524. Re: Adding memory

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 02:20:06 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FBCCACUQUp@warpcon.ersys.edmonton.ab.ca>
Source record: 172209

In <3gic5l$k55@floyd.santarosa.edu> Kayvon Ghashghai wrote :

> I just tried installing some 1MB simms in my 1040STe, but had a
>slight problem. Now, I tried two different kinds, one set of four 9 chip
>simms, and a set of 8 chip ones. Only two of the 9 chip ones worked (with
>either of the other two in, I just got crap on the screen), so I could
>successfully get 2 megs of RAM with those. The 8 chip simms acted like 256k
>simms, giving me either half a meg (with two installed) or 1 meg. Then I
>tried combinations of the 9 chip ones that worked, and the 8 chip ones, and
>got four megs, but the system crashed a lot. Is the STe supposed to use
>only 9 chip simms? It doesn't seem to be so, since the 256k simms that came
>with it seem to have 4 chips on 'em. Anyone have any suggestions?
>
>Thanks

I have two different types of 1 meg SIMMS in my STe, two 9 chip
SIMMS and two 3 (yes, 3) chip SIMMs,. and they work absolutely
perfectly. To me, what it sounds like is that not all of your SIMMs
are 1 meg SIMMS. When I installed two 1 meg SIMMs and two 1/2 meg
SIMMs, it thought that there were 4 megs, but when it tried to
actually use them it made for many problems. The way the STe SIMM
banks work is that it looks to see how many slots are filled (only
upgradable by twos, so it checks slots 1 and 3), then it checks to see
what size SIMM is in slot 1, assuming that whatever size of SIMM is
in slot 1 will be in the rest of the filled slots (don't rag on Atari
- all computer types that I know of that determine memory capacity
that way). If it determines that you have 1 meg in 4 slots when
there may be 1 meg in only 1, 2 or 3 slots with the rest of the slots
having less (or possibly even more, like a 4 meg SIMM) memory on the
SIMMs, the system will do crazy things (read: crashing, etc.).
Also, parity does play a part in SIMMs. I believe that if you
have parity enabled, the SIMMs won't work. (No, as far as I know,
there isn't a way to disable parity, but I'm not sure about that).
What I would recommend is for you to take them to someone who can
test the SIMMs separately to test what their actual memory capacity
is, whether parity is enabled, and whether some of the chips are
faulty or not.

Hope this helps,
Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?
-- --

1525. Re: Falcon Questions

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 02:46:30 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FBCCACUSUp@warpcon.ersys.edmonton.ab.ca>
Source record: 172212

In <3gk6pp$igq@usenet.INS.CWRU.Edu> Fred Horvat wrote :

>
>
>Hi,
>
> I have some Falcon specific questions. I never really considered buying
>a Falcon earlier but the more I work on OS/2 based machines with all the fun
>stuff like CD-ROM and true color graphics, my ST with a max of 16 colors
>running at 8mhz is kind of a drag. Multi-TOS help out but at 8mhz it still
>doesn't have the power to do the OS justice. Here are my questions in order
>of importance to me.
>
>1. What is the highest screen resolution a standard Falcon can do?
>I heard that it covers all three standard ST resolutions plus 640x480x256 and
>640x480x64k. But does it go above 640x480 with out any extra hardware?

Stock on an RGB monitor, it can do 768x480x64k using overscan
which is internally available.

>2. From what I've seen advertised I can use a VGA or better monitor. To use
>my SC1224 or SM124 I need an adapter. With this adapter I understand I can
>use my older ST monitors on the Falcon, but since this gives them a 15 pin
>VGA plug can I use these monitors on my IBM in standard VGA mode of
>640x480x16 or 640x480x256?

No. There are two monitor plugs, and neither of them will allow
you to use an RGB monitor on a PC.

>3. What is the standard internal hard drive size. I've heard 65 or 80 meg
>is standard. I assume I can put a 500 meg in also if it is small enough.
>IDE is the internal format. Can I put a SCSI in it?

There are no longer hard drives put in from factory, and yes, you
can put in a hard drive up to 540 mb (the limit supplied to me by
someone who knows nothing about the Falcon) if it's a) a 2 1/2"
drive or b) if you have an adaptor to allow you to plug in a
larger size hard drive into the 2 1/2" slot (it's cheaper, but
more of a hassle, and the 2 1/2" drive are meant to take a fall
of 6', meaning that they are higher quality). However, no, you
cannot put a SCSI into the Falcon internally.

>4. I see them advertised at 1, 4, or 14 Meg of RAM. If I get a 1 or 4 Meg
>machine is a RAM upgrade as simple as popping in a standard 72 pin 4 Meg
>SIMM, or do I need some fancy RAM board like on the old ST line? Is 4 Meg
>enough or is like most of todays x86 or MAC machines 8 Meg the real minimum?

If you get a 1 or 4 meg model and want to upgrade to 14 megs
(more than that will require an accelerator or 040 board), you
have three options: a) buy the daughterboard from Atari which is
populated with 16 megs (something happens to the extra two megs),
b) buy the Wizztronics falcon memory upgrade board which takes
one 16 meg SIMM, or c) buy the other falcon memory board (can't
remember who makes it) which allows you to plug four 4 meg SIMMs
in. (To answer a question that's coming up in your mind, no, you
cannot upgrade to 8 then 16 with this or any board.)

>5. I've seen Falcons put in tower cases and a kit called DeskTopper? Are
>these available in the US?

Yes, they are available in the US as well as Canada. You might
want to check with Toad Computers or if nothing else, try Chris
Krowchuk at Computer Direct (c.krowchuk1@genie.geis.com) from
Canada (my dealer)(good guy)(decent prices)(I'm blathering)

>6. I've seen Falcon prices in the UK drop in the last couple of months, what
>about here in the States?

As far as I know, the prices of Falcons are lowering.

>7. Did the Falcon Speed 386 or 486 ever come out? I see the 286 version
>advertised. How does this device plug into the Falcon? Does it use the
>Falcon's RAM or does it require it's own?

The device plugs into the processor direct slot (cool bit inside
the Falcon), and it uses the Falcon's memory.

Hope this helps,
Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?
-- --

1526. TouchUp Upgrade Info

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 04:55:12 UTC
From: mtaylor@perth.DIALix.oz.au
Message-ID: <3gpojg$l3f$1@perth.DIALix.oz.au>
Source record: 172221

Hello,
I asked about the latest version of Migraph TouchUp and for those interested I received the following from Peter Hopson...Thanks to Peter.

>G'day Mark,
>yep I upgraded from an old version to 2.5 at a cost of around $70 (Australian >including postage, I faxed an order through on 0015 1 206 838 4702 and >included photocopies of the original disks with serial numbers showing to be >eligble for the upgrade rate, together with some blurb and the upgrade turned >up here in Tasmania around 7 days later, pretty good service me thinks. As to >the software, yep very happy, much better, I've an STE 1040 with 2 megs no >other accelorators screen or otherwise and Touch Up is good with the exception >of saving scans in TIFF format. I haven't spent much time trying to solve the >problem, but on the surface either the software has a bug, or I'm doing >something wrong. (probably the latter)

>Phone number for Migraph is 0011 1 206 223 3729, all the best, enjoy the >cricket!

>Peter Hopson

By the way Peter I'm not the cricketer!!!
Thanks again for the info..
Mark
--

Mark Taylor || TT030/TTM194/PTC1426/170HD/88SYQ/14.4K
Western Australia || InterNet: mtaylor@perth.dialix.oz.au

1527. Re: Cubase Audio Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 04:59:03 UTC
From: ross@earth.usa.net
Message-ID: <3gpoqn$q4b@earth.usa.net>
Source record: 172222

> >Logic Audio Falcon is no more (at this point). EMAGIC has decided not
> >to support the Falcon with that product and offered it FREE to all
> >Logic Falcon users with the knowledge that there would no support or
> >updates, EVER.

> This is just in the USA - Logic Audio is still being developed and there
> will still be Falcon versions, but with obviously not as many features as
> Mac/Digdesign versions..
> --
> |> | | WWW: http://web.city.ac.uk/~cb170
> |> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk
> --

I don't suppose you would know why they chose not to support it in the US only.
I was dissapointed before but accepted the fact, but now that I find out it
will live on, but not for me, I really don't like that.
Are they not supporting English versions or just us Americans ??

Very frustrating..............

---
* Kivi (unregistered) 1.21 *
/|\ -- /////\\\\\ -- /|\ ////////////////////////
-< = >- Frederick R. M.-< = >-/// Guitarist, Vocalist ///
\|/ -- \\\\\///// -- \|/ /// MIDI and Photgraphy ///
~~~~~~~~~~~~~~~~~~~~~~~~~

--
~~~~~~~~~~~~~~~~~~~~~~~~~

1528. Packer with header ATM5???

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 05:37:00 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FBCRBAVIUp@stingray.manawatu.gen.nz>
Source record: 172225
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Could someone please tell me what sort of packer is used that creates files
with the first 4 characters as: ATM5?

Is this some AuToMation packer?

Richard.

--

```
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

1529. FZDT and JEKYLL.....

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 07:00:55 UTC
From: VanMil@mindlink.bc.ca
Message-ID: <64169-791708455@mindlink.bc.ca>
Source record: 172226

This, in a nutshell, is how to set up JEKYLL.TTP to run from Freeze Dried Terminal with a minimum of fuss. Other terminal program users can replace the instructions in 5. with whatever they have to do to make a macro themselves to run JEKYLL.TTP This may be a good reason to try Freeze Dried as I can vouch for the fact that it does work great for Jekyll and also does ANSI emulation at line speed. This was setup using Jekyll 1.38 and Freeze Dried 2.20. Should work with other versions of either program although not tested.

1. Put the files called JEKYLL.TTP, HYDE.PRG, and HYDE.RSC in the same folder as Freeze Dried.

2. Run the HYDE.PRG and configure the Jekyll as follows:

On General set the Allow host mode if desired.

Click on Next page and set the Baudrate to the maximum that your system can use. Set the Hand shake to Both if you are using a high speed modem. XON/XOFF is o.k. for anything up to 4800 BPS.

Click on Next page to get to the send and receive section of the setup. Set a drive for send (not critical as it is only a starting point). Set a path for receive to where ever you have room.(This will be the normal default so make sure you really have room on the drive for a lot of files as you can transfer a lot without realizing it.)
Save the JEKYLL.CFG.

On Locked paths set the Drives or Paths that you don't want anyone to access. Save the JEKYLL.LOK.

3. TEST the Jekyll if you want to see how it works. Remember that what you are seeing is both sides of the conversation so don't panic at the double screen typing.

4. Quit the Jekyll TEST with Control Q and EXECUTE the Jekyll. This will put you at the Jekyll title screen.
Press HELP and P to printout the Jekyll commands that you will need to use when in Jekyll. The only commands that you need to remember are the ones after General Keys. Quit the Jekyll with Control Q.

5. Quit the HYDE and run Freeze Dried. Press F4 from the main menu and on a line of your choice type %<path>JEKYLL.TTP% and thats all there is to it.
To run the JEKYLL from Freeze Dried you must be on the terminal

screen and use the Macro Key(set by the line that you typed the
macro on) and you are in JEKYLL. As long as the person you are
talking to is also entering JEKYLL you will be connected for
duplex talk, file transfer and drive access.

ie. the macro line should say something like this
%C:MMS\STALKER\JEKYLL.TTP% or
%F:ZDT\JEKYLL.TTP% or where ever you keep JEKYLL.TTP

Uploaded by : Ben Van Mil, Vancouver B.C.
Courtesy of : Dennis Uphill, Vancouver B.C.

1530. MIDI librarian help?

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 07:48:37 UTC
From: ralunsfo@uncc.edu
Message-ID: <3gq2ol$5gi@news.uncc.edu>
Source record: 172227

Could someone explain how, in general MIDI librarians work? I've got an effects processor for my guitar that can be linked via MIDI, which works fine, but the manual does not have *any* useful info on how to back up my patches (though I know it is possible). Also, is there any software I can get that will do this (PD or shareware). I would write my own, but I have no idea how MIDI stuff communicates...any docs or faqs that detail this?

Thanks much,
Russ

PS If it matters, I have a Digitech RP-10 processor
--
****
"Let yourself go with the disease, be with it, keep company with it - this is the way to be rid of it." - Bruce Lee
ralunsfo@unccsun.uncc.edu

1531. LPMUD HELP!!!!!

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 09:23:24 UTC
From: glea0015@maroon.tc.umn.edu
Message-ID: <D3D8ov.GvC@news.cis.umn.edu>
Source record: 172230

I downloaded the LPmud program from the Atari Archive, oh so long ago and have NO idea how to use it. The miniscule instruction thing it came with left me more in the dark than before. I need serious help setting this up and (hopefully) getting it to work. Please mail me at: glea0015@maroon.tc.umn.edu

Thanks in advance! I really need this info. Thanks! :)

1532. Re: Pro music made with Ataris

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 09:48:18 UTC
From: guenther@saturn.uaamath.alaska.edu
Message-ID: <3gq9p2$80b@news.alaska.edu>
Source record: 172231

Bands that I know that have used Atari ST's (read it in an article
several years back....May be wrong as I can't find the Magazine now
Madonna: bank of ST's (stacy?) under the stage.
Mic Fleetwood
Arsenio Hall's old house band used a STacy to start the show
seems like there were a couple more but I can't remember them
I know several of the local bands use ST's for their sequencing.
Matt

1533. Re: Questions

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 10:43:37 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.30.000ABA6A@cam.ac.uk>
Source record: 172267

In article <D39GD7.67t@news.gu.se> gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE () writes:
>MIPS isn't a very good measurement though.
>If I use 'nop' or 'moveq' or something like that, I can get the standard
>ST-CPU to do about 2003200 instructions in a second.
>When using slower instructions like 'movem.l' using say 8 registers I get
>it to do 105431 instructions in a second.

MIPS - Meaningless Indication of Processor Speed...

1534. Re: Packer with header ATM5???

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 10:48:39 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.31.000ACFF2@cam.ac.uk>
Source record: 172269
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <FBCRBAVIUp@stingray.manawatu.gen.nz> richard@stingray.manawatu.gen.nz (Richard MORRIS) writes:
>Could someone please tell me what sort of packer is used that creates files
>with the first 4 characters as: ATM5?

I think it is Atomik 3.5 - a very good packer - if you are going to depack it the use New Depack or Mega depack - I think they will work - or you can use the unpacker built in to Atomik (which you can get from most archives).

1535. Re: Povray V2 on Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 11:23:08 UTC
From: djs@jet.uk
Message-ID: <djs.791724073@gen-off-1>
Source record: 172233

Steven J Teirney writes:

>Is POV V2 out for the Atari ST?
Yep, I use POV 2.2 on a Falcon (and previously on an STe).

>If so, will anyone tell me where to find it?
The standard Unix sources compile almost as-is. There is also a precompiled
v2.1 on atari.archive, in Graphics/pov21bin.zip

PS You should fix your headers, Steven J Tierney is not a valid username.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

1536. Re: Digital-030 online zine?!

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 11:25:27 UTC
From: djs@jet.uk
Message-ID: <djs.791724294@gen-off-1>
Source record: 172234

cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

>According to this months ST Format (issue 67) you can subscribe to
As we should all know by now, ST Format are clowns of the first order.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

1537. Re : Championship Manager 1993/94 CHEAT!!!

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 11:26:00 UTC
From: "C.J.Davis" <daviscj@ee.port.ac.uk>
Message-ID: <3gqfg8$sf6@hawk.ee.port.ac.uk>
Source record: 172235

There is a cheat tactic for Championship Manager 1993/94 on the ST.

Here is how to do it :-

1) Select pass-to-feet as your style of play.
2) Select 4-3-3 as your formation.
3) Select your three forwards to centre.
4) Select your three midfielders to centre.
5) Select your centre backs to centre.
6) Select your full backs to left and right respectively and going
forward.

Your tactic should look something like this :-

```
10 9 11

7 6 8

^ ^
| |
3 4 5 2
```

7) Select players to go in appropriate positions.

Now your team should do really well and their averages will be very
high.

```
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
xXx C.J.Davis xXx
xXx daviscj@ee.port.ac.uk xXx
xXxxxxxxxxxxxxxxxxxxxxxxxxxxXx
xXx The Syndicate xXx
xXx Triangle of Justice xXx
xXxxxxxxxxxxxxxxxxxxxxxxxxxxXx
xXx "Justice shall prevail" xXx
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
```

1538. MEDUSA T60

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 11:31:43 UTC
From: <>
Message-ID: <3gqfqv$bne@btmplq.god.bel.alcatel.be>
Source record: 172236

```
Medusa T60

68060 microprocessor (64/32 MHz)
FPU and PMMU internal
100 MIPS
9 MFLOPS
32 bits data bus
32 bits address bus
bus freq: 32 MHz
6 expansion slots on motherboard

Bus transfer rate: 128 Mb/s (max)
Byte R/W: 8 / 11 Mb/s
Word R/W: 17 / 21 Mb/s
Longword R/W: 32 / 43 Mb/s
Line R/W: 73 / 85 Mb/s

Memory:
RAM: max 128 Mb on board / 4 Gb with extension-board
ROM: 0.5 - 2 Mb
32 bits addressing
100 ns

Atari bus (i/o board):
16 bits data bus
32 bits address bus
2 Mb memory
4 slots

AT-bus:
1 for video board (in basic version occupied by ET-4000 video board)

basic version:
300 Mb IDE
1.44 Mb floppy
ST I/O board
2 serial ports
1 parallel port
MIDI
ACSI bus
AT bus
IDE bus
4 MB memory
ET-4000 video board
PC keyboard
mouse
```

4 MB memory
prize: DM 7999 (about USD 5000)

optional TT compatible SCSI 1 board
32 bits true color video board (4Mb)

--

Peter Hofman

Who knows more

1539. Joystick/Mouse extenders HELP!!!

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 11:37:26 UTC
From: "C.J.Davis" <daviscj@ee.port.ac.uk>
Message-ID: <3gqg5m$sf6@hawk.ee.port.ac.uk>
Source record: 172237

I must have gone through about half a dozen joystick extenders.
I have a STe (2Mb), a Zipstick and a 400dpi Golden Image mouse.

The extenders I buy keep breaking after a few hours. It isn't me,
I am a gentle games player. These things must be made of very poor
quality. I have checked my ports, joystick and mouse and they are
all working correctly.

If anyone knows of a decent make of extenders or has made their own
could you please mail me the details.

Much appreciated.

xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
xXx C.J.Davis xXx
xXx daviscj@ee.port.ac.uk xXx
xXxxxxxxxxxxxxxxxxxxxxxxxxxxxXx
xXx The Syndicate xXx
xXx Triangle of Justice xXx
xXxxxxxxxxxxxxxxxxxxxxxxxxxxxXx
xXx "Justice shall prevail" xXx
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

1540. EAGLE

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 11:41:05 UTC
From: <>
Message-ID: <3gqgch$bne@btmplq.god.bel.alcatel.be>
Source record: 172238

At ProTOS the Eagle has been presented to the public by GE Soft:

Processor: Motorola 680xx
or PowerPC
or DEC Alpha
or Intel 486/Pentium
bus system: Eagle Channel
32 bits
with an adaptor eve PCI cards can be used

interfaces:
ACSI
SCSI (4MB/s)
4 serial ports
parallel port
LAN port
VME bus
MIDI
internal ROM port (32 MHz)
external ROM port ST/TT specifications

memory:
max 256 MB TT-RAM
max 14 MB ST-RAM

speed:
Atari TT : 100 %
Eagle 68030 : 250 %
Eagle 68040 : 400-500 %
Eagle 68060 : 700-800 %

currently the Eagle is sold with: Motorola 68030 at 32 MHz
Motorola 68040 at 64 MHz
Motorola 68060 at 64 MHz

--

Peter Hofman

Who knows more

1541. IMPORTANT NOTICE ABOUT HENSA ACCESS

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 12:26:12 UTC
From: vctec@westminster.ac.uk
Message-ID: <D3DH7p.6Mw@westminster.ac.uk>
Source record: 172239

Just informing all Atari users out there that gopher and WWW access to
HENSA is now totally restricted to all except ac.uk domain users.

This means that if you are not in the ac.uk domain, then the only
methods of accessing HENSA arre via telnet (for Kermit file transfers),
which is totally unrestricted, and via ftp (which has a restriction of
6 users during working hours, and 10 at other times, for non ac.uk).

The decision to do this was made by the systems manager here, as the
average load on the machine was getting too high for comfort...bringing
everything to a halt. The load was reaching abouve 40.

Hence, when that happened, the systems manager placed the restrictions
straight away.

I would like to thank all of you that support HENSAs Atari section, as
it means a lot to me, and hope that this setback will not have you
looking at other archive sites in preference to HENSA.

Please mail me with your queries...

Regards
Danny

--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

1542. Simple xterm where?? (thought xqt or something)

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 12:57:30 UTC
From: fvkampen@cs.vu.nl
Message-ID: <D3DInw.lz5@cs.vu.nl>
Source record: 172240

I saw some postings about a stripped down version of xterm to
use with the X11 port. Does anybody know where I can find it?

Greetings

Florentijn van Kampen

--
+---+
| Florentijn van Kampen fvkampen@cs.vu.nl fvk@bavo.home.cs.vu.nl |
| http://www.cs.vu.nl/~fvkampen Bavo Music Lab. We Compose The Future... |
+---+

1543. Re: IMPORTANT NOTICE ABOUT HENSA ACCESS

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 13:02:28 UTC
From: richara@wmin.ac.uk
Message-ID: <D3DIrr.81F@westminster.ac.uk>
Source record: 172241

In article <D3DH7p.6Mw@westminster.ac.uk>, vctec@westminster.ac.uk
says...
>
>Just informing all Atari users out there that gopher and WWW access to
>HENSA is now totally restricted to all except ac.uk domain users.

But this isn't all bad news.

you can still access hensa in an unrestricted fashion by going via a mail
relay, for e-mail downloads, via imperial college.

There are also methods of gopher access via a ac.uk relay which I can't
actually remember at the moment but will try to find out.

>The decision to do this was made by the systems manager here, as the
>average load on the machine was getting too high for comfort...bringing
>everything to a halt. The load was reaching abouve 40.
>
>Hence, when that happened, the systems manager placed the restrictions
>straight away.

Boo, but again not totally bad news.

I have news, from a reliable source, that both these access mechanisms
may become available again because the load on the system may be due
to somehitng else. This is all being looked into by the way but there is still
hope. Until then you are limited to the above mechanisms and the 6 ftp
logins during the day (10 at non-working hours) and you can telnet in and
dowload via kermit.

>I would like to thank all of you that support HENSAs Atari section, as
>it means a lot to me, and hope that this setback will not have you
>looking at other archive sites in preference to HENSA.

Hope this info can help prevent this in some small fashion.

Alan

1544. Re: Anybody have Supradrive 30MB?

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 13:03:11 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3gql6f$aau@percy.cs.bham.ac.uk>
Source record: 172242

James Wood <jamesw@CSOS.ORST.EDU> writes:
>NOW THE POINT: There was a little "Supradrive 30MB" there. It looked
>like a simple plug-in to the DMA port....no host adapter, no interface,
>etc.... Is this hard drive worth anything? DOES ANYBODY KNOW WHAT'S
>INSIDE IT, AND IF IT CAN BE UPGRADED????

They made two versions: both plugged straight into the DMA port, but
one had a SCSI out connector as well, so you could daisychain more
drives.

The mechanism was typically a Seagate ST-157 or thereabouts: OK, but
tended to stick.

I wouldn't touch it unless I was in dire need of a HD - 30Mb is really
small, the drive is very old and hence unreliable, and the Supra
software is very old and may not work on new machines.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1545. Re: Subject: Tera Desktop extra icons avoid bounceback - ignore

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 13:34:29 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3gqn15$61b@aggedor.rmit.EDU.AU>
Source record: 172244

```
: Hi ST fans
: Does anyone know if it is possible to add extra icons to Tera Desktop.I so
: are there extra icons in PD?.Thanks in advance.

Yes you can, In fact you can add just about any icon type in atari land
that you like. Icon Juggler is the program you want. It was made by
the Codehead's. I would imagine that it is on umich, it could go by
that name or try MakeIcon. If you have the cover disk from ST FORMAT
July '93 (No.48), it is on that. Otherwise if worst comes to worst,
email me and i will send it to you.

Regards from the land Downunder.

__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/

s9205525@otto.bf.rmit.edu.au
```

1546. WTB:calamus-sl,arabesque,megapaint

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 13:37:33 UTC
From: ac125@cfn.cs.dal.ca
Message-ID: <D3DKIM.5xn@cs.dal.ca>
Source record: 172245

I am posting this for a friend who is in the process of getting
logged on to the net. He is looking for second hand legit programs of:

Calamus SL
Arabesque and
Megapaint.

If you have any of these for sale please email me.
--
All the best .....Nick...

ac125@cfn.cs.dal.ca

1547. Re: Falcon Questions

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 14:10:19 UTC
From: jdp4@aber.ac.uk
Message-ID: <3gqp4b$n53@osfb.aber.ac.uk>
Source record: 172246

In article <3gk6pp$igq@usenet.INS.CWRU.Edu>, ap748@cleveland.Freenet.Edu (Fred Horvat) writes:
:
:
: Hi,
:
: I have some Falcon specific questions. I never really considered buying
: a Falcon earlier but the more I work on OS/2 based machines with all the fun
: stuff like CD-ROM and true color graphics, my ST with a max of 16 colors
: running at 8mhz is kind of a drag. Multi-TOS help out but at 8mhz it still
: doesn't have the power to do the OS justice. Here are my questions in order
: of importance to me.
:
: 1. What is the highest screen resolution a standard Falcon can do?
: I heard that it covers all three standard ST resolutions plus 640x480x256 and
: 640x480x64k. But does it go above 640x480 with out any extra hardware?

The Falcon can only do 640X400x64k on a RGB monitor - it has a terrible interlace
The highest 64k mode on VGA is 320x480(Unfortunatley). You can get higher
resolutions using a adaptor like screenblaster of blowup - I get 1024x768x16
on my VGA (max is 1280x960 - this uses interlace.).

:
: 2. From what I've seen advertised I can use a VGA or better monitor. To use
: my SC1224 or SM124 I need an adapter. With this adapter I understand I can
: use my older ST monitors on the Falcon, but since this gives them a 15 pin
: VGA plug can I use these monitors on my IBM in standard VGA mode of
: 640x480x16 or 640x480x256?

You need an adaptor for any monitor - they are about £10 each. No you would not
be able to plug a normal RBG into a IBM as it does not give the connection.

:
: 3. What is the standard internal hard drive size. I've heard 65 or 80 meg
: is standard. I assume I can put a 500 meg in also if it is small enough.
: IDE is the internal format. Can I put a SCSI in it?

The smallest is 65meg - I have seen them advertised up to 200meg pre-installed
If the drive is a 3.5inch you should have no problems installing a larger drive.
You cannot put a scsi in it - it does however have a scsi 2 port.

:
: 4. I see them advertised at 1, 4, or 14 Meg of RAM. If I get a 1 or 4 Meg
: machine is a RAM upgrade as simple as popping in a standard 72 pin 4 Meg
: SIMM, or do I need some fancy RAM board like on the old ST line? Is 4 Meg
: enough or is like most of todays x86 or MAC machines 8 Meg the real minimum?

I've got a 4meg and Its fine for all applictaions - more ram is, however, always more prefrable. You need a cheap board to install more ram - only about £20 or so - normal simms can then be installed.

```
:
: 5. I've seen Falcons put in tower cases and a kit called DeskTopper? Are
: these available in the US?

No idea!!!!

:
: 6. I've seen Falcon prices in the UK drop in the last couple of months, what
: about here in the States?

No idea again!!!

:
: 7. Did the Falcon Speed 386 or 486 ever come out? I see the 286 version
: advertised. How does this device plug into the Falcon? Does it use the
: Falcon's RAM or does it require it's own?
:

It plugs into the internal expansion slot - it uses the falcons ram. 386 and
486 versions are supposedly on their way!!

"Live long and Prosper" -

The HipSTer.
```

1548. Re: Falcon Questions

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 14:27:46 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.LtVGlYTpqT_@icon.pp.se>
Source record: 172243

In <3gnh4m$8p6@nermal.santarosa.edu>, kghashgh@nermal.santarosa.edu (Kayvon Ghashghai) writes:
>
> Speaking of memory, what size SIMM does the Falcon take? Is it 72 pin or
> (uh, thirtysomething...)

Depends on what memory-card you have since there are no SIMM-slots on the motherboard. AFAIK most cards for the Falcon only takes 30 pin SIMMs. However, FastRAM-cards (also called "TT-RAM" or "alternate RAM") generally takes 72 pin SIMMs.

> Any reason for the 14meg config, as opposed to 16meg? I think I though I
> could kind of remember reading something years ago that said the last two
> megs were used for memory allocation, or something...

To get a 14MB Falcon you`ll have to put 16MB of memory into it. The two extra megs will just sit there and never be used. ;-(

Why? It`s an easy (and stupid?) way of making old programs run on the Falcon. It`s a legacy from the ST (or actually from the 68000) where the address-space ended at 16M. Atari had to put the memory-mapped registers, the I/O-area, the ROM and the cartridge-space somewhere where the 68000 could read/write and decided to put everything at the end of the address-space.

If you ever plug in a FastRAM-card it will take advantage of the larger address-space of the 68030 and occupy addresses above 16M.

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

1549. Re: softpc <-> dos 5.0

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 14:31:41 UTC
From: rstolk@intgp12.ih.att.com
Message-ID: <D3Dn0v.23z@nntpa.cb.att.com>
Source record: 172247

In article <9502011431.AA02224@ilmen.lanl.gov>,
Hutch <hutch@ilmen.lanl.gov> wrote:
>In a previous article, rstolk@intgp12.ih.att.com (Richard Stolk) wrote:
>
>> Does anybody know if softpc will work with dos 5.0 on a TT4 ?
>> and who know's the e-mail adress of the makers ?
>
>SoftPC was never released by Insignia Software (don't know of an email
>address) for the Atari. Any copies floating around are illegal beta
>units, AFAIK.
>
>-Hutch- @ Fair Dinkum Tech

Well, I just received a floppy which I purchased at a local
atari dealer (ACN, Holland, Europe) that also sell's public
domain software, when I start it it says this is V1.4 alpha 05 ,
so I guess it's an o.k. version.

So my question's still stand !

any body out there know ?

Richard

1550. Re: softpc <-> dos 5.0

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 15:06:27 UTC
From: rstolk@intgp12.ih.att.com
Message-ID: <D3DoMr.2Dq@nntpa.cb.att.com>
Source record: 172248

In article <9502011431.AA02224@ilmen.lanl.gov>,
Hutch <hutch@ilmen.lanl.gov> wrote:

>units, AFAIK.
>
>-Hutch- @ Fair Dinkum Tech

B.T.W What is AFAIK ????? :-|

Richard

1551. Re: Falcon Questions

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 15:41:56 UTC
From: chainxor@kom.auc.dk
Message-ID: <3gqug4$t8c@news.iesd.auc.dk>
Source record: 172249

In article FBBJBGUUUP@dksoft.ping.dk, kim@dksoft.ping.dk (Kim Andersen) writes:
> In <3gk6pp$igq@usenet.INS.CWRU.Edu> Fred Horvat wrote:
>
> >1. What is the highest screen resolution a standard Falcon can do?
> >I heard that it covers all three standard ST resolutions plus 640x480x256 and
> >640x480x64k. But does it go above 640x480 with out any extra hardware?
>
> 640x480 on VGA. And you can't go beyond without exstra hardware/software.

The SOFTWARE-version of BlowUp030, can give up to 800x608 in 16 colors non-interlaced. And about 920x700 interlaced in 16 colors.
It just the desktop that doesn`t allow one to choose other resolutions.

>
> >
> >2. From what I've seen advertised I can use a VGA or better monitor. To use
> >my SC1224 or SM124 I need an adapter. With this adapter I understand I can
> >use my older ST monitors on the Falcon, but since this gives them a 15 pin
> >VGA plug can I use these monitors on my IBM in standard VGA mode of
> >640x480x16 or 640x480x256?
>
> hmm!.. Not sure i understood this.
> If you chose to run VGA, you need an VGA adaptor. If you chose to use your
> old monitor such as the SM124, you need another adaptor.
>
> >
> >3. What is the standard internal hard drive size. I've heard 65 or 80 meg
> >is standard. I assume I can put a 500 meg in also if it is small enough.
> >IDE is the internal format. Can I put a SCSI in it?
>
> Both are standard. But you can plug in whatever 2.5" IDE drive you want.
> You got the Scsi II port on the back of the Falcon, so there is no need to
> put in an internal Scsi drive, but just use external.
>
> >
> >4. I see them advertised at 1, 4, or 14 Meg of RAM. If I get a 1 or 4 Meg
> >machine is a RAM upgrade as simple as popping in a standard 72 pin 4 Meg
> >SIMM, or do I need some fancy RAM board like on the old ST line? Is 4 Meg
> >enough or is like most of todays x86 or MAC machines 8 Meg the real minimum?
>
> Unfortunatly you'll need a RAM board for this, as Atari did their own
> RAM board which isn't compatible with SIMM ram. But these SIMM boards are
> available at a very low price, so often you'll chose to buy an Falcon
> without RAM, (or 1meg) buy and SIMM upgrade and plug it in insted.
> Much cheaper!

>
> >
> >5. I've seen Falcons put in tower cases and a kit called DeskTopper? Are
> >these available in the US?
>
> No idea. I'm from Denmark!
>
My father buyed a DeskTopper from Indigo2 in Denmark. I fitted the Falcon into the DeskTopper for him, it`s VERY easy to "transform" the Falcon into a DeskTopper.

I don`t know if the DeskTopper is avaiable in the US, but I will assume it should be. The DeskTopper comes originally from Germany, but also has support i England. The manual for it is in both english and german.

> >
> >6. I've seen Falcon prices in the UK drop in the last couple of months, what
> >about here in the States?
>
> Like above.. No idea
>
Sorry I don`t know either..

> >
> >7. Did the Falcon Speed 386 or 486 ever come out? I see the 286 version
> >advertised. How does this device plug into the Falcon? Does it use the
> >Falcon's RAM or does it require it's own?
>
> I've only seen the 286. But the Baracuda (a 68040 which is going to make
> your Pc clone looks silly), is supporting an 386SX.

No, it supports a 486sx-25 not 386sx.

> Both uses the internal RAM, as far as i know.

Yep.

>
> Greets
> Kim
>

Keep Cool and Flying...

ChainXOR...

1552. Re: Pro music made with Ataris

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 16:25:04 UTC
From: Bernd_van_Ham@macvie.via.at
Message-ID: <3293839358.11138394@macvie.via.at>
Source record: 172250

The Grusins, Lee Ritenour, Joe Zawinul ...

Bernd van Ham (Vienna/Austria)
b.vanham@magnet.at

1553. Re: ST Software on CDROM mag!

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 16:25:34 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9502021524.AA02522@ilmen.lanl.gov>
Source record: 172251

In a previous article, alfasoldt@aol.com (Al Fasoldt) wrote:

>> Very few Atari users have an Atari based CD-ROM unit
>
>Roland, I don't have any way of knowing what the typical Atari user has,
>but I do know a LOT of Atarians with CD-ROM drives hung on the back of
>their computers.

Al, no one would expect you to know that. But noone needs a crystal ball to speculate that the vast -majority- of Atari users do NOT own a CD-ROM drive. It's great to see new CD titles being offered for the Atari, though, and their very availability will push CD-ROM drive sales.

-Hutch- @ Fair Dinkum Tech

1554. Computerized Mixing 16-track ST

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 16:48:44 UTC
From: jerbil@li.net
Message-ID: <jerbil-0202951148440001@liuser17.li.net>
Source record: 172252

MEGAMIX mixer connects to (up to) 16 inserts on a mixer and uses the ATARI ST to work the faders. The faders in the MEGAMIX unit are the best and quietest around. The unit originally cost (w/software) $2500. I am looking for $475 or best offer. If more information is required, please write. With the cost of some older ST's, this would be perfect for a small recording studio setup. Tyhe files it creates are very small so a hard dreive would not be required. Comes with all cables and documentation. Inredible offer! Hurry!

Jeffrey R. Baker

--
(((((((( )))))))))
//// JeRBil -> Home of the Musical Mouse ////
(((((((( )))))))))

1555. Re: ST REVIEW NEWS: ANY ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 16:54:38 UTC
From: et94drw@exeter.ac.uk
Message-ID: <D3Dtnp.CGv@exeter.ac.uk>
Source record: 172253

CLIVE PARKER OF ST FORMAT WRITES:
^^^^^^^^^
>What it means is that Europress were eager to get rid of a loss-making
>magazine for a bit of cash rather than just close it down, which was on
>the cards anyway. Besides, it's normal business practice to buy up the
>competition and close it down. It happens all the time, life is tough in the
>real world.

AND

OFIR GAL OF ST REVIEW (RIP) WRITES:
^^^^^^^^^
> That all very well, Clive, but I don't think you have addressed the
> original question re "Incorporating ST Review"

ROLL UP LADIES AND GENTLEMEN for your tickets to watch this
net-battle of words between the ST Magazine Heavyweights.
^^^
DING! DING!

Seconds out, round two.....
--

___
_____| |_____ --
{[POLICE BOX]} [David Woodley- E-Mail= et94drw@exeter.ac.uk]
I T===T T===T I [**]
I I I I I I [*********LEAVE THE PRISONER ALONE!*********]
I L===/ L===/ I --
I | I
I | I

1556. Using MintNet with TIA?

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 17:00:05 UTC
From: troyc@bnr.ca
Message-ID: <3gr32l$7tb@batph8.bnr.ca>
Source record: 172254

Has anyone tried MintNet with TIA? (see http://marketplace.com)

Does it even work with MintNet?

How does it help/hamper the performance of MintNet?

The limitations of TIA would keep you from telnet'ing and
ftp'ing to my atari (but not from, thank goodness), but how does it
work for X? (I would guess not so well)

Is it worth the trouble to set it up to use with MintNet? (given my
company does not have true PPP/SLIP access at my site, It may be my
ONLY choice, no matter how good or bad.)

Troy Carpenter
Bell-Northern Research
Atlanta, Georgia
troyc@bnr.ca

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

1557. Re: Joystick/Mouse extenders HELP!!!

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 17:03:21 UTC
From: et94drw@exeter.ac.uk
Message-ID: <D3Du1M.CnB@exeter.ac.uk>
Source record: 172255

"C.J.Davis" writes:
> If anyone knows of a decent make of extenders or has made their own
> could you please mail me the details.

Oh irony of ironies. About six months ago I bought some superb
quality Joystick & Mouse extenders, and I still use them. But
guess where I got them from? The ST REVIEW OFFERS PAGE!

Hopefully, ST FORMAT will continue ST REVIEW' excellent offer
service within their "newly-refurbished" magazine.

Cheers,

Dave W.
--

```
___
_____| |_____ ------------------------------------------------
{[POLICE BOX]} [ David Woodley- E-Mail= et94drw@exeter.ac.uk ]
I T===T T===T I [ ****************************************** ]
I I I I I I [ *********LEAVE THE PRISONER ALONE!********* ]
I L===/ L===/ I ------------------------------------------------
I | I
I | I
```

1558. Re: FLASH PATCH...

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 17:05:18 UTC
From: jonaeson@algonet.se
Message-ID: <3gr3ce$kqc@aristotle.algonet.se>
Source record: 172256

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
: Here is the readme from Flash Patch, I think there is another
: version, but I have never found it, lets you use the Midi port etc...

: You still need the TOS fix as most of Atari OS are buged, TOS 1.4 does not
: have support for RTS/CTS flow control, but does if you use one of
: those Fix programs like HSMODA04....

When I used Flash I had a serial-port patch which was able to lock RTS/CTS.
When it was locked flash couldn't disable RTS/CTS.
Think it was called serfix14.prg or something like that.

--
****
* The person behind this awful production was: *
* <-> jonaeson@algonet.se <-> *
****

1559. Re: Larger hard drives & later versions of TOS.

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 17:14:14 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBCQAAXJUP@galaxy.teuto.de>
Source record: 172257

In <3gl8qk$bf9@golem.wcc.govt.nz> Roger Sheppard.. wrote:

>>documented this back in 1988, so don't bother about what your (pretty old?) ICD
>>booklet says. Mentioning this, this booklet also states that booting off a
>>large partition ("BGM partition") is impossible, which is also not true.

>Well I will quote what is stated on page 49 of my ICD book, that has a date
>code of 36-90 on the back...

>This allows a total of 3.5 Gigs of active drive storage and 7 gigs with TOS 1.4
>and above...

You may connect this much harddiskspace, but one cannot access more than 1GB
at a time when the drive is connected to the ASCI-bus.

>Using the ICD Desktop acc, up to 32 gigs can be accesed by the system and 64
>gigs with TOS 1.4 and above...

You would need to have partititon sizes of 4GB to do that (with the limit of
16 drives in mind. Or was that 14?). And this is not possible with TOS 1.04.
Purely theoretical, this.

>I wish people woulds stop quoting from old versions of the manual, what we need
>here is real facts, and less of this drivel that I keep seing here...

Said by the drivel-master himself.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

1560. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 17:31:17 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9502021629.AA02534@ilmen.lanl.gov>
Source record: 172258

In a previous article, kim@dksoft.ping.dk (Kim Andersen) wrote:

>A 68040 running 33Mhz is running 66Mhz internal! Just like the DX2 machines.
>But unlike many Pc's they announce the 68040 with the external clock, not
>the internal like the DX2's
>And the 68040 33Mhz is just about to available by now.

Er... begging your pardon but the above is simply NOT true. The 68040 is NOT clock doubled in the same -fashion- as the DX2 machines. That is just Apple (and Motorola) propaganda, my friend. Yes, technically speaking, it does run at a faster clock rate internally but that does not double its performance like you find in a 486DX33 vs 486DX266!

And one more thing... the 68040 33MHz chip has been available for quite awhile as it was used in the Apple Mac Quadra 650 and other machines. And don't forget about the 40MHz 040 in the Quadra 840av honker. Or were you talking specifically about 040-33 Medusa availability? Hard to tell.

-Hutch- @ Fair Dinkum Tech

1561. Re: What are the best games for the ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 17:54:38 UTC
From: llamaman@ix.netcom.com
Message-ID: <3gr68u$quh@ixnews1.ix.netcom.com>
Source record: 172259
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

In <3gr0h7$mpt@uwm.edu> krieg@allmalt.cs.uwm.edu (Andrew Krieg: Man or Android?) writes:

>
>Toad Computers has a deal going now where you can get 10 games for $25 for
>the ST. Which of these games are considered 'must haves' by the ST gaming
>arena? Now's your chance to plug your favorite games!

- well, ST Format in the UK voted my own Llamatron the Second Best St Game of All Time, and it's yours by FTP! If you llike Robotron, go for it...

Some of my faves: Virus is excellent; the Star Wars version on the ST is nigh-on perfect; Starglider II is very cool; there are very good versions of Bubble Bobble and Rainbow Islands (also, Paradroid '90 is cool too - in fact you can't go far wrong with anything by Andy Braybrook).

\
(:-) - Llamas are llovely.
/

1562. Re: ST to ST via NOS?

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 18:07:22 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0ra5sI-0005tSC@black.csi.cam.ac.uk>
Source record: 172260

In article <D3CFxL.BJ0@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk
("Roland Givan") wrote:

> > Is it possible to have two Atari STs connected together via their
> > serial ports, and have NOS running on one machine....[fine so
> > far]....but, BUT .. have (somekind!) of program (maybe Lynx?), running
> > on the other so that I can ftp from the machine running NOS?
>
> You can run NOS on both machines and FTP between them.
>
> Alternatively you could put MiNT and MiNT-Net at one end (or both ends)
> which would also allow you the FTP between them.

Better still, install MiNT-net on both, and use NFS.

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Windows. From the company that gave you edlin **

1563. Re: Falcon Questions

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 18:07:44 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0ra5va-0005uOC@black.csi.cam.ac.uk>
Source record: 172261

In article <D3CFxp.BJy@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk
("Roland Givan") wrote:

> Standard Atari colour monitors are CGA compatible - so even with a Falcon
> adaptor you won't be able to use one on on PC in anything other than CGA
> mode. They won't cope with EGA, VGA and SVGA.

Actually that isn't quite true. Atari colour monitors are of a high enough
resolution to do CGA or a bit better; but CGA is a TTL RGB (actually RGBI)
system whereas the atari monitors want an analogue system. A CM8833 or
similar also has a CGA input so that can be used, but not a real atari
one. The most useful use of an unwanted atari monitor is probably with a
video recorder.

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Windows. From the company that gave you edlin **

1564. Re: Low Prices on Falcon??

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 18:12:27 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0ra5wx-0005uTC@black.csi.cam.ac.uk>
Source record: 172262

In article <D3CI8K.HoJ@cix.compulink.co.uk>, sidcelery@cix.compulink.co.uk
("Harry Sideras") wrote:

> > The head honcho of C-Lab was at the London Atari show before Christmas
>
> Head honcho? Hardly...

No, he was the "head honcho" of the UK distributers though wasn't he?

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Windows. From the company that gave you edlin **

1565. ***WANTED*** Phantasie II for ST

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 18:14:44 UTC
From: IO20066@MAINE.MAINE.EDU
Message-ID: <95033.131444IO20066@MAINE.MAINE.EDU>
Source record: 172263

I am looking for a copy of this classic ST Phantasie game to fill
a gap in my collection. If you can help me out, please Email
me a price and where to reach you.

Mike Woodsum
io20066@maine.maine.edu

1566. Re: MiNTnet/MiNTos XWindow etc. Queries

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 18:18:36 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0ra65L-0005uDC@black.csi.cam.ac.uk>
Source record: 172264

In article <199501301544.a13982@iz.maus.de>, Ole_Pahl@iz.maus.de (Ole Pahl) wrote:

[Fileselectors]
> I think the best one is BoxKite. It looks very similar to Selectric, but
> it supports MiNT filenames. You can probably find it on ftp.uni-muenster.de.

The reason I prefer mfsfm is that it forces you to use drive u: which if you've tried to set up a unix like directory structure is very useful.

> It works, but you have to use the internal shell (Mupfel). :-(

BTW, does Gemini let you set up symbolic links if MiNT is installed?

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Windows. From the company that gave you edlin **

1567. Re: Falcon Questions

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 18:19:18 UTC
From: trek@intgp4.ih.att.com
Message-ID: <D3DxK6.7r3@ssbunews.ih.att.com>
Source record: 172265

In article <3gnh4m$8p6@nermal.santarosa.edu>,
Kayvon Ghashghai <kghashgh@nermal.santarosa.edu> wrote:
>In article <3gm9s7$ok5@bs33n.staffs.ac.uk>,
>Requiem <cm3hirjd@bs47c.staffs.ac.uk> wrote:
>>Fred Horvat (ap748@cleveland.Freenet.Edu) wrote:
>>
>>: 4. I see them advertised at 1, 4, or 14 Meg of RAM. If I get a 1 or 4 Meg
>>: machine is a RAM upgrade as simple as popping in a standard 72 pin 4 Meg
>>: SIMM, or do I need some fancy RAM board like on the old ST line? Is 4 Meg
>>: enough or is like most of todays x86 or MAC machines 8 Meg the real minimum?

For most applications on the Atari, 4M is sufficient. There are some
that can take good advantage of more memory - heavy music, lots of
graphics work, and desk top publishing. Most will run in 4M but 14
may be more comfortable if you want more files/pages etc open.

A 1 meg machine comes with memory on a board. You pop out that board
and can install a different board that has 4M on it or yet a different
board that has 4M simms on it for 16M.

>Speaking of memory, what size SIMM does the Falcon take? Is it 72 pin or
>(uh, thirtysomething...)

My 16M board takes 30 pin - either parity or non-parity (which can
draw less power, generate less heat so is generally the better move.)

>Any reason for the 14meg config, as opposed to 16meg? I think I though I
>could kind of remember reading something years ago that said the last two
>megs were used for memory allocation, or something... And why didn't they
>make it so it could take 8 megs?

Atari uses memory mapped I/O so the upper 2M are reserved for things
like I/O addresses (and maybe the ROM address space.) Hence you loose
the top 2 Megs - until one of the Atari programming elite figures a
way to get around that.

I suspect the driver of all Atari decisions - $$$$$ is why Atari didn't
provide more intermediate memory options. Would you really get 8M?
The upgrade board is in the $125 range plus $100 a pop for used 4M
simms. For 4M more than you have in a 4M machine, would you spend
$325 used or $450-500 new? For 10M more, isn't $525 used/$750 new
a better deal. Wayne

1568. Re: Joystick/Mouse extenders HELP!!!

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 18:23:47 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0ra67v-0005uOC@black.csi.cam.ac.uk>
Source record: 172266

In article <3gqg5m$sf6@hawk.ee.port.ac.uk>, "C.J.Davis"
<daviscj@ee.port.ac.uk> wrote:

> I must have gone through about half a dozen joystick extenders.
> I have a STe (2Mb), a Zipstick and a 400dpi Golden Image mouse.
>
> The extenders I buy keep breaking after a few hours. It isn't me,
> I am a gentle games player. These things must be made of very poor
> quality. I have checked my ports, joystick and mouse and they are
> all working correctly.

I've never heard of anyone else having problems with them.

> If anyone knows of a decent make of extenders or has made their own
> could you please mail me the details.

I made my own using 9 way ribbon cable and IDC connectors.

These lasted me ages, but they're probably weaker than the ones you buy -
are you sure you're a gentle games player :) nb. It's not how hard you
move the joysticks, more how hard you pull on the wire that would affect
it I would think.

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Windows. From the company that gave you edlin **

1569. Mega Archive CD v2

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 18:44:06 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1995Feb2.184406@phlem.ph.kcl.ac.uk>
Source record: 172268

Ok guys,

The 2nd (new, improved :-) issue of the Mega Archive CD will be created over the next week or so. As before, I'm going to grab most of a.a.u.e but this time, I'll have Linux/X11, as well as all the updates and new programs since last time. I'm also going to raid HENSA - Danny expect that load to rise :-)

As some of you may know, we ran into trouble last time, with some of the files at aaue being more `dodgy' than UK law allows. If anyone knows of anything on version 1 they *think* may contravene any law anywhere, please let me know. I don't want to have to go through all that again :-(

If anyone has stuff they want put onto the disk (demos etc. that aren't publically available) then get in touch, and I'll see what I can do. Scorpions - are you listening :-))

The main point of this post is to ask if anyone knows the FILES.BBS format - I gather it's a file in each directory that lists the contents but I'm not sure what format it's in.

[oh - if you bought vol 1 from Karl, I'm pretty sure there'll be a cheap upgrade fee (1/2 price) if you send the CD back to SysSols]

ATB,
Simon.

--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
>> home page: http://www.ph.kcl.ac.uk/~sjg/home.html <<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <
"Delenda est Microsoft!"

1570. Re: Where is Alcyon C compiler?

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 19:48:37 UTC
From: kghashgh@nermal.santarosa.edu
Message-ID: <3grcul$9ni@floyd.santarosa.edu>
Source record: 172271

James Wood (jamesw@CSOS.ORST.EDU) wrote:

: I want to teach myself C with an old book for the ST. In it, they refer
: to the Alcyon C which came with the ST developer's package (circa
: 1985-1986, I believe).

: Help me learn to C!

: Thanks!

: James

I, too want to learn C. However, I'm looking for a compiler. At
one point, I believe I had Sozobon C. This is a shareware compiler, isn't
it? If not, then I'm thinking of the wrong one. Anyway, if I am thinking
of the right name, does anyone know where I can ftp it, and if it follows
the ANSI standard? Or, can anyone reccomend either a fairly inexpensive
commercial compiler, or another shareware/pd/whatever one? I'm on a very
little money to spend. Also, are any C compilers on the ST ANSI standard?

Thank you

No, thank you...

1571. Re: Povray V2 on Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 19:51:10 UTC
From: kghashgh@nermal.santarosa.edu
Message-ID: <3grd3e$9ni@floyd.santarosa.edu>
Source record: 172272

StevenJTeirney wrote:
: Is Povray V2 available for the ST?

: If so, where do I find it?

: Ta

Mail didn't get through when I tried to respond to this. Anyway, POV-Ray2.2
is available. ftp 134.117.1.1

That program is simply beyond slow on an 8MHz ST.

(hic) kill me

1572. Re: Another minixfs question

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 20:23:52 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3grf0o$t63@m.ehd.hwc.ca>
Source record: 172273

Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:
: OK. I have finally managed to make a minix partition on my disk.

: When I used the configuration program to check it, it said the four
: options (directory, execution etc) where TOS domain. At that time it
: wouldn't use long names.
: So, I used this program to change everything to Mint domain. Now it works
: really well. *Except* that whenever I reboot, it changes back to TOS
: domain, which means I have to change it back everytime I switch on the
: machine, which is a major pain!

Execute the configuration program from your MINT.CFN file using:

EXEC mfsconf [...whatever you put when you run from the shell...]

I think there is an example of this in the sample MINT.CFN distributed
with the MiNT 1.12 binaries. Also look in the mfsconf doc distributed
with the minixfs sources.

Be warned though.... One of these has the drive specified after the
parameters when it should be before and the other has an incorrect
parameter ('-l' I think).

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

1573. Random crashes

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 20:38:27 UTC
From: thopman@uoguelph.ca
Message-ID: <3grfs3$jmi@ccshst05.cs.uoguelph.ca>
Source record: 172274

I'm having something of a problem with my Mega 4 (T25 accelerator, JRI 68881 FPU upgrade, 1.44 meg floppy upgrade, 4096C board). What happens is that after a varying period of use (usually longer than 30 minutes after I first switch the machine on) the machine resets itself and continues resetting itself until I: a) let it cool down or b) pop the case and reseat the 4096C board. Neither is a very palatable solution, and I would like to get the problem fixed. The question is, how do I do this?

I'm told that bad connections on the power supply may cause the problem described above, but I took a look at it, and there was no obvious break in the solder. I suppose it is possible that this is the problem, and that reseating the 4096C board (which is right next to the PS) re-stresses the power supply board and makes that connection again.

I personally think that the 4096C board is causing the problem. The machine sometimes seems to work better when the board is sitting just lightly in the blitter socket. I cleaned off the pins of the board, but it didn't seem to help much. I suppose I might try permanently removing the board and replacing the blitter in its original socket, but it seems kind of an extreme step, and one I don't really want to take if there's another solution available.

Any suggestions?

Thanks...

THeo

1574. Re: GEnie to close down...???

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 20:55:45 UTC
From: bobbro@delphi.com
Message-ID: <hgw6rAB.bobbro@delphi.com>
Source record: 172275

I find it interesting that Roger felt that GEnie was the network in question. GEnie is still profitable, although they have a well established pattern of using distributors to handle their overseas services, rather than just doing themselves. Because of their affinity for distributors the news of them selling off their NZ business is no big deal (IMHO).

After all, with all due respect to the Kiwis, we're talking about a nation that is all of what, 3 million people. Less than the population of the City of Los Angeles, and no where near as convenient.

If I were to hazard a guess, I would suspect Prodigy. I'm not sure what their subscription numbers are, but I would not be surprised to hear that Louie Gastner of IBM is getting tired of pouring cash into a sinkhole that hasn't turned a profit yet.

Again, strictly speculation on others speculation.

And Hutch's comments re STR are pretty much mine as well.

regards to all,

Bob Brodie

bobbro@delphi.com

1575. Re: What are the best games for the ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 21:08:28 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <17339B8D0S86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 172276
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

In article <3gr0h7$mpt@uwm.edu>
krieg@allmalt.cs.uwm.edu (Andrew Krieg: Man or Android?) writes:

>
>Toad Computers has a deal going now where you can get 10 games for $25 for

What I'd like to know is which of the games listed will work on a Mega STe?
I've had problems getting games that are designed for ST to work on my
Mega STe. Some work, some don't. How do you know for sure if they work
before ordering them? ---Mark van Wyk
home e-mail address:
Markvanwyk@aol.com

1576. Music typesetting

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 21:33:39 UTC
From: vsnyder@math.jpl.nasa.gov
Message-ID: <3grj3j$mih@netline-fddi.jpl.nasa.gov>
Source record: 172277

What do you recommend for editing/typesetting music on a 1040
with mono and 2 floppies (not my girlfriend ;-) and a Star SB-10
printer? Preferably PD/Freeware/Shareware.

We don't _need_ to perform it, send it to a synthesizer, play it through
the sound chip, etc. but that would be nice.

--
What fraction of Americans believe | Van Snyder
Wrestling is real and NASA is fake? | vsnyder@math.jpl.nasa.gov

1577. Re: Uniterm and Simon Poole

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 21:58:36 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <3grkic$bgc@mailer.fsu.edu>
Source record: 172278

James Wood (jamesw@CSOS.ORST.EDU) wrote:
>
> Are there any old-timers out there who used to use Uniterm????

I occasionally use it, and it is still my first recommendation for users of 8mHz 68000 Atari computers for UNIX telecommunications. The only thing it really lacks (IMHO) is Zmodem support, and this can be added easily through the use of some macro files and an external Zmodem (I recommend GEM RZSZ 2.28, available on atari.archive.umich.edu).

It can be a bit complicated to set up initially, but text speed and perfect vt100 emulation are worth it.

> Uniterm was mah-vel-ous. It even offered SMOOTH scrolling!!! I don't
> know of any other terminal program that can do that.

I never thought smooth scrolling was very useful, but to each his own :-).

> What happened to Uniterm, and the author, Simon Poole?

I have lost track of Simon, but the last version of Uniterm is 2.0e015, and is only available on chsun.chuug.ch in software/atari/UniTerm. Simon has asked that this final version not be uploaded to any other ftp sites. The latest one available from general sources is 2.0e011.

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

1578. Re: ***** 520 STFM system and 8-bit Stuff For Sale *******

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 22:11:29 UTC
From: gathings@duncan.cs.utk.edu
Message-ID: <3grlah$9vq@martha.utk.edu>
Source record: 172279
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: What is with all of these "for sale" and "auction!" posts which are

: all double spaced!?

I will check my autoposter again to see what is the problem.

1579. TIA for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 23:05:40 UTC
From: hallvart@oslonett.no
Message-ID: <3grog4$8r2@hasle.oslonett.no>
Source record: 172280

Is there an Atari St version around for the "TIA" (The Internet Adaptor)?
I know that people with Macs and PCs can access my net provider
graphically (like with Mosaic) by using it.
I would like to be able to do that with my STE.

Hallvard, Oslo, Norway

1580. for sale: 520STM, $50

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 23:53:44 UTC
From: jhauser@hiss.CS.Berkeley.EDU
Message-ID: <3grra8$db2@agate.berkeley.edu>
Source record: 172281

I have a 520STM for sale, including a SF354 floppy disk drive, mouse, two joysticks, and all power supplies and cables. No upgrades, and no monitor. Built-in RF modulator for hooking up to a television. All original manuals and most important boxes are included. Asking $50, but best offer gets it. Buyer pays shipping. E-mail me.

Building the information supercollider.
John Hauser---jhauser@cs.berkeley.edu

1581. Re: ST to ST via NOS?

Newsgroup: comp.sys.atari.st
Date: 1995-02-02 23:59:48 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D3EDBp.AIE@cix.compulink.co.uk>
Source record: 172282

In message <791689070snz@bassland.demon.co.uk>, simon@bassland.demon.co.uk
said:
> Okay, I haven't actually tried this yet....yet. But are you saying
> it is possible to set my ST up as an ftp site, (while the machine
> is on)? As this would be a useful feature, as my friend does this
> on his PC, so I can download proggies off of his computer; without
> the bother of uudecoding, etc.

I don't see why not. I'm not sure about the modem side and the security
issues - but an Atari running NOS or MiNT-Net looks *very* much like an FTP
site to another machine logging in. MiNT-net would almost certainly be
better as it is much more flexible.

:-)

Roland.

@CiX

1582. for sale: ST parts, best offer

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 00:00:34 UTC
From: jhauser@hiss.CS.Berkeley.EDU
Message-ID: <3grrn2$dj8@agate.berkeley.edu>
Source record: 172283

```
520ST power supply $10
SF354 floppy disk drive--NO FLOPPY CABLE! $10

Prices are negotiable--best offer takes them. Buyer pays shipping.
E-mail me.

------------------------------------------------------------------------------
Building the information supercollider.
John Hauser---jhauser@cs.berkeley.edu
```

1583. for sale: game software

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 00:12:13 UTC
From: jhauser@hiss.CS.Berkeley.EDU
Message-ID: <3grsct$e9v@agate.berkeley.edu>
Source record: 172284

I have several games for sale. I have divided them into three lots, with
suggested prices, as follows:

Arcade games, $20 together.

- Blood Fever
- Frostbyte
- Seconds Out (boxing)
- ST Karate (kick-boxing)
- Test Drive (race driving simulation)
- Time Bandit
- TV Sports Football
- Winter Olympiad (Winter Olympics)

Strategy games, $15 together.

- Alternate Reality
- Balance of Power
- Brataccas
- Breach
- Empire: Wargame of the Century
- Exodus: Ultimate III
- Ogre
- Roadwar 2000
- Shadowgate
- Sundog, Frozen Legacy
- Temple of Asphai Trilogy

Adventure games and simulations, $15 together.

- Bureaucracy
- Flight Simulator II
- Gato
- Little Computer People
- The Pawn
- Sim City
- Transylvania

Lots are sold as one. All original manuals and boxes are included. Prices
are negotiable; best offer takes each lot. Buyer pays shipping. E-mail me.

Building the information supercollider.
John Hauser---jhauser@cs.berkeley.edu

1584. AstroPanic94! rev. D

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 01:25:43 UTC
From: baldrick@terminator.rs.itd.umich.edu
Message-ID: <3gs0mn$e3c@lastactionhero.rs.itd.umich.edu>
Source record: 172285

AstroPanic94! rev. D. is now available at atari.archive.umich.edu
under Games/Space/p94_revd.zip and ftp.cnam.fr under
Atari/Games/p94_revd.zip. Sounds are available at the same sites under
the name original.zip.

I have now added support for sound on ST's without DMA sound. I
also cleaned up the Sound driver for DMA sound and it now supports Stereo
sound as well as 16bit (Falcon only), while doing that I think I fixed
the problems with the sound on the STe (probably TT aswell).

I also fixed a small problem in the colision detection that
allowed you to shoot throgh ufo's near the bottom of the screen. And
re did the timing a litle so it runs at a more standard pace on 8mhz
machines. And fixed a path variable that was too short.

So hopefully I have most of the bugs worked out. If you have
problems running rev. D, try changing the location of it's directory. On
my falcon it doesn't matter where it is, on my STe (TOS 1.62) the sounds
get corrupted if it's buried too deeply in other folders.

And again for those of you who don't know, AstroPanic 94! is a
small blast-em-up that runs in any resolution and (2,4,16,256) color modes.
It's mouse driven and now supports sound on all Atari TOS compatible
machines. With extensive DMA sound support. ;) Registration is only $5,
if you wish the registered version transfered electronically. In the
registered version you get two new UFO types, Laser Sattelites and Bonus
Ships. So if you haven't tried it yet, or tried it once and had no luck
running it, Please try it again. Enjoy.

**** New ****

European Users can now register through Holland Game Designs.
For details see the readme.txt file in the archive.

As alway send bug reports, comments or suggestions.

Dan Ackerman
baldrick@terminator.rs.itd.umich.edu

1585. Re: ST to ST via NOS?

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 01:56:24 UTC
From: simon@bassland.demon.co.uk
Message-ID: <791776584snz@bassland.demon.co.uk>
Source record: 172286

In article <m0ra5sI-0005tSC@black.csi.cam.ac.uk>
mnb20@cam.ac.uk "Mark Baker" writes:

> In article <D3CFxL.BJ0@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk
> ("Roland Givan") wrote:
>
> > > Is it possible to have two Atari STs connected together via their
> > > serial ports, and have NOS running on one machine....[fine so
> > > far]....but, BUT .. have (somekind!) of program (maybe Lynx?), running
> > > on the other so that I can ftp from the machine running NOS?
> >
> > You can run NOS on both machines and FTP between them.
> >
> > Alternatively you could put MiNT and MiNT-Net at one end (or both ends)
> > which would also allow you the FTP between them.
>
> Better still, install MiNT-net on both, and use NFS.

Er, what is NFS, and where can I get it?
--
Simon Williams
simon@bassland.demon.co.uk
ATARI STF-2.5Mb/52Mb, ATARI FALCON-4Mb/127Mb, Macintosh 4Mb/20Mb

1586. Looking For Plan 9 From Outer Space

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 02:35:25 UTC
From: ap748@cleveland.Freenet.Edu
Message-ID: <3gs4pd$9kt@usenet.INS.CWRU.Edu>
Source record: 172287

Title says it all. I bought the game close out with no returns
and the disks were bad. Anybody out there willing to part with their's
or willing to copy their disks for me (I can photo copy the original
disks as proof). I've contacted Gremlin and they said that they no longer
stock the game because it is over 2 years old, that I'm on my own on how
I get a replacement. The game had the warranty card since it was new but
since Gremlin no longer stocks the game it's worthless. I can send 3 floppies
and return postage no problem and a little extra for the effort.

Thanks

--
Novell DOS 7.0 and IBM OS/2 user Fred Horvat
MultiTOS user, have STacy will travel Free-Net Atari Portfolio Sigop
Videogame Trader Newsletter Publisher Atari Classic/LYNX/Jaguar gamer
Ask for a free issue! And Let's Not Forget an ADAMite!

1587. MiNT, etc...

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 02:41:42 UTC
From: simon@bassland.demon.co.uk
Message-ID: <791779302snz@bassland.demon.co.uk>
Source record: 172288

After a recent news-posting about "What files do I need to use MiNT-net,
instead of NOS", I have this to say......

Okay; so, I've downloaded mint112b.zoo, I've got it installed, and it works.
I've even downloaded wintos14, and that works too. (Because I wanted to 'see'
some multitasking on my ST).
I was also told to get net-060.tgz, which I did, I un-gzip'ed it, and un-tar'ed
it....but all I've got is a load of 'c' files (and many other files too):

Q. 1. Do I have to compile any of these?

Secondly, I've also got mfs610b.zoo, which I've un-zoo'ed, and I have several
ttp executables.....

Q. 2a. I've cleared out my G:\ partition....."What Now?"
Q. 2b. How do I set up G:\ as a minix partition?
Q. 2c. What other files do I need to use it?
Q. 2d. How do I use it?

Q. 3. Do I need (or have any advantage) in getting lynx?

I've seen lynx, it's about 200Kb+ so I'm not going to download for the sheer
hell of it.....I'm on dial-up remember :(

? "Wouldn't it be nice if at least one person actually sat down and wrote a
complete guide, to setting up MiNT/Minix/Lynx, etc" - I know I'm not the
only person who needs to know.
--
/\
| Simon Williams |
| simon@bassland.demon.co.uk |
ATART STF-2.5Mb/52Mb. . . . . Macintosh 4Mb/20Mb
"Them girls, them girls, they love me" - Zig n Zag
\/\

1588. Re: Uniterm and Simon Poole

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 03:01:20 UTC
From: ralunsfo@uncc.edu
Message-ID: <3gs6a0$p5c@news.uncc.edu>
Source record: 172289

On the same topic, does anyone have suggestions on how to get a Falcon talking to something w/kermit at 9600 baud? I can't change the baud on the remote machine, and can't find a kermit that will run at 3600....

Thanks,
Russ
--
****
"Let yourself go with the disease, be with it, keep company with it - this is the way to be rid of it." - Bruce Lee
ralunsfo@unccsun.uncc.edu

1589. FS: Gemulator PC Board and software v 1.0

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 03:16:03 UTC
From: pa_wbb@splinter.coe.neu.edu
Message-ID: <3gs75j$92g@chaos.dac.neu.edu>
Source record: 172291

Make me an offer, I have a GEMulator board with the version 1.o
software.

Will

--

__
_@-@_
/-------------\
| pa_wbb@@ |
| splinter. |
| coe.neu.edu |
\-------------/

1590. FS: Spectre GCR with 30. Sofware

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 03:17:45 UTC
From: pa_wbb@splinter.coe.neu.edu
Message-ID: <3gs78p$92g@chaos.dac.neu.edu>
Source record: 172292

As said the spectre GCR with 3.0 Software, Make me an offer!

Will

BTW also has roms

--

__
_@-@_
/-------------\
| pa_wbb@@ |
| splinter. |
| coe.neu.edu |
\-------------/

1591. Re: Michtron BBS s/w: Works w/9600?

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 03:32:05 UTC
From: dpj@delphi.com
Message-ID: <h2+7bQF.dpj@delphi.com>
Source record: 172293

Matt McAlister <Matt.McAlister@dataport.com> writes:

>I thought that Michtron went out of business? I tried calling there bbs # and
>voice # and got a wrong number both times. If they are planning an upgrade,
>I'll be one of the first to buy one. I'm running a mbbs myself and am anxious
>to make use of my hi speed modem.

MichTron was sold a few years ago, but maintained the name. The MichTron
support BBS (Griffin BBS) went down shortly afterward. The new outfit,
if still around, is in Delaware, I believe.

MichTron is not putting out the upgrade - this is purely a Tim Purves
effort. Tim maintained the rights to the program. I'd just wish that
he'd let us know what the status is for the upgrade!!

Where are you located, and how long have you been running MBBS?

-Dana

1592. Re: STalker 3.02/Ansi

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 04:15:14 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FBDEBDUQUp@warpcon.ersys.edmonton.ab.ca>
Source record: 172290

In <msmith.791480392@maxine> Michael Smith wrote :

>
>I have owned STalker 3.02 for two years and have found it to be a very
>robust communication application.
>
>I haven't heard any information on upgrades to 3.02 lately. I'm
>having trouble with the ANSI emulation, especially the terminals
>ability to recreate the entended ANSI graphics.
>
>Freeze Dried Terminal did a great job of ANSI emulation, but because
>of it's instability on my system, (and lack of author support at the
>time), I purchased STalker.
>
>Now, my question.. does anyone know of a way to coax STalker into
>accurately displaying ANSI graphics, or is an upgrade available that
>will solve this problem?
>
>Thanks,
>
>Michael
>
>
There are two upgrades past that, to 3.04. As for displaying
ANSI graphics properly, install GDOS with the .FNT files.

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?
-- --

1593. Supra Internal Megadrive Question

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 04:51:02 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <3gscnm$emg@usenet.INS.CWRU.Edu>
Source record: 172294

Hi- I just bought a used Supra Mega internal hard drive kit for my Mega 4.

It came without the drive- just the internal host adapter. Does anyone know what kind of drives I can use with it? I would like to use a 105MB Quantum SCSI, but I read in STart (1989) that this originally came with a 30MB RLL drive . . .

Also, I have an SLM804 Laser printer . . . The STart article says that it can be used with an external cord that hooks to the DMA connector of the SLMC box of the laser. Toad Computers says that this can't be done . . .

Any help would be greatly appreciated . . .

Thanx!

1594. Re: STalker 3.02/Ansi

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 05:57:00 UTC
From: stchip@delphi.com
Message-ID: <he-ZbuE.stchip@delphi.com>
Source record: 172295

WLAMAR <wlamar@acca.nmsu.edu> writes:

>
>The current version of STalker is 3.04.
>

Hmm All I've seen is 3.03. If someone would encode and email it to me
I would appreciate it.

Jon O:}

1595. Eastern Iowa Computer Fair

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 06:02:52 UTC
From: leland@ins.infonet.net
Message-ID: <3gsguc$rmv@insosf1.infonet.net>
Source record: 172159
Cross-posted to: comp.sys.amiga.misc,comp.sys.apple2.marketplace,comp.sys.apple2.usergroups,comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

On Saturday March 4, 1995 the Commo-Hawk Computer Users Group of Cedar Rapids, Iowa will hold our 12th annual Eastern Iowa Computer Fair.

This year the fair will include displays by computer user groups, retailers of computers and computer accessories, retailers of computer software, shareware distributors, and much more.

There will be hourly door prizes given away in addition to the GRAND PRIZE, which is a LASER PRINTER. You don't need to be present during the grand prize drawing to win the laser printer.

The following is information for the fair:

Saturday March 4th from 8:00 AM - 6:00 PM
Teamsters Hall, 5000 J Street SW, Cedar Rapids, Iowa

Everyone older than 14 years will be asked for a strictly voluntary donation of $2 at the door.

If you've been to our fair in past years, it is at a new larger location this year.

The following are directions for how to get to the fair.

- Take I-380 to exit 17 (33rd Ave SW in Cedar Rapids).
- Go East on 33rd Ave to "J" Street (the first stop sign).
- Go South (right) on "J" Street to 50th Ave.
- The Teamsters Union Hall will be on the West (right) side of the street.

Also, if you want me to e-mail you a PostScript file containting our fair poster (it includes a map), send me e-mail asking for it.

You can get more information in any of the following ways.

e-mail: leland@ins.infonet.net (any time)
Fax: 319-393-4852 (any time)
Tel: 319-393-4631 (Leland, please before 10:30 PM central time)
Tel: 319-366-2347 (Linda, please before 10:00 PM central time)

Hope to see you at the fair. :-)

Leland D. Hosford | I have enough trouble just explaining what's on my own
leland@ins.infonet.net | mind. How could I presume to speak for anyone else?
----------------------+---
?daeh ym no gnidnats m'I evorp uoy ot nwod-edispu raeppa I gnitressa seoD (-:

1596. Want to Buy out Cheap, Complete Atari systems.

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 07:51:14 UTC
From: bensmith@teleport.com
Message-ID: <3gsn9i$3d3@linda.teleport.com>
Source record: 172296
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Looking for Atari Users getting out of Atari and willing to sell their
Atari's CHEAP. Will buy from the one selling CHEAPEST. Looking for both Atari
ST and Atari 8 Bit Systems. Including Lots of Original Commercial SoftWare.

Please Direct all Replies in E-Mail
To: bensmith@teleport.com or for
Faster results call Ben at
(503)256-9974 (Voice/Voice Messaging).

--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

1597. Things Sheppard's Wrong O

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 08:16:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <226_9502032305@tor250.org>
Source record: 172174

S > Go bite your Bum, and post a list of the number of things that
S > I am wrong on....

"28.8 baud modems are useless - they only run at 9600 baud".

"GEnie is going into Chapter 11 - and it was reported in ST
Report."

"I never said GFA Basic was crap, and used mostly by teenagers".

"I tell the TRUTH, and keep you all in line"

"You're going to grow old before you get any output from
Ghostscript".

Gee, Roger - you'd better not make challenges like this here,
you'll crash your net-server...... :)

S > May be you should move to a Fido group or BBS, as this is were
S > your comments belong...

Maybe YOU should leave us all alone - or get YOUR facts
straight.

... Of course you know dis means war - Bugs Bunny
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

1598. Things Sheppard's Wrong O

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 08:16:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <cd3_9502082151@tor250.org>
Source record: 172175

```
S > Go bite your Bum, and post a list of the number of things that
S > I am wrong on....

"28.8 baud modems are useless - they only run at 9600 baud".

"GEnie is going into Chapter 11 - and it was reported in ST
Report."

"I never said GFA Basic was crap, and used mostly by teenagers".

"I tell the TRUTH, and keep you all in line"

"You're going to grow old before you get any output from
Ghostscript".

Gee, Roger - you'd better not make challenges like this here,
you'll crash your net-server...... :)

S > May be you should move to a Fido group or BBS, as this is were
S > your comments belong...

Maybe YOU should leave us all alone - or get YOUR facts
straight.

... Of course you know dis means war - Bugs Bunny
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.
```

1599. Looking for Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 08:26:44 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3gspc4$19i$3@mhade.production.compuserve.com>
Source record: 172297

One of the members of the Atari Computing Forum on CompuServe is looking
for a used Spectre GCR... if you have one for sale, contact him
directly at the following e-mail address...

Mike Meyers 73232.2005@compuserve.com

Thanks..!

BobR

1600. WANTED: CHEAP CD ROM for Atari.

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 08:31:44 UTC
From: bensmith@teleport.com
Message-ID: <3gsplg$6nl@linda.teleport.com>
Source record: 172298

Wanted: Cheap CD ROM for use on Atari ST. Higher sppeds are not
required. Should be self contained or External. If External, should have
Power Supply and Cables. If self contained, should have Case, Power Supply,
ICD Host Adapter, All Cables and DOS. Must be SCSI, either way. Toad used to
sell a Single Speed External for $100. I'd like to pay $50 for a used Single
Speed. I don't need anything faster than a 2xspeed.

Direct All replies in E-Mail to:
bensmith@teleport.com or for Faster
Service call Ben at:
(503)256-9974 (Voice/Voice Messaging).

--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

1601. Re: Problems with games and 4Mo ST ! (F29)

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 08:47:29 UTC
From: hofer@iamexwi.unibe.ch
Message-ID: <3gsqj1$9hj@aragorn.unibe.ch>
Source record: 172299

In article 77g@vishnu.jussieu.fr, jmb@cao-vlsi.ibp.fr (Jean-Michel BLIN) writes:
> Hi ST gamers,
>
> My little brother complains to me since I added 4Meg to my mega ST.
> It seems that some games don't like extra memory space. I also remember
> having seen on game boxes some sticker mentionning MegaST4 compatibility
> problems. (One of them was Epic)
>
> Does anyone know why such problems arise ?
> Is there a way to fool the system ? (some kind of resident memory hunger?)
>
> His biggest gripe concerns F29. What would you suggest as a flight sim
> replacement ?
> --

Just get a program like Make1MB. Just run one of this programs and your computer thinks he has only 1 MB. F29 should then works fine.

Sacha.

```
_____________________________________________________________________________
| |
| II II II _O/ Hello World! It's just my opinion. "You can't say |
| II II II | it's impossible when you can't prove the opposite" |
| II II II / \ A T A R I F O R E V E R !!! :-) |
| II II II Sacha Hofer(hofer@iamexwi.unibe.ch), proud owner of |
| II II II 2 800XL, 1 130 XE, 1 VCS 2600, 1 520 STFM (1MB), 2 Lynx, |
| II II II 1 1040 STF(4MB,TOS 2.06) and a 486 PC. I'll get a Jag! |
| |
| And remember: the Atari is not a computer, it's a way of life... |
|_____________________________________________________________________________|
```

1602. Re: Using MintNet with TIA?

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 08:59:28 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1995Feb03.085928.142116@zeus.aix.calpoly.edu>
Source record: 172300

troyc@bnr.ca (Troy Carpenter) stated:
>Has anyone tried MintNet with TIA? (see http://marketplace.com)
>
>Does it even work with MintNet?
>
>How does it help/hamper the performance of MintNet?
>
>The limitations of TIA would keep you from telnet'ing and
>ftp'ing to my atari (but not from, thank goodness), but how does it
>work for X? (I would guess not so well)
>
>
>Is it worth the trouble to set it up to use with MintNet? (given my
>company does not have true PPP/SLIP access at my site, It may be my
>ONLY choice, no matter how good or bad.)

I don't know about yours, but my sysadmins get real pissed off if you use
TIA around here because of the high loads it places on a system. I would
ask around before you use it.

*Steve

--
arise from beneath the remains before schizophrenia and morbid visions
create the new chaos a.d.
I am putting together a WWW page for Sepultura, send email to contribute.
http://www.elee.calpoly.edu/~smiller

1603. Adding a second HD

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 09:21:18 UTC
From: vctec@westminster.ac.uk
Message-ID: <D3F3BJ.7MI@westminster.ac.uk>
Source record: 172151

Hi all

I am going to pick up a SCSI mechanism today, which I will chain onto my existing one...I have enough room in my mini disk enclosure tower. :-)

Question is, do I need to do anything aprt from just plug it on? Also, what about formatting and partitioning the drive?

Do I have to reformat and partition my existing drive too, or will the software see these as two different physical drives, allowing me to format one and not the other...?

I am using ICD software BTW...maybe I'll buy HDD...but for now, ICD is fine.

Regards
Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

1604. Re: HELP! I killed 1040 w/a Link2

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 09:37:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <ftn_2.203.203.7$fidonet.org_2f320028_Bo.Leuf@daggskim.ct.se>
Source record: 172152

Michael Fogarty wrote on 26 Jan 95 (to All)...:

> From mfogarty@netcom.com
> [...]
> Link2.* While trying to make it work with two different (known working)
> SCSI drives I seem to have killed it.
> [...]
> 1. Is the system recoverable?

Probably.

> 2. What is the problem with the Link2?

The problem may not be with the Link2 at all. While swapping HD's around it is perfectly possible, even likely, that you may have induced a static discharge into the DMA port and killed the DMA-controller (thus boot-up bombs). I've seen this happen, usually because the swap is done without powering down. The damage can both be temporary (the DMA chip later "self-heals" by losing the charge which has blocked something?) or permanent (chip replacement required).

(illegible signature) Bo Leuf

(UUCP Dialup connection)

1605. Re: Looking for Fax Software

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 09:59:47 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3gsuqj$hv3@golem.wcc.govt.nz>
Source record: 172153

In article <791486356snz@keramos.demon.co.uk>, Gordon@keramos.demon.co.uk (Keramos House) writes:
>Hello All
>
>Im looking for some Fax software preferably Public Domain.
>I found Hackfax at Hensa but all the documentation is in German
>also there is no shell with the program.So its not easy to work
>out how it all comes together.
>Any body had any luck with getting this going.
>Eighty odd pounds seems a lot of money for the commercial program
>Straight Fax.Is it worth it??
>Oh by the way Im using a 1040 STE and 20mg Hard drive with Colour mon.

From what I have seen of Straight Fax, I would prefer COMA 260, thier is a Demo (Crippleware) on most sites, I have been told that version 260 is now in English and German, but I think that will even cost you 100DM ane more if you need the manual...

But at least you can test it, you can't test Straight Fax...

I had a play with a early version of COMA, and I liked it, but not for 100DM, at 50DM I would buy it....

This is one of the BIG problems I find with German software, its far to dear....

>
> {|
>Gordon. ([:])=|0[<====>
> {|
> ____________________________________
> / Gordon Endersby /
> / Keramos House /
> / ---------------- /
> / Gordon@keramos.demon.co.uk /

> /____________________________________/

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1606. AFAIK (Was: softpc <-> dos 5.0)

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 10:01:39 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <SCHWAB.95Feb3110153@issan.informatik.uni-dortmund.de>
Source record: 172154

In article <D3DoMr.2Dq@nntpa.cb.att.com>, rstolk@intgp12.ih.att.com (Richard Stolk) writes:

|> In article <9502011431.AA02224@ilmen.lanl.gov>,
|> Hutch <hutch@ilmen.lanl.gov> wrote:

|>> units, AFAIK.
|>>
|>> -Hutch- @ Fair Dinkum Tech

|> B.T.W What is AFAIK ????? :-|

AFAIK = As Far As I Know

This and many more is explained in the Jargon File, available as jarg310.{info,txt}* on many ftp servers.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

1607. Re: Dead sectoring

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 10:08:04 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3gsva4$hv3@golem.wcc.govt.nz>
Source record: 172155

In article <3gkohg$men@hpscit.sc.hp.com>, clausb@PROBLEM_WITH_INEWS_GATEWAY_FILE (Claus Brod) writes:
>Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
>> How does the disk format DEAD SECTORING work, and
>> does it only work for 9 sector disks..??
>
>I guess you're talking about marking bad sectors, right?

No Claus, this is often refered to as a Disk Format, that will load
faster, they have a bad sector at the end of the track...

Its like the Dave Smalls Twist format, give you a faster load,but all
sectors start the same, not like Twist...

>
>--clausb@hpbeo79.bbn.hp.com---
>Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
>--#include <std_disclaimer>---

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1608. Re: Mac MagiC?

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 10:15:50 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3gsvom$hv3@golem.wcc.govt.nz>
Source record: 172156

In article <3gnvrs$c18@aggedor.rmit.EDU.AU>, s9205525@otto.bf.rmit.edu.au (Glenda Moon) writes:
>: olem.wcc.govt.nz>,<m0rZ4he-0005trC@black.csi.cam.ac.uk>
>: <3gmhss$i06@golem.wcc.govt.nz> Distribution:

>
>Roger, I know this might be off topic, but, WHY!!! do you also include
>the sig of the person you are replying to?

Because that is the way its done here, its called Manners....

Some one might like to e-mail the original poster...??

>
>Unfortunately, some people out there are paying for it. (Im not btw.)

Looks like you need to move over to the real World, New Zealand...:-)

Its very Clean a Green here, no USA warships etc...

Plus we make very good Yachts...

```
__ __ __ ___
> __ / /__ / / ___ / |/ /__ ___ ___
> / // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
> \___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

> s9205525@otto.bf.rmit.edu.au

```
*******************************************************************************
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
*******************************************************************************
```

1609. Re: Adding memory

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 10:34:57 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3gt0sh$hv3@golem.wcc.govt.nz>
Source record: 172157

In article <3gltj9$8s8@nermal.santarosa.edu>, kghashgh@nermal.santarosa.edu (Kayvon Ghashghai) writes:
>In article <D39Gwr.6Aq@news.gu.se>,
> <gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE> wrote:
>>Kayvon Ghashghai (kghashgh@nermal.santarosa.edu) wrote:
>>> I just tried installing some 1MB simms in my 1040STe, but had a
>
>Hmm. I thought that they could be 256k at first, but I checked it on a
>friend's Mac, and every chip seemed to work just fine at 1MB. I see now
>that it would crash when using the upper 1.5MB, which confirms that the
>Atari thinks those 8chippers are 256k. As for the 9 chip ones, even though
>only two worked on my Atari, all four worked on my friend's Mac. Oi.

You could have a damaged Simm sockets, or a faulty MMU chip or what is used on the STE...

Atari only test the machine with the Ram that is fitted..

I have a STE that will not Run the STARDUST Demo plus thier other demo ?,
all caused by a faulty chip, all other software runs with this faulty chip,
this is the Large PLC one...

THe ninth bit is not connected on the STE's, but it should be dissable,
(inputs connected to 0v or 5v) as the SIMMs could draw to much current...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1610. Re: HOW can I subscribe to mint-mailing list?

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 10:37:57 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3gt126$mp3@mercury.dur.ac.uk>
Source record: 172158

Arnt Broska (abro@amath.unizh.ch) wrote:
: Hello!

: One or two weeks ago I ask for the eMail-adress of mint-mailing list. Later
: I tried to subscribe there, but may I did something wrong...

: HOW can I subscribe? What Text in subject and what text in body?

Send mail to mint-request@atari.archive.umich.edu. It doesn't matter what
you write, just so long as it's nice ... it's read by a human, not a
program...

ATB,

Martin

--
****
* ---------------- M.J.Maisey@durham.ac.uk -------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

1611. Atari files read by Amiga/PC?

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 11:49:22 UTC
From: hhijg@alfred.uib.no
Message-ID: <3gt582$aa1@due.uninett.no>
Source record: 172160

Help me! I am looking for a utility that reads Atari files and writes them to an Amiga/PC. Please help me!!

Yours, Jostein!

1612. MiNT/Minix/GCC - Please help me!!!!

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 12:18:29 UTC
From: ceebsm@cscd4c3.caledonia.hw.ac.uk
Message-ID: <D3FBIu.rz@cee.hw.ac.uk>
Source record: 172161

Ok, please could anyone E-mail me (the news at my uni expires too fast)
and let me know how to solve the following probelms:

1. My minix partition allows me to save long file names correctly,
but when I try to extract .zoo and .tar files with longnames
in them where the first 8 characters of the filename are the same
then the extractor skips the file!!! For example extracting the
X11 include files leads to about 5 files being skipped by zoo.
(The files causing the problem are called <bigname>.h and
<bigname>P.h).

If I create files called <bigname>.h and <bigname>P.h from csh
then there are no problems...this is driving me nuts!!!

2. What version of gcc should I _TRY_ to install? Version 2.22 from
the MiNT Distribution Kit works fine. But I would like version 2.61
instead so I try installing the .ttp files from it over the older
version I get errors along the line of: __MAIN.o referenced from text
I have tried installing version 2.58 too but the same errors appear.
I have set up the paths for the include and lib directories
correctly with the latest versions of mintlib/inc and have my folders
set up as MiNTos recommends too.

By the way my system is a 4Meg STE with a 30Mb+ partition (will be bigger
once I get this system working correctly). If you can help me in _any_
way please do....before I go mad and buy a pc!

Barry
--
+----------------+---+
Barry S. Munro	E-mail: ceebsm@clust.hw.ac.uk
/\/\/\/\/\/\/\/| ceebsm@cee.hw.ac.uk
\/\/\/\/\/\/\/\/	URL: http://www.cee.hw.ac.uk/~ceebsm/
+----------------+---+

1613. Re: Neodesk4 3DIcons out!

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 12:36:53 UTC
From: zap@eskimo.com
Message-ID: <D3FCDH.832@eskimo.com>
Source record: 172162

It would be nice if you took the time to post those icons on an ftp site so
the rest of us could appreciate them also :-)
--
Randall Dale Spreadborough
internet: zap@eskimo.com
uucp: zap@eskimo.celestial.com

1614. FS: Misc. STuff (HW, SW)

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 13:11:47 UTC
From: rost@nutshell.maelstrom.timeplex.com
Message-ID: <ROST.95Feb3081147@nutshell.maelstrom.timeplex.com>
Source record: 172163

I have the following ST related items up for grabs. I'll take best
offer and you pay the shipping (from MA).

Hardware:

Chinon SSDD floppy drive mechanism (from 520ST)
Atari Trak-Ball
Wico Command Control joystick

Software:

Personal Pascal V1.0
D-Basic
Word Perfect (latest version)
Timeworks Desktop Publisher ST
Degas Elite
Gauntlet
PC-Ditto (IBM emulator, works with DOS 3.3)

Books:

Atari ST Basic Programming (Sybex)
Programmer's Guide to GEM (Sybex)
Compute! First Book of Atari ST

E-mail replies please, to rost@maelstrom.timeplex.com

--

Brian Rost
Ascom Timeplex APBU
rost_brian@timeplex.com

****

"Sophistication and social graces I lacked. But I began to
see how much hookers, strippers and musicians have in common:
they sell something very close to themselves to the public."

- Robert Fripp

****

1615. Hollywood Hustler screen shots

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 13:36:21 UTC
From: "G.R.Keen" <G.R.Keen@dcs.hull.ac.uk>
Message-ID: <3gtbgl$b5d@wimbledon.dcs.hull.ac.uk>
Source record: 172164

Just a quick message for anyone who wants the Hollywod Hustler screen shots
but don't have access to the WWW then I can mail you uuencode versions!
All you need is uudecode and the ability to view .GIF'S.

BYE
Glenn Keen (Desert Star Software).

1616. Hensa and WWW

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 13:44:28 UTC
From: jtace@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3gtbvs$6a2@brigitte.forthnet.gr>
Source record: 172165

Hi Guys !
I would like to know if any of you had any problem, the past 4 days, in order to make a lynx http connection with Hensa server. The last 4-5 days, i get the message 'Permission denied' or something like that, when i am trying to establish a lynx connection with Hensa.

----------Friendly----------
Jim Sourmelidis * jtace@prometheus.hol.gr *
----------Athens, Greece----------

1617. Re: [REQ] informations on the PAK68/030?

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 13:55:00 UTC
From: jan.sjoberg@p7.kockens.ct.se
Message-ID: <ftn_2.200.423.7_2f323728_Jan.Sjoberg@p7.kockens.ct.se>
Source record: 172166

In a message of <31 Jan 95 21:51:52>, Jean-Michel BLIN (2:200/427.1) writes:

Hi Jean-Michel!

I'm writning this on one!

JB> I'm looking for informations on the PAK68/030 card. I own a Mega ST,
JB> and this card seems to be the perfect solution for me.
JB> All I know is :
JB> * 68030 (?? MHz)
Max 50Mhz
* fast ram expansion slot (?? Mo)
Extra card called FRAK030, up to 16Mb or octets as you say
JB> * faster than a TT (Qindex? Gembench?)
YES! With NVID3 I get over 2000% compared to standard ST
JB> * suitable for a mega ST box
I have mine in a Mega 2ST case
JB> * needs 68000 unsoldering (OUCH!)
Yes :-(
JB>
JB> But what about :
JB> ? TOS versions
Patched 3.06 on PAK, any other on mother board but runs only on 3.06 and 2.06
JB> ? compatibility
No problems yet
JB> ? FPU slot
Yes, I have a 68882 50MHz
JB> ? Linux development
I don't know...

Greets from

Jan Sjoberg, Sweden

(UUCP Dialup connection)

1618. Epson Stylus 1200 Print Drivers

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 14:10:43 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3gtdh3$sva@aggedor.rmit.EDU.AU>
Source record: 172167

Does anybody have printer drivers for the Epson STYLUS 1200, for Pagestream 2.2 and/or Atari Works???? All contributions greatfully received.

--

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

s9205525@otto.bf.rmit.edu.au

1619. Re: Spectre GCR & Epson 24pins

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 14:35:37 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <3gtevp$ra9@acmez.gatech.edu>
Source record: 172168

macdonald@cfcsc.dnd.ca (Ken Macdonald) writes:

>>I am unable to get a decent printout from any of the mac WP's using
>>the EPSON LQ printer driver.

>Epstart- specifically for epson printers
>ultrascript- prints postscript files to non-postscript printers, like epsons

I found a printer driver and cables manufactured by Epson for its LQ
printers that enabled use on a Mac. The driver works fine for me. No
need for the cables.

--
David Forrai
Internet: gt1448b@prism.gatech.edu

1620. Re: ST REVIEW NEWS: ANY ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 14:37:26 UTC
From: djs@jet.uk
Message-ID: <djs.791822035@gen-off-1>
Source record: 172169

et94drw@exeter.ac.uk (D.R.Woodley) writes:
>net-battle of words between the ST Magazine Heavyweights.
ST Format is not a heavyweight, at least in terms of content.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

1621. Re: Joystick/Mouse extenders HELP!!!

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 14:38:42 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <3gtf5i$s20@acmez.gatech.edu>
Source record: 172170

mnb20@cam.ac.uk (Mark Baker) writes:

>In article <3gqg5m$sf6@hawk.ee.port.ac.uk>, "C.J.Davis"
><daviscj@ee.port.ac.uk> wrote:

>> The extenders I buy keep breaking after a few hours.

>I've never heard of anyone else having problems with them.

I bought a mouse extender too. It worked fine for a while, then failed.
So now you've heard of two.

--
David Forrai
Internet: gt1448b@prism.gatech.edu

1622. Atari FTP List Update!

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 14:54:23 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3gtg2v$joq@mserv1.dl.ac.uk>
Source record: 172171

Posted to newsgroups: comp.sys.atari.st, comp.sys.atari.st.tech,
comp.sys.atari.announce
- -

Last edit: 1-Feburary-1995
Additions/changes since last list: 1

- ftp.cnam.fr (163.173.128.15) (IP number update)

- -

```
()==========================()
// ____/__ __/ ____/ //\\
// / / / _/ // ()
// __/ / ____/ // //
// / / / // //
// _/ _/ _/ Archives // //
// // //
()==========================() //
\\ \\//
()==========================()
```

(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!

A T A R I S T F T P S I T E S :

USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
email server.............atari@atari.archive.umich.edu
cs-ftp.bu.edu.............(128.197.13.20)...../PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/ and /pub/atari/
ftp.std.com...............(192.74.137.7)....../pub/atari/
f.ms.uky.edu..............(128.163.128.6)...../pub2/atari/

CANADA:
----
aupair.cs.athabascau.ca...(131.232.10.8)....../atari/

CZECH REPUBLIC:
----
ftp.dcs.muni.cz.....(147.251.48.3)........../pub/archives/atari/

SLOVAKIA:
----
ftp.upjs.sk.........(158.197.16.30)........./pub/systems/atari

NETHERLANDS:
----
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)......../pub/atari/
ftp.icce.rug.nl.....(129.125.14.129)......../pub/erikjan/Atari

FINLAND:
----
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

FRANCE:
----
ftp.cnam.fr.........(163.173.128.15)......../pub/Atari/

GERMANY:
----
alice.fmi.uni-passau.de...(132.231.1.180)...../pub/atari/
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
email server.............mail-server@ftp.tu-clausthal.de
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
ftp.uni-paderborn.de......(131.234.10.42)....../atari/
ftp.cs.tu-berlin.de.......(130.149.17.7)....../pub/atari/
email server.............mail-server@cs.tu-berlin.de
pascal.math.fu-berlin.de..(130.133.4.50)....../pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)..... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/
email server.............archive-server@Germany.eu.net
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
email server.............ftpmail@ftp.uni-stuttgart.de
ftp.informatik.tu-muenchen.de...(131.159.0.198)..../pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.225.3)....../pub/atari/
wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)......../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)........./pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/
platforms/atari/
email server...........ftp-mailer@ftp.informatik.tu-muenchen.de
ftp.hrz.uni-kassel.de....(141.51.12.12)..../pub/machines/atari/
ftp.ira.uka.de...........(129.13.10.90)..../pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)...../pub/atari/
nibelung.worms.fh-rpl.de..(143.93.16.3)..../atari/
rzserv3.rz.tu-bs.de......(134.169.9.31)..../pub/atari/
email server............archive-server@ibr.cs.tu-bs.de
ftp.coli.uni-sb.de.......(134.96.68.1)...../pub/atari
ftp.inf.tu-dresden.de....(141.76.1.11) ...../pub/atari/

UK:
---
micros.hensa.ac.uk (148.88.8.84) .... /micros/atari/

email server......archive-server@micros.hensa.ac.uk
disabuse.demon.co.uk.(158.152.1.44)........ /pub/atari/
phlem.ph.kcl.ac.uk...(137.73.4.24)......... /pub/atari/

SWITZERLAND:
----
ftp.isbiel.ch.....(147.87.2.27)............./atari/
ezinfo.ethz.ch....(129.132.2.72)........../st/

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
------------------- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or
(128.193.4.2) or (128.255.21.233) or (128.255.40.200)
barnone.citi.umich.edu.....(141.211.128.22)...
/afs/umich.edu/group/itd/archive/atari
- (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/
- (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/umich/
PS!!! 155.198.1.40 is more reliable!!! - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/uni-paderborn
PS!!! 155.198.1.40 is more reliable!!! - (uni-paderborn, GERMANY)

- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions: [CR]= carriage return/return/enter
----
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR]
OR use the (IP) number address, NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once.
i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having
to reply "y" for each file when asked "get {filename}?".
12) quit [CR] to end FTP session and go back to UNIX
13) close [CR] to close the FTP site you're currently on, so that another
site can be opened without having to set bin, hash, prompt etc. again.

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on
which the programs were intended, or in UNIX ....

- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after uncompressing .Z and/or .uu.
Use the appropriate decompression program for this.

- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys, xlinksys etc...) (ALL files with "sys" in their names)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh, xlba.lzh etc...) (ALL files ending with ".lzh")
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to another computer (use an other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

Part of this is dependent on you having the GNU msdos-utilities available at your site. If you don't, ask your local system operator how to transfer files to/from MSDOS disks.

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:

- mdir [CR] to show disk-directory/space left.

- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)

- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for "low density")

- mcopy a:{filename on disk} {copy filename} [CR] to get a file from disk to computer. i.e. "mcopy a:dlist.txt test1.zip"

- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

- eject [CR] to eject disks from disk-drives that don't have "eject buttons".

- -
Original idea and list compilation by Hallvard Tangeraas, Oslo, Norway

Now handled by Mark Smith (msh@dl.ac.uk) with permission from Hallvard

This list may by all means be reproduced and distributed freely, but only with all data intact.

Copyright (C) 1-Feburary-1995

1623. Re: Pro music made with Ataris

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 15:57:01 UTC
From: DJCHENG@frost.oit.umass.edu
Message-ID: <3gtjod$qmi@nic.umass.edu>
Source record: 172172

nathanc (nathanc@math.wvu.wvnet.edu) wrote:

: >
: >
: > > Anyone know of any major CDs out that were produced with Ataris?
: > > 'cya
: >

: Hall and Oates used some in Change of Season. They thank Atari in the
: liner notes. I know David Grusin (sp?) used one to compose the music
: to The Milagro Beanfield War (sp?). Geddy Lee of Rush played around
: with one but likes the Mac better. Circa 1988 he was playing with the
: ST because it had superior editing stuff, but was waiting around for the
: Mac library to catch up since he liked finder better than Gem.

Tangerine Dream also used Ataris on their LiveMiles album (picured
on the cover), and Lily on the Beach (they thank Frank Forster at Atari). I
don't know about their more recentt albums, though.

: A Centofanti __ __ _____
: WVU Math Dept. \ \/ \/ ____|
: \ /\ /____
: \//\\// ___|
: \ \/ /
: \ /
: \/

1624. New Files at HENSA (03 Feb)

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 16:07:16 UTC
From: vctec@westminster.ac.uk
Message-ID: <D3FM45.9o5@westminster.ac.uk>
Source record: 172173

```
Hi again

Latest installment of your fave list! :-)

ftp/gopher/telnet:- micros.hensa.ac.uk
WWW:- http://micros.hensa.ac.uk/

Go on...log in
Download and enjoy!
Danny

ATARI NEWS OF THE DAY Updated 03/02/95 @ 1550

Newsletters
-----------
Latest releases:-

atari-tos Volume 08 Issue 002 03/02/95

Back copies can be found in the directory "tos/news","mint/news","falcon/news"
Please refer to the file "00readme" in the directory for details of how to
subscribe.

Digests
-------
tos/o/o116 Silicon Times Report (STR) International Online Magazine
Latest updates on.... 31/01/95

Tools
-----
tos/tools | All tools work under the different platforms
mint/tools |
falcon/tools | Last updated on..... 02/02/95

New software for the Atari TOS section
--------------------------------------
New packages are as follows; type "cd ~/micros/atari/tos/<x>/<code>" to get to
where they are held. <code> is as below and <x> is the first letter of <code>.
EG. For package "m100" you'd "cd ~/micros/atari/tos/m/m100".

Pfx Date Key Details
--- ---- --- -------
p141 03/02/95 ---- CD-RECORDER 1.02 Records audio CDs and saves as a sample (G)
o191 03/02/95 ---- MODULAR (SERIAL) DEVICE DRIVERS 5 (HSMODA05) (G/E)
p142 03/02/95 ---- NVDI 3 PROGRAMMER's GUIDE (G)
p143 03/02/95 S--- PROFILE 2.08 System analyser for all Ataris (E)
o108 03/02/95 S--- GEM SPOOLER 3.2f A disk spooler for your printer (E)
p144 03/02/95 ---- MagiCMac DEMO, 3 January, 1995 Atari emulator on a Mac (G)
```

```
p145 03/02/95 ---- AUTO-C 6.00 Boot from drive A, load ACCS etc from C (F)
p009 03/02/95 ---- GDOS FAQ 2.3 Everything to know about GDOS (E)(E)
p021 03/02/95 ---- XUFSL 1.05 eXtended Universal FontSeLector (G)
p068 03/02/95 ---- SYSOK 1.1.7 System information utility (G)
p146 03/02/95 ---- TRAFIC 2.2 DEMO Xfer files between the ST and Psion 3/3a (F)
p001 03/02/95 ---- ST-GUIDE FILE UPDATE : Accessing the internet via e-mail.
p138 02/02/95 ---- AIRBAG 1.1 Apache's boot manager (E/G)
o153 02/02/95 ---- ARJ 9.94 Rev 3.002 Arj and Unarj your files. (E/G)
p139 02/02/95 ---- CHAGALL 1.00 DEMO Versatile art package (G)
o104 02/02/95 ---- BOOTSIE 1.74 Write your own bootcode in the bootsector (E/G)
p140 02/02/95 ---- STOS CYBER EXTENSION 1.00 View Cyber seqs, with source (E)
p133 01/02/95 S--- no|Desk 3.01 Replacement desktop and shared libs (G)
p134 01/02/95 S--- FIVE TO FIVE (525) 2.0 Convert between sound formats (E/G)
p135 01/02/95 ---- STeno 2.10 TO 2.11 PATCH PROGRAM Update STeno (E)
p136 01/02/95 ---- STalker 3.03 TO 3.04 PATCH PROGRAM (E)
o009 01/02/95 S--- IDEALIST 3.51 Versatile printer manager (E)
p137 01/02/95 ---- OUTSIDE 3.3 DEMO Virtual RAM for ST with Pak, TT, Falcon (G)
p129 31/01/95 ---- VISION 1.5t DEMO Versatile paint package (F)
p130 31/01/95 S--- THE ULTIMATE BOOT SELECTOR 3.32 (TUBS) Boot selector (G)
p131 31/01/95 ---- SYNTEX 1.00 DEMO Optical character recognition (G)
p132 31/01/95 ---- OUTLINE ART 3 DEMO Vector graphics add on for Calamus (E)

New software for the Atari MiNT section
---------------------------------------
New packages are as follows; type "cd ~/micros/atari/mint/<x>/<code>" to get to
where they are held. <code> is as below and <x> is the first letter of <code>.
EG. For package "a001" you'd "cd ~/micros/atari/mint/a/a001".

Pfx Date Key Details
--- ---- --- -------
a058 01/02/95 ---- NETWORKING FILE SYSTEM (NFS) for MiNT (E)

--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk
```

1625. wanted: programme to expand atari .zip files

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 16:20:29 UTC
From: asterbz@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3gtl4d$jc7@balu.kfunigraz.ac.at>
Source record: 172176

Hi folks!
Is there anybody out there who knows where I can get a programm which can
expand atari st .zip files. The problem is that this programme should not
be an atari .zip file (programmes which can be expanded with the help of
ms-dos are o.k.)

If you know ftp sites where I can find such stuff or if you even have got such
a programme mail to asterbz@gewi.kfunigraz.ac.at.

I'd be ever so greatful....
c u

1626. Re: Falcon Questions

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 16:24:18 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBDMCIZMUP@galaxy.teuto.de>
Source record: 172177

In <3gm9s7$ok5@bs33n.staffs.ac.uk> Requiem wrote:

>: is standard. I assume I can put a 500 meg in also if it is small enough.
>: IDE is the internal format. Can I put a SCSI in it?

>2.5" IDE is the standard _internal_ size. Atari used to ship with 65meg
>You can't put a SCSI _in_ your Falcon I don't think. But you can

You can install SCSI-drives _internally_ into the Falcon. The cable requires
some fiddling, but it is possible.

One can also fit an 3.5" drive internally. This will require some
modifications, e. g. removing of the internal screamer, err make that speaker,
but it can be done.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

1627. Re: HTML -> 1st Word Plus Converter

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 16:33:18 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBDMCIZPUP@galaxy.teuto.de>
Source record: 172178

In <3gma85$73a@frigate.doc.ic.ac.uk> Leon Brocard wrote:

> Almost every couple of days I seem to notice a request for an
>HTML reader. Now, while Lynx is fine, it doesn't quite do the job in
>being user-friendly. I know that various people are working on GEM
>HTML readers, but I've just had a thought.

Nicely put. But are those folks really working on it?

> How about an HTML to 1st Word Plus format converter? I've thought

A converter sounds fine. But why in the world to WP-forat? That doesn't make sense to me at all. I'd rather have a HTML-2-ST-Guide converter. That would have much more sense, IMHO. Both being hypertext and somewhat of a standard.

>about it, and it's totally workable. Before embarking on the project,
>I'm just wondering if anyone would have a use for it? Is this something
>people would like? Have you got any other ideas?

Definetely useable, most definetely appreciated,

> Oh, and would anyone send me HTML files that they think are within
>the HTML standard, yet still a tad weird. You know what I mean...

I have some textfiles re. HTML which I can mail out to you, if you want. One can request HTML-pages from certain servers.

Send mail to

listserv@www0.cern.ch

leave the subject line free, and in the body of the mail put

send http:// ...

There is another service for this:

webmail@curia.ucc.ie

but I do not have the syntax handy for this one. It is slightly differernt from the first one. A message with HELP should work, though.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |

```
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
\_) ) /
(_/
```

1628. Re: GEnie to close down...???

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 17:05:37 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3gtnp1$3nu@m.ehd.hwc.ca>
Source record: 172179

bobbro@delphi.com wrote:
: I find it interesting that Roger felt that GEnie was the network in
: question. GEnie is still profitable, although they have a well established

[...]

:
: regards to all,
:
: Bob Brodie
:
: bobbro@delphi.com
:

Nice to see you dropping by Bob!

BTW I finally found a new (used) DMA chip for my STe. Didn't have to use
the jack hammer after all. :)

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

1629. Formatting disks

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 17:11:44 UTC
From: eastaub@ztl.ch
Message-ID: <3gto4g$h0u@ztxs01.ztl.ch>
Source record: 172180

Hello people,

I'm looking for source code to format floppy disks of any format. If you
have some source code in pasca, modula2, c or c++ then tell me please.
Or if you know where I can get some information tell me, too

Thanks

R. Staub

1630. Re: How to read cursor keys?

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 17:13:29 UTC
From: nj1@ukc.ac.uk
Message-ID: <10809@falcon.ukc.ac.uk>
Source record: 172181

>> When you read a zero, have you tried reading the next character. In some
>> languages (I think C is one) zero can be used to denote 'special character'.
>> I don't know what you will find, but it is worth a try.

I think this could be right - I remember doing my A-Levl project in HiSoft
BASIC It took me ages to work out how to read the arrow keys - if I remember
correcly INKEY$ gave a two-character string if you pressed one of the
non-ASCII keys, the first character being blank (must have been either a space
or a chr(0)) and the second one being some letter......

If you like, I'll dig out my listing and see if I can find out exactly the way
I did it....

Neil.
--
Neil Jones-Rodway " You can say it one more time
University Of Kent What you don't like
Let me hear it one more time, then
Have a seat, while I take to the sky "

1631. Re: TIA for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 17:15:22 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.24.0011421B@cam.ac.uk>
Source record: 172105

In article <3grog4$8r2@hasle.oslonett.no> hallvart@oslonett.no (Hallvard Tangeraas) writes:
>Is there an Atari St version around for the "TIA" (The Internet Adaptor)?
>I know that people with Macs and PCs can access my net provider
>graphically (like with Mosaic) by using it.
>I would like to be able to do that with my STE.

I don't know of one. You can get a proper SLIP,CSLIP or PPP connection, which is better if your provider offers it, but not TIA. Having TIA wouldn't give you graphical access anyway, you'd need to also have a graphical web browser which doesn't exist at all for the atari.

--
/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** A Smith & Wesson beats four aces **

1632. Re: Robinson's Requiem Question

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 17:43:42 UTC
From: aclauss@rbg.informatik.th-darmstadt.de
Message-ID: <3gtq0e$h6c@rs18.hrz.th-darmstadt.de>
Source record: 172183

>
> But still... I can't kill the damn dinosaur on the amazon level - ANYONE?!?!
>

You'll need the distress pistol. The dinosaur can't stand the light, so it hunts only at night. After you fired the distress pistol (use the USE-Icon, not the Weapon-Icon) the dinosaur is paralyzed (after a few seconds) because of the bright sky. Now it is easy to kill the dinosaur.

Bye
Alexander

1633. Re: MiNT, etc...

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 18:15:48 UTC
From: sturm@ost1.ping.de
Message-ID: <FBDRDAWCUp@ost1.ping.de>
Source record: 172182

In <791779302snz@bassland.demon.co.uk> Simon Williams wrote :

>After a recent news-posting about "What files do I need to use MiNT-net,
>instead of NOS", I have this to say......
>
>Okay; so, I've downloaded mint112b.zoo, I've got it installed, and it works.
>I've even downloaded wintos14, and that works too. (Because I wanted to 'see'
>some multitasking on my ST).

Are you talking about MinTos or about this accessory which allows you
to start Tos-programs in in window ??

>I was also told to get net-060.tgz, which I did, I un-gzip'ed it, and un-tar'ed
>it....but all I've got is a load of 'c' files (and many other files too):
>
>Q. 1. Do I have to compile any of these?

You don't. There are executables in the archive, which you won't
recognize immediately. There is a dir called net (or something like
that), in which there is a file called socket.xdd, and a dir called
drivers where you can find some drivers. copy the socket.xdd and the
drivers you need (slip, plip, dummy .xif (where dummy is a fake driver
for testing purposes)) in a dir 'mint' or 'multitos' on your
boot-partition. They will be loaded automatically when booting.
Also, there are some handy tools in a dir called tools (or utils ??).
what you will need, are slattach, ifconfig, traceroute. (Don't know at
the moment what else you can find there.)

>
>Secondly, I've also got mfs610b.zoo, which I've un-zoo'ed, and I have several
>ttp executables.....
>
>Q. 2a. I've cleared out my G:\ partition....."What Now?"

There is a tool called minit in the minixfs-package. Just do
minit -P -V -n2 g:
which will set up partition g: as a minixfs with long
filenames, which you will probably need for mint to work alright.

>Q. 2b. How do I set up G:\ as a minix partition?
>Q. 2c. What other files do I need to use it?

The most important thing is the driver minixfs.xfs included in the
package. You must copy it to the dir mint or multitos mentioned above.

>Q. 2d. How do I use it?

Well, you won't have any advantage of minixfs when using it with
normal GEM. There are three ways of working with it:

1. Use Gemini 1.9999e. This can (amongst others, as I should say)
display long filenames in normal windows. You won't notice much of
a multitasking with this, though.

2. Get a mint-aware shell like bash or tcsh in a new version. This is
in fact much better to work with, but you will also need fileutils
like ls and so on and you should be at least a bit experienced in
unix to cope with it all.

>
>Q. 3. Do I need (or have any advantage) in getting lynx?
>
>I've seen lynx, it's about 200Kb+ so I'm not going to download for the sheer
>hell of it......I'm on dial-up remember :(
>
Well, just to say it, lynx has nothing to do with mint itself, or with
minixfs. Lynx is a terminal-based www-browser like mosaic or netscape
on other machines. It's quite nice and, last but not least, the only
program available on the ST for www. (In fact it's the only I've
gotten hold of, and of which I know it's good and supported
continuously.)

>? "Wouldn't it be nice if at least one person actually sat down and wrote a
>complete guide, to setting up MiNT/Minix/Lynx, etc" - I know I'm not the
>only person who needs to know.

Well, as I'm always lokking for things to do, I would perhaps do
something like that. But I think there are several others dealing with
the stuff already. I don't really know for sure, what is done at the
moment. So, if someone has information about what's going on with mint
documentation and stuff, please let me know.

Oliver

--

Oliver Sturm sturm@ost1.ping.de

1634. Re: Downloading Questions

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 18:17:24 UTC
From: john@whalley.demon.co.uk
Message-ID: <791835444snz@whalley.demon.co.uk>
Source record: 172184

In article <rappleye-010295084622@150.102.161.162>
rappleye@felix.kodak.com "RevDrFreak" writes:

> So how do I get executables from the Mac onto the ST? I got some uuencoded
> files which decoded (on the Mac) into zip files...where do I go from here?
>
> I'm hoping that somebody out there has "been there...done that" and can
> post a solution for me...

I haven't actually *done* this, but the following should work in theory:

Copy the zip files to a PC format floppy (make sure it's 720k DD, not HD)
using Apple File Exchange or equivalent software. The ST should read the
floppy OK, and you can unzip them on the ST using STZIP.

Hope this works and solves your problem!

John

--
****
* John Whalley * Still haven't found one of *
* john@whalley.demon.co.uk * those snappy quotes, yet... *
****

1635. Re: Downloading Questions

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 18:24:21 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.129.000D684C@cfcsc.dnd.ca>
Source record: 172185

>OK Troops, here's my problem: I'd like to download some ST programs and
>utilities off the net, but my only real access is through my Mac at work.
>So how do I get executables from the Mac onto the ST? I got some uuencoded
>files which decoded (on the Mac) into zip files...where do I go from here?
>I'm hoping that somebody out there has "been there...done that" and can
>post a solution for me...
>RevDrFreak

Simplicity itself :^)
format some disks on the atari as dos disks(9 sector-80track-dos sector)as in
DCformat or others. I am assuming you have some way of reading PC disks on the
MAC? MAC has the capability, included with their systems disks, but there
are 3rd party programs that will also do it- just goto ftp.apple.com, or any
apple ftp site. if so just copy the files onto your PCformatted atari disks!

1636. Re: TIA for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 18:32:13 UTC
From: troyc@bnr.ca
Message-ID: <3gtsrd$ijo@batph8.bnr.ca>
Source record: 172186

In article <3grog4$8r2@hasle.oslonett.no>,
Hallvard Tangeraas <hallvart@oslonett.no> wrote:
>Is there an Atari St version around for the "TIA" (The Internet Adaptor)?
>I know that people with Macs and PCs can access my net provider
>graphically (like with Mosaic) by using it.
>I would like to be able to do that with my STE.
>
>Hallvard, Oslo, Norway

My understanding of TIA is that it runs on your Unix login session to provide simulated SLIP/PPP connections. There is nothing special from the package to run on your ST.

What you do need is something that understands the SLIP connection like Mintnet or NET. You cannot do any services like PING, but you can FTP, Lynx, and Telnet out from your system. You cannot do those services FROM the net to your ST, however, since your ST will not have a real internet address.

And, as stated in another post, there are no graphical WWW browsers for the ST. Only Lynx which is Text.

See http://marketplace.com for more information.

I am trying to get an evaluation copy, but I can't seem to get their mailbot to send me the forms...

Troy Carpenter
Bell-Northern Research
Atlanta, Georgia
troyc@bnr.ca

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

1637. installing Mem on an 1040STf

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 18:35:09 UTC
From: joey@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3gtt0t$3k8@news.ualr.edu>
Source record: 172187

I need help...

I dug my 1040STf out of my closet a few days ago and the ICD scsi card and set up the system... This my sound dumb so try not to laugh to hard at me(grin)

One problem I ran into was I figured out how to install 2 scsi drives on the ICD but can't seem to get the Supra 20mb drive to work through the ICD card?

also it appears that I have tos 1.04 or later for I can set up the partitions to 32mb and my gem decktop recognizes them as 32 mb? is there a way to check what version of TOS I have?

I have the boot disk for the supra and it has stuff on it I don't wish do erase, but I will if I have to...
Also I can't find any of my books!!! the one's for the computer or the drive or anything(ahhhhh) so the only place I can turn for help is here...

I was also wondering if there is a way to get more Memory for the 1040STf? (my subject line)... I opened it up to clean it out and it appeared that the memory was soldered to the board? is there an upgrade card or can I replace the drams with other drams? This is my big problem...

joey@infogo.saccw.cc.ar.us
--
Later
Joey Buttafucco

Walking Down the street, Shooting People that I meet, Fully loaded tommy gun... :)

1638. printer redirection

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 18:55:50 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.130.000DEEA7@cfcsc.dnd.ca>
Source record: 172188

Bonjour!
I have an Atari SLM804 laser printer, hooked up (of course!) through my DMA port. Now, the problem I am having is that when I go to print from something like NeoDesk or Edith Pro I can't! simple, eh?! Is there anything out there in terms of programs, fixes, etc that would allow me to redirect output from the parallel to DMA? This problem happens whether or not SpeedoGDOS is loaded, which surprises me as I would have thought GDOS would have redirected output itself. But I guess prg like EdithPro and NeoDesk ignore GDOS. Any help would be appreciated.
thanks/merci
-ken

1639. Spreadsheet

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 19:13:04 UTC
From: Graham.Leggett@f6.n1.z11.fast.iaccess.za
Message-ID: <791976684.AA00790@fast.iaccess.za>
Source record: 172189

Pascal Brisset wrote in a message to All:

PB> Second question: I have only access to the Atari archive
PB> using a Unix machine with a MSDOS disk drive. Which tool
PB> should I use to produce a disk with the TOS format (I also
PB> can use a PC) ?

Just use the msdos format, as the ST as flexible enough to read it. I'm not sure if the UNIX machine will read 720k msdos disks, but if it does you can use your disks directly.

Regards,
Graham

1640. Re: What are the best games for the ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 20:29:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199502032229.a61047@a2w.maus.de>
Source record: 172190

Andrew Krieg: Man or Android? (krieg@allmalt.cs.uwm.edu) wrote on
02.02.95:

>Toad Computers has a deal going now where you can get 10 games for $25
>for the ST. Which of these games are considered 'must haves' by the ST
>gaming arena? Now's your chance to plug your favorite games!
So what is the deal? Are they making packages of any 10? How do I
order mine?

These are not too bad IMHO:

ADICTABALL (classic breakout)
ARKANOID (classic breakout)
BACKLASH (simple shoot-em-uper)
BUBBLE GHOST (4kids,tricky)
CHOPPER-X (shoot-em-up)
CRACKED (4kids)
F-15 STRIKE EAGLE (basic flight sim shooter)
FLIGHT SIMULATOR II (*good flight sim)
GUILD OF THIEVES (adventure)
IKARI WARRIORS (fighter)
MERCS (blast-em-uper)
MOUSE TRAP (4kids)
OUT RUN (car racer)
PANDORA (er what do you call these?)
RVF HONDA (motor bike racer)
SENTRY (THE) (never did figure this one out)
STAR GLIDER II (*good spaceship sim shooter)
STUNT CAR RACER (*good car racer)
TEST DRIVE (car simulation)

These I have heard are good:

CARRIER COMMAND
FORMULA ONE GRAND PRIX
MIDWINTER
PIRATES
or was it PIRATES OF THE BARBARY COAST?
SILENT SERVICE

Ian_Taylor@a2w.maus.de The hidden secret of life is

1641. Re: Packer with header ATM5???

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 20:35:19 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3gu427$oc4@golem.wcc.govt.nz>
Source record: 172191
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

] >Could someone please tell me what sort of packer is used that creates file
] >with the first 4 characters as: ATM5?
]
] I think it is Atomik 3.5 - a very good packer - if you are going to depack
] the use New Depack or Mega depack - I think they will work - or you can use
] the unpacker built in to Atomik (which you can get from most archives).

Atomik hasn't been terribly reliable in my experience, half the programs
I pack with it cease to operate, whereas Ice-pack v2.4 and PFX-Pack v2.1
both work fine. Ice-Pack is quite quick, and gets good compression,
PFX-Pack is very quick and still gets good compression, although not
quite as good as Ice. (Ice must do more passes or something)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.
You can only leave if you're crazy, and since you ask, you can't be crazy!
Catch-22

1642. Re: Low Prices on Falcon??

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 21:20:16 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBDVDCWWUP@galaxy.teuto.de>
Source record: 172192

In <3gll0i$nog@bs33n.staffs.ac.uk> Requiem wrote:

>: Good Grief! Where does this garbage come from, anyway??? How many
>: Falcons have you physically seen with a 'made by C-Lab' sticker?
>Wait and see. They will retain the Falcon logo and drop the Atari
>symbol, they will have the MIDI connections and hardware that the Falcon

Yeah. Right.

>: C-Lab has only licensed certain parts of the Falcon 'technology' from
>: Atari. They may eventually actually build and market a specialized
>And it won't take long until that day does come...

When C-Lab is as fast with their announcements as Atari was ...

>stuff on display (ie Apex, etc...) and was suitably impressed so as to
>not want to change any of the internal design for stuff like graphics
>hardware. They are the ones who will control the Falcon's destiny now

C-Lab doesn't have the engineering manpower and skills to do this in the
firstplace. The Falcon MkII will basically be a standard, off the shelve
machine with the commonly know pathes for the sound-subsystem installed. And
it possibly comes with an internal SCSI-HDD.

That's it folks :)

Hendr!K

1643. Re: Wanted! a program that sh

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 22:00:18 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <791848818snz@bigbox.demon.co.uk>
Source record: 172193

> Well I asked for the program... not a desktop replacement... I have them
> already! Only Gemini stands the task!!! NOONE else uses LoooNg.FileNames!!!

I have just discovered Thing, which handles long filenames. IMHO it is
better than Gemini in many ways, and as it is an early version I'm sure
it will get even better. I think I got it from HENSA if anyone's interested.

> Still: I'm looking for the program that lets me have 'current' and
> 'parent' directory!!!!

Sorry, can't help here...

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+---+

1644. Re: Looking for Fax Software

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 22:12:38 UTC
From: Gordon@keramos.demon.co.uk
Message-ID: <791849558snz@keramos.demon.co.uk>
Source record: 172194

In article <1995Feb1.185040.12322@bradford.ac.uk>
S.P.Taylor@bradford.ac.uk "Steve Taylor" writes:

> Hackfax is not on Hensa - I can't find it anywhere!

Sorry getting my sites crossed.Ithink i found it at Imperiel college
ftp:src.doc.ic.ac.uk /packages/atari/umich/

--

{|
Gordon. ([:])=|0[<====>
{|

```
_____________________________________
/ Gordon Endersby /
/ Keramos House /
/ ----------------- /
/ Gordon@keramos.demon.co.uk /
/_____________________________________/
```

1645. Re: MiNT, etc...

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 22:18:08 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <791849888snz@bigbox.demon.co.uk>
Source record: 172195

In article <791779302snz@bassland.demon.co.uk>
simon@bassland.demon.co.uk "Simon Williams" writes:

> I was also told to get net-060.tgz, which I did, I un-gzip'ed it, and un-tar'ed
> it....but all I've got is a load of 'c' files (and many other files too):
>
> Q. 1. Do I have to compile any of these?

No, you need to put net\sockdev.xdd, net\drivers*.xif (I think) in your
mint folder, the tools in /bin or /etc, and copy etc/* to your /etc and
edit the files to reflect your setup. The files do not have a .ttp or .tos
extension as that is ununix-like.

> Secondly, I've also got mfs610b.zoo, which I've un-zoo'ed, and I have several
> ttp executables.....
>
> Q. 2a. I've cleared out my G:\ partition....."What Now?"
Run minit.ttp like this:
minit g:
If you are using an awkward (for MinixFS) size partition you may have to
enter parameters manually.

> Q. 2b. How do I set up G:\ as a minix partition?
Do the above, and then reboot with minix.xfs in your mint or multitos folder.

> Q. 2c. What other files do I need to use it?
It depends on what you want to do with it. It will work as it is, but to use
it under GEM you'll need a MiNT enhanced desktop and/or fileselector. It
is more usual to use it under a shell like tcsh, in which case you need the
shell and file utilities etc.

> Q. 2d. How do I use it?

See 2a and 2b.

> Q. 3. Do I need (or have any advantage) in getting lynx?

If you want to use the WWW, then you need lynx. Otherwise there's no need.

> I've seen lynx, it's about 200Kb+ so I'm not going to download for the sheer
> hell of it......I'm on dial-up remember :(
>
> ? "Wouldn't it be nice if at least one person actually sat down and wrote a
> complete guide, to setting up MiNT/Minix/Lynx, etc" - I know I'm not the
> only person who needs to know.

I think I'm going to have a go at this, if only to post it everytime the
MiNTnet question comes up ;-)

It will depend on whether or not I can get round to setting it up from scratch again so I can make notes.

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+---+

1646. Re: Where is Alcyon C compiler?

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 22:23:48 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <791850228snz@bigbox.demon.co.uk>
Source record: 172196

> I want to teach myself C with an old book for the ST. In it, they refer
> to the Alcyon C which came with the ST developer's package (circa
> 1985-1986, I believe).

Eek! 1985-1986 BC I think ;-)

> They also say that Mark Williams C would be a good choice, and some
> others. I don't see these names around ANYWHERE anymore.

I would recommend Lattice or GNU C. Lattice is better for beginners, but
GNU is probably a better system once you get it set up. Sozobon may be worth
starting with at first because it is small and free (shareware?).

> What is the difference between "C" and the "C+" and "C++++++++" (however
> many plusses). I take it the plus version is a PC thing?

C++ is the "new" C. It introduces a whole new way of programming, including
object oriented methods.

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+---+

1647. Re: Joystick/Mouse extenders HELP!!!

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 22:24:34 UTC
From: Gordon@keramos.demon.co.uk
Message-ID: <791850274snz@keramos.demon.co.uk>
Source record: 172197

In article <m0ra67v-0005uOC@black.csi.cam.ac.uk>
mnb20@cam.ac.uk "Mark Baker" writes:

>
> > I must have gone through about half a dozen joystick extenders.
> > I have a STe (2Mb), a Zipstick and a 400dpi Golden Image mouse.
> >
> > The extenders I buy keep breaking after a few hours. It isn't me,
> > I am a gentle games player. These things must be made of very poor
> > quality. I have checked my ports, joystick and mouse and they are
> > all working correctly.
>
> I've never heard of anyone else having problems with them.
>
> > If anyone knows of a decent make of extenders or has made their own
> > could you please mail me the details.
>
> I made my own using 9 way ribbon cable and IDC connectors.
>
> These lasted me ages, but they're probably weaker than the ones you buy -
> are you sure you're a gentle games player :) nb. It's not how hard you
> move the joysticks, more how hard you pull on the wire that would affect
> it I would think.
>
I made a little box of tricks that is stuck to the side of my desk.
Two long leads from the jostick/mouse ports enter the box.the one
from the joystick only port is soldered directly to a socket.
The other jostick/mouse lead has a switch to select between the
two sets of movement control lines.So that only one device can
move the mouse at a time.This is then connected to a socket mounted
in the lid of the box.I have only switched the movement control lines
because i could only find a four way double pole switch at the time.
but i suppose you could use a rotary switch for all of the lines but
they are expenseive.Since i made this box i have not had to touch
any joystick plugs. so no damage or wear on the ports or extension
just flick the switch and grab the device you need.
I got most of the parts from Maplin.Cost about 16.00ukp

Hope this is helps.

--

{|
Gordon. ([:])=|0[<====>
{|

```
_____________________________________
/ Gordon Endersby /
/ Keramos House /
/ ---------------- /
/ Gordon@keramos.demon.co.uk /
/_____________________________________/
```

1648. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 22:34:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FBDWDCURUP@dksoft.ping.dk>
Source record: 172198

In <9502021629.AA02534@ilmen.lanl.gov> Hutch wrote:

>Er... begging your pardon but the above is simply NOT true. The 68040 is
>NOT clock doubled in the same -fashion- as the DX2 machines. That is just
>Apple (and Motorola) propaganda, my friend. Yes, technically speaking, it
>does run at a faster clock rate internally but that does not double its
>performance like you find in a 486DX33 vs 486DX266!

I'm only stating what i've been told by people i trust. Could be they're
wrong, but i sure doubt that.

>
>And one more thing... the 68040 33MHz chip has been available for quite
>awhile as it was used in the Apple Mac Quadra 650 and other machines. And
>don't forget about the 40MHz 040 in the Quadra 840av honker. Or were you
>talking specifically about 040-33 Medusa availability? Hard to tell.
>

I'm talking about 040's in general.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

1649. Re: softpc <-> dos 5.0

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 23:07:18 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9502032205.AA02771@ilmen.lanl.gov>
Source record: 172199

In a previous article, rstolk@intgp12.ih.att.com (Richard Stolk) wrote:

>In article <9502011431.AA02224@ilmen.lanl.gov>,
>Hutch <hutch@ilmen.lanl.gov> wrote:
>
>>SoftPC was never released by Insignia Software (don't know of an email
>>address) for the Atari. Any copies floating around are illegal beta
>>units, AFAIK.

>Well, I just received a floppy which I purchased at a local
>atari dealer (ACN, Holland, Europe) that also sell's public
>domain software, when I start it it says this is V1.4 alpha 05 ,
>so I guess it's an o.k. version.

Hmmm... very interesting. Just because ACN is selling it doesn't mean
it's legit, of course. I understand it was posted on a LOT of boards
in Europe. But maybe Insignia has changed their mind and went ahead
and released it as freeware or something.

Hendrik... Do you know anything about this?

At any rate, thanks for the info, Richard.

-Hutch- @ Fair Dinkum Tech

1650. Re: NVDI (worth it?)

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 23:17:22 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBDVDCZEUP@galaxy.teuto.de>
Source record: 172200

In <3gl2ld$aqu@golem.wcc.govt.nz> Roger Sheppard.. wrote:

>>>I did not think that NVDI 3.01 supported TrueType Fonts....!!
>>Well, you're wrong yet again. Surprise, surprise.
>Go bite your Bum, and post a list of the number of things that
>I am wrong on....

He might be able to make a lot of money with that ability ;-)

And posting all your mistakes would make one loooong mail, now wouldn't it?

>Also Please try and READ what I posted, I stated {I THINK} I did
>not state that this was a FACT...!!!!

Perhaps you should think twice and not post all your first-thoughts at all?
But that would require some maturity of your part and, therefore, wouldn't
work out at all.

>May be you should move to a Fido group or BBS, as this is were
>your comments belong...

You would be living in a lousy bin if you'd go by that rule ...

Hendr!K

--
Objects in a WoderBra are smaller than they appear.

1651. Re: German Dealer-Info WANTED

Newsgroup: comp.sys.atari.st
Date: 1995-02-03 23:26:02 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBDVDCZHUP@galaxy.teuto.de>
Source record: 172101

In <3gnvrk$563@prime.mdata.fi> Pekka Saarinen wrote:

>>How did you send the dough? Did you make sure it arrived?
>The money was sent via bank, and it's arrival was confirmed.

That's a good way of doing it.

>guys! I also got some very good info from mr. Kurtz: if the stuff
>is late due unknown reasons, you have to send the dealer a letter
>that if the goods are not delivered in two weeks from now on, the
>deal would be canceled and the money has to be returned. In this

This is a correct proceeding in such a case. However

>way (give the copy of the fax to other persons as well, for possible
>need of evidence in legal actions) you CAN make it a legal issue,

a facsimile message wouldn't be a liable piece of evidence if this matter
would go to court. Such a message should rather be sent as a recorded delivery
(certified letter) including a record delivery slip (kind of return receipt).

>The delivery was promised in one week. It's not in it's way yet -
>they promised to send a copy of the shipping-form when they get it

They should do that in the first place.

>Worst thing is that when they say it's coming, and you call a week
>later and they tell it's not shipped yet... it gets one really
>pissed. And no-one there seems to know nothing about anything (the

That would get me going as well. But it seems to be common procedure nowadays,
doesn't it.

This reminds me of the way GE-Soft are dealing with their Eagle shipments.
Every time a prospective customer asks about it, they say it'll be ready in a
fortnight. It's been a rather lengthy two weeks, then :-/

Bye.

/Hendr!K/

1652. Re: GO Direct..

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 00:06:08 UTC
From: vctec@westminster.ac.uk
Message-ID: <D3G8A9.51G@westminster.ac.uk>
Source record: 172103

Harry Sideras (sidcelery@cix.compulink.co.uk) wrote:

: > *** GO DIRECT ***

: Yes you can. I got a call from Simon there today.

Hey, it's my friend Simon... :-)

I remember when he told me he got the job there...

Danny

--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

1653. Re: MIDI librarian help?

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 00:12:05 UTC
From: hjv@phil.ruu.nl
Message-ID: <3gugol$g0a@chico.staf.phil.ruu.nl>
Source record: 172102

ralunsfo@uncc.edu (Russell A Lunsford) writes:

>Could someone explain how, in general MIDI librarians work? I've got an
>effects processor for my guitar that can be linked via MIDI, which works
>fine, but the manual does not have *any* useful info on how to back up
>my patches (though I know it is possible). Also, is there any software
>I can get that will do this (PD or shareware). I would write my own, but
>I have no idea how MIDI stuff communicates...any docs or faqs that detail
>this?
>PS If it matters, I have a Digitech RP-10 processor

A librarian is in fact quite a simple thing to write (if you don't make it too
fancy, that is...). What it does is: send a message out the midi port like
"hey over there, send me a complete memory dump". The machine you're talking
to (your RP10 in this case) then sends the requested data. Most midi machines
support different dump-requests -- e.g. 'dump everything', 'dump all patches',
'dump patch no. 47', etc. Upon receiving such a request, the machine sends the
appropriate data to you.
Same story the other way around: a dump you once received and stored to disk
can be sent back unmodified (in general), and thus data can be restored.

Implementing such a thing also is quite simple. You use plain BIOS calls
(Bconin, Bconout, Bconis), install a bigger MIDI buffer if needed, and issue
the correct requests or dumps. Add a pinch of file i/o and a nice interface,
and you're ready.

The biggest problem is that you need a specification of the various dump
requests and other assorted system-exclusive information for your machine.
I own a Digitech DSP-256 and wanted to write a librarian too -- and of course
lacked the appropriate docs. So I sent them a fax (from Holland to the USA),
and 10 days later I had 60+ (!) pages of detailed information on their system
exclusive info for various machines (no, not including the RP10 :-). That's
what I call service...

So, my advice: write, fax or call them. Ask for Mr. Randy Thorderson (the guy
who helped me out some time ago) and ask him to send you both information on
the system-exclusive implementation for your RP-10, and their "General Digitech
Midi Implementation' document. Address and phone/fax numbers on the back of
your manual (or drop me a line if you can't find them). Next look up the
USENET midi primer (someone here should know on which ftp-site to find it,
or post a question in rec.music.makers.synth or in comp.music). This is a
collection of articles completely describing the midi protocol. Then read,
read and suffer :-).
And if you have any specific questions, feel free to drop me an email.
I still haven't finished my own DSP256 librarian (too busy), but I did write
a quite extensive librarian for the Korg M1, so I think I somewhat know what

I'm talking about...

Hope this helps somewhat... and good luck.

Hendrik Jan

--
Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
(hjv@phil.ruu.nl)
* I'm not under the alkafluence of inkahol that some thinkle peep I am. *
* It's just the drunker I sit here the longer I get. *

1654. Re: Low prices on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 00:18:32 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D3G8ux.H97@cix.compulink.co.uk>
Source record: 172104

In response to mnb20@cam.ac.uk's message:
> sidcelery@cix.compulink.co.uk ("Harry Sideras") wrote:
>
> > > The head honcho of C-Lab was at the London Atari show before
> > > Christmas
> >
> > Head honcho? Hardly...
>
> No, he was the "head honcho" of the UK distributers though wasn't he?

Paul Wiffen at Digital Village.

btw can anyone refute the allegation that the C-Lab version of the Falcon
will cost 200ukp? I don'y know what configuration this would relate to
but I'd expect it's at least inclusive of SCSI drive and hardware fixes.

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%*%* # also: 100:1011/143.0@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%*%* # 90:102/143.0@nest.ftn #

1655. Re: What are the best games for the ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 01:32:58 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3gulga$qn4@golem.wcc.govt.nz>
Source record: 172106
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

] Toad Computers has a deal going now where you can get 10 games for $25 for
] the ST. Which of these games are considered 'must haves' by the ST gaming
] arena? Now's your chance to plug your favorite games!

I didn't know half those games existed for the ST. Do they offer this deal
via their new WWW option? Do they accept VISA? :)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.
You can only leave if you're crazy, and since you ask, you can't be crazy!
Catch-22

1656. Re: ST Software on CDROM mag!

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 01:52:03 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3gumk3$qn4@golem.wcc.govt.nz>
Source record: 172107

] > Very few Atari users have an Atari based CD-ROM unit
]
] Roland, I don't have any way of knowing what the typical Atari user has,
] but I do know a LOT of Atarians with CD-ROM drives hung on the back of
] their computers.

Why? Why spend hundreds on a drive and hardly be able to put anything in
it that can't be obtained via FTP? Besides, he said "Atari based"
CD-ROM unit, I presume that means one without SCSI adaptors and host
controllers etc. but a semi-made-for-atari one. Some exist, but the
only CDs I've seen for the ST have been full of PD & Shareware stuff,
hardly worth forking out large amounts of cash for, as you've probably
already got all the good stuff.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.
You can only leave if you're crazy, and since you ask, you can't be crazy!
Catch-22

1657. Re: TOS IMAGE to INTEL HEX....

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 01:52:43 UTC
From: steve@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3gumlb$bnq@wilma.netinfo.com.au>
Source record: 172108

```
: On Sun, 29 Jan 1995, ROGER SHEPPARD wrote:

: > Yes I do have a splitter program but I don't have a binary
: > to Intel Hex one, they only support Intel Hex on this PC prom
: > burner....

Here's a program I wrote 7 years ago to do exactly that.
It was intended for Mark Williams C on the ST, but looks pretty general.
It's one of my earlier efforts, but it worked OK at the time. I've
inserted some little comments that might bring it up to date a bit.

#include <stdio.h>

main(argc,argv)
int argc;
char *argv[];
{
FILE *fp;
unsigned char buffer[50];
int bcount; /* 16 bit int could limit to 32k */
void putblock();

if (argc != 2) {
printf("Try entering a filename!!\n"); /* fprintf(stderr, ...) */
exit(1);
}

if ((fp = fopen(argv[1], "rb")) == (FILE *)NULL) {
printf("Can't open %s for reading!\n", argv[1]); /* Ditto */
exit(1);
}
bcount = fread(buffer, 1, 32, fp);
do {
if (bcount == 0) break;
putblock(buffer, bcount);
} while((bcount = fread(buffer, 1, 32, fp)) == 32);

printf(":00000001FF\n");

exit(0);
}

void putblock(string, count)
unsigned char *string;
int count;
{
static unsigned address = 0; /* 16 bit unsigned. 64k limit? */
```

```
unsigned int checksum;
int i, high_address, low_address; /* Ditto here, for 32k */

high_address = address >> 8 & 0xff;
low_address = address & 0xff;
checksum = count + high_address + low_address;

printf(":%02x%02x%02x00", count, high_address, low_address);

for (i = 1; i <= count; ++i) {
checksum += *string;
printf("%02x",*string++);
}

printf("%02x\n", ((256-(checksum % 256))) & 0xff);

address += count;
}
```

1658. Re: Monitor agony!

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 02:03:46 UTC
From: steve@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3guna2$bnq@wilma.netinfo.com.au>
Source record: 172109
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Rickard Jutegaard (e91rj@efd.lth.se) wrote:
: Hi all!

: I've come across an old monitor that has a painful(!)
: resemblance to Atari's sm124 (the one with the knobs on the side), the
: "box" looks exactly as the Atari equivalent but this one has no speaker
: and the plastic frame around the screen is darker than the rest of the
: monitor (which is/was atari-greyish).

What's wrong with the sm124? I bought mine in 1986 and it's
still going strong.

: It's from a company called Taxan (!), with ser # E4-70300086,
: dated March -87. It has a chassis type MT-15 and a Goldstar tube with
: a type # 31KGLA and/or (it says both on the sticker) 31KGB (russian
: version ? ;) Tube serial nr. is 70302760. On the back of the monitor it
: says "KAGA Electronics co LTD".

I belive mine was made by Goldstar. At least it has some Goldstar
components in it, though I think that is actually the makers name.

: It doesn't have the 13 pin atari monitor plug, only a nine-pin

I can't help with the pinouts, though...

1659. Re: REQ GEMAR220 (still)-:

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 03:23:50 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Feb4.032350.5649@bradford.ac.uk>
Source record: 172110

On 31 Jan 95 15:48:57 +0900, zrollinso@cc.curtin.edu.au wrote:

: So it looks to me like the file at micros.hensa.ac.uk is corrupted. Where else
: is there a copy of GEMAR220? I couldn't find it on atari.archive.umich.edu
: (doesn't mean it isn't there, it just means I couldn't find it :-)

The file on hensa seems to be ok. I just tested it through the UNIX xlharc
command and it extracted fine.

No doubt the file is also available from other sources.

--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \

1660. Re: SCSI 2.

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 03:32:21 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Feb4.033221.5714@bradford.ac.uk>
Source record: 172111

On 1 Feb 1995 22:59:07 +1100, Julian Gifford wrote:
: I am using a 1040STE with a 105 meg SCSI HDD.
: I am looking at upgrading to a 365meg SCSI 2.
: Can I? WHat is the difference between SCSI 1 and 2 ?
: I don't know what sort of SCSI to DMA adaptor I have. It's not The Link.

Well it worked for me. I use an AdSCSI+.

--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \

1661. Re: IMPORTANT NOTICE ABOUT HENSA ACCESS

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 03:41:21 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Feb4.034121.5786@bradford.ac.uk>
Source record: 172112

On Thu, 2 Feb 1995 12:26:12 GMT, Denesh Bhabuta wrote:
: Just informing all Atari users out there that gopher and WWW access to
: HENSA is now totally restricted to all except ac.uk domain users.

This is really nasty - not for me of course!

Could copies of the WWW pages not be copied periodically to another
server, and just the last ftp'ing links go into mic2.hensa? Just a thought.

Could this be a ploy, I wonder, by the powers that be, to prove that Atari
at Hensa is in fact underused? So that they can close it down? I sincerely
hope not.

--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \

1662. Re: What are the best games for the ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 04:37:25 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3gv0a5$d7n$1@mhadg.production.compuserve.com>
Source record: 172113
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

>-well, ST Format in the UK voted my own Llamatron the Second Best ST Game of
>All Time...

Wait a second... hold the phone...

If Llamatron is only the "second best game of all time", what in God's Name
did they consider the "BEST" game of all time..??

I'm having a real problem trying to visualize anything BETTER than Llamatron..!

:)

BobR

1663. Want to Buy - Games

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 04:40:03 UTC
From: jyoung57@delphi.com
Message-ID: <RM3Y7ob.jyoung57@delphi.com>
Source record: 172114

Hi,

I am looking for someone to sell me a few games that I cannot get
through my local Atari dealer:

Doodelbug : by Core software
Magic Pockets : by Renegade (I think)
Carv - Up : By Core software

Will pay $15 for each.

Jeffrey Young
jyoung57@delphi

1664. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 05:06:40 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3gv210$10d@lastactionhero.rs.itd.umich.edu>
Source record: 172115
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- baldrick 27913 Jan 31 19:44 ./Games/0index
-rw-r--r-- baldrick 149326 Jan 31 16:19 ./Games/Arcade/reflex.lzh
-rw-rw-r-- entropy 30900 Jan 31 19:34 ./Utilities/0index
-rw-r--r-- baldrick 16058 Jan 31 16:26 ./Utilities/Bootmanagers/airbag.lzh
-rw-r--r-- baldrick 124811 Jan 31 21:19 ./0ls-lR.Z
-rw-r--r-- baldrick 124373 Jan 31 21:20 ./0ls-lRc.Z
-rw-r--r-- baldrick 158750 Jan 31 21:17 ./0compind.Z
-rw-r--r-- baldrick 391626 Jan 31 21:17 ./0index
-rw-r--r-- baldrick 27981 Feb 1 18:40 ./Games/0index
-rw-r--r-- baldrick 154614 Feb 1 10:41 ./Games/Strategy/wc08h.zip
-rw-r--r-- baldrick 374568 Feb 1 08:11 ./Games/Space/p94_revd.zip
-rw-rw-r-- entropy 30968 Feb 1 18:35 ./Utilities/0index
-rw-r--r-- baldrick 152456 Feb 1 12:48 ./Utilities/Tosfixes/hsmoda05.lzh
-rw-r--r-- baldrick 125217 Feb 1 18:44 ./0ls-lR.Z
-rw-rw-r-- entropy 1814 Feb 1 18:27 ./Tt/0index
lrwxr-xr-x baldrick 27 Feb 1 18:27 ./Tt/p94_revd.zip -> ../Games/Space/p94_revd.zip
-rw-r--r-- baldrick 124895 Feb 1 18:46 ./0ls-lRc.Z
-rw-r--r-- baldrick 10972 Feb 1 18:29 ./Falcon/0index
lrwxr-xr-x baldrick 30 Feb 1 18:28 ./Falcon/Games/p94_revd.zip ->
../../Games/Space/p94_revd.zip
-rw-r--r-- baldrick 158768 Feb 1 18:42 ./0compind.Z
-rw-r--r-- baldrick 391762 Feb 1 18:42 ./0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

1665. Atari mags...

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 05:10:59 UTC
From: japolis@nyx10.cs.du.edu
Message-ID: <3gv293$4oc@nyx10.cs.du.edu>
Source record: 172116

```
Atari magazines for sale:
Current notes,
ST Informer,
Radical Type,
AtariUser,
Atari Advantage
About six inches deep of Atari news and ads and tips and tricks. Enough
reading to keep you happy for a year.
$20 which includes shipping
japolis@nyx.cs.du.edu or
jeffapolis@aol.com
```

1666. Calamus font resource guide

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 05:14:45 UTC
From: japolis@nyx10.cs.du.edu
Message-ID: <3gv2g5$53l@nyx10.cs.du.edu>
Source record: 172117

Calamus font resource guide, 8.5x11, 80 pages... lists all kinds of fonts
available for the Atari and Calamus.
$10 which includes shipping
japolis@nyx.cs.du.edu or
jeffapolis@aol.com

1667. Spectre GCR for sale

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 05:19:18 UTC
From: japolis@nyx10.cs.du.edu
Message-ID: <3gv2om$5gu@nyx10.cs.du.edu>
Source record: 172118

Spectre GCR, complete with roms, 3.0 software (latest), cartridge,
cables, manuals, newsletters, and FORTY disks of mac software.
$150 plus shipping
japolis@nyx.cs.du.edu or
jeffapolis@aol.com

1668. Image Cat $10

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 05:20:25 UTC
From: japolis@nyx10.cs.du.edu
Message-ID: <3gv2qp$5kj@nyx10.cs.du.edu>
Source record: 172119

Image Cat for Atari ST/TT $10 plis shipping
japolis@nyx.cs.du.edu or
jeffapolis@aol.com

1669. Presentation graphics for sale

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 05:22:22 UTC
From: japolis@nyx10.cs.du.edu
Message-ID: <3gv2ue$5q6@nyx10.cs.du.edu>
Source record: 172120

```
Mini Office Professional for sale... presentation graphics, charts,
graphs etc.
$25 plus shipping
japolis@nyx.cs.du.edu or
jeffapolis@aol.com
```

1670. Re: Wanted! a program that shows '.' & '..'

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 06:33:47 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <R007T8b.lmcclure@delphi.com>
Source record: 172121

In a message dated 1-27-95, Robert Krenn said:

"Looong time ago i saw a program that made the DOT and
DOT-DOT folder visible in the filewindows when displaying
files in the GEM desktop..."

The only program I myself have seen that does that is the GEMINI
replacement desktop. I believe the latest version is something
like 1.999, and it should be available via FTP.

1671. Re: Using MintNet with TIA?

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 07:09:36 UTC
From: zap@eskimo.com
Message-ID: <D3Grw1.CFJ@eskimo.com>
Source record: 172122

There is a site liscense available for TIA that allows anyone who wants to use it on a particular system to be able to access the same program so there isn't such a heavy load. That's the way Eskimo North BBS went. If you want more details a e-mail to nanook@eskimo.com would get you his setup.

--

Randall Dale Spreadborough
internet: zap@eskimo.com
uucp: zap@eskimo.celestial.com

1672. Re: Joystick/Mouse extenders HELP!!!

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 07:30:28 UTC
From: zap@eskimo.com
Message-ID: <D3Gsus.E31@eskimo.com>
Source record: 172123

I bought 2 six foot cables at Radio Shack about 3 years ago and they still
work great!
--
Randall Dale Spreadborough
internet: zap@eskimo.com
uucp: zap@eskimo.celestial.com

1673. Sundog

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 07:58:00 UTC
From: rick.hanson@onlinesys.com
Message-ID: <c9.6757.3146@onlinesys.com>
Source record: 172124

I have a friend who has an Atari ST and has lost his documentation for a game called Sundog. He is planning on selling his system and upgrading in the future. Any help in tracking down some documents on this game would be greatly appreciated.

Thanks,

Rick.hanson@onlinesys.com.ca

1674. Help with Mint and Minixfs

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 08:08:45 UTC
From: dogman@svpal.svpal.org
Message-ID: <3gvcmd$g2@borg.svpal.org>
Source record: 172125

I have a few questions. One, what is the latest version of Mint and where can I FTP it? (I have version .95 that came in the distribution kit). Second, by using the install and setup programs that are part of the Mint distribution kit, I installed the Minixfs (and yes its in the c:/mint directory), but I can't seem to get the long filenames to work with it nor can I seem to get case-sensitive filenames. Someone please help!!!(I am obviously new at Minixfs and MINT)...

--
---
* "My Pancreas may be green, but its the last living thing on this *
* ugly rock you call a planet." *
* *
* dogman@svpal.org "Have you played Pettyland yet? *

1675. Re: [REQ] informations on the PAK68/030?

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 09:20:52 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D3Gxys.Kzo@cix.compulink.co.uk>
Source record: 172126

In message <3gm7t8$77g@vishnu.jussieu.fr>, jmb@cao-vlsi.ibp.fr said:
>I'm looking for informations on the PAK68/030 card. I own a Mega ST, and
>this card seems to be the perfect solution for me.
>All I know is :
> * 68030 (?? MHz)
> * fast ram expansion slot (?? Mo)
> * faster than a TT (Qindex? Gembench?)
> * suitable for a mega ST box
> * needs 68000 unsoldering (OUCH!)
>
>But what about :
> ? TOS versions

A patched version of TOS 3.06 is available, some people use 2.06.

> ? compatibility

I've heard this is good, however you can switch between PAK and your
normal set-up.

> ? FPU slot

Socket for FPU included in PAK

Barry wilsontjb@cix.compulink.co.uk

1676. File at UNI-KL.DE..

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 09:21:32 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3gvgus$q7@golem.wcc.govt.nz>
Source record: 172127

Can some one Please explain why people are allowed
to place files on a site with a name like this...

6. cannon_fodder_cheat.prg.

I am unable to get this file via Gopher or a mail server..??

Or is it just a joke, and the file is not there...

How about some Standards Thanks...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1677. WWW with an Atari??

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 09:34:58 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950204013243.5107E-100000@PEAK.ORG>
Source record: 172128

As I'm a newbie, I don't even fully understand what a WWW site is, and how it differs from a FTP site, which I have used. (No, you don't have to explain to me if you don't want to...I'm sure there's an FAQ somewhere that will tell me).

My question: What is necessary to get on one with an Atari? It has been my observation that some sort of software is necessary, which is only available for PC or MAC. Any suggestions? Thanx in advance.

James

1678. Repair/upgrade shop in Seattle?

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 09:52:52 UTC
From: DOMINGO@news.delphi.com
Message-ID: <3gvipk$8t8@news2.delphi.com>
Source record: 172129

I am looking for a repair/upgrade shop to do some work on my brother's Stacy and my Mega ST4. Anybody you recommend?

Dom

P.S. E-mail responses please. While I do read this newsgroup, it would be easier via e-mail.

1679. TCN repair guy?

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 09:54:24 UTC
From: DOMINGO@news.delphi.com
Message-ID: <3gvisg$8ul@news2.delphi.com>
Source record: 172130
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Since TCN (The Computer Network) in Glendale closed, I have NO IDEA where to get my ST fixed. Does anybody know how to get in touch with Tony? He's the guy who did all ther repairs for TCN. Either that or where in L.A. can I get my ST fixed?

Dom

1680. Re: Joystick/Mouse extenders HELP!!!

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 10:09:37 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3gvjp1$13v@golem.wcc.govt.nz>
Source record: 172150

In article <D3Du1M.CnB@exeter.ac.uk>, et94drw@exeter.ac.uk (D.R.Woodley) writes:
>"C.J.Davis" writes:
>> If anyone knows of a decent make of extenders or has made their own
>> could you please mail me the details.
>
>
>Oh irony of ironies. About six months ago I bought some superb
>quality Joystick & Mouse extenders, and I still use them. But
>guess where I got them from? The ST REVIEW OFFERS PAGE!

You could try GO DIRECT LTD as they sold most of the ST-REVIEWS
stuff....

Phone No. UK 0480 891171 Fax 0480 890787

Sig removed as per OZZY Request....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1681. Re: SUPER BOMBERMAN

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 10:19:30 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <3gvkbi$b26@vishnu.jussieu.fr>
Source record: 172131

Yes, sbm.zip is correct ! BUT (sorry), the correct path is
/pub/Atari/Falcon/Games on ftp.cnam.fr
/pub3/atari/falcon/games on ftp.uni-kl.de

MB.

1682. Re: MEDUSA T60

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 10:20:19 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <3gvkd3$b26@vishnu.jussieu.fr>
Source record: 172132

Great configurations ! Waouh !

MB.

1683. Re: What are the best games for the ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 10:33:59 UTC
From: llamaman@ix.netcom.com
Message-ID: <3gvl6n$qk8@ixnews3.ix.netcom.com>
Source record: 172133
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

>Wait a second... hold the phone...
>
>If Llamatron is only the "second best game of all time", what in God's Name
>did they consider the "BEST" game of all time..??
>
>I'm having a real problem trying to visualize anything BETTER than Llamatron..!

- well, 'Monkey Island' by Lucasfilm was first.

Hell, I don't mind. I never created 'Star Wars' so I don't have quite the
resources they did. <g>

\
(:-)
|

(Bent horn due to 4 pints of Guinness).

1684. Re: Cubase Audio Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 11:16:50 UTC
From: contacts@mits.mdata.fi
Message-ID: <3gvnn2$kuo@prime.mdata.fi>
Source record: 172134

In article <3gpoqn$q4b@earth.usa.net>,
Frederick Matzen <ross@earth.usa.net> wrote:
>> >Logic Audio Falcon is no more (at this point). EMAGIC has decided not
>> >to support the Falcon with that product and offered it FREE to all
>> >Logic Falcon users with the knowledge that there would no support or
>> >updates, EVER.
>
>> This is just in the USA - Logic Audio is still being developed and there
>> will still be Falcon versions, but with obviously not as many features as
>> Mac/Digdesign versions..
>> --
>> |> | | WWW: http://web.city.ac.uk/~cb170
>> |> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk
>> --
>
>I don't suppose you would know why they chose not to support it in the US only.
>I was dissapointed before but accepted the fact, but now that I find out it
>will live on, but not for me, I really don't like that.
>Are they not supporting English versions or just us Americans ??
>
>Very frustrating..............

I'm wondering: maybe Digidesing force them to drop Falcon in USA because
a Falcon system with FDI/FA-8 is a direct alternative to Session 8 - and
costs 1/3rd of the price. Maybe that's also reason why Logic Audio Falcon and
Cubase Audio Falcon was omitted from Keyboard december issue, from the "digital
audio programs" -list. I'm still wondering....

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
----

1685. Robinsons Requiem 030

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 11:59:57 UTC
From: jdp4@aber.ac.uk
Message-ID: <3gvq7t$uhu@fileserv.aber.ac.uk>
Source record: 172136

Help!!!!!!!!!!!!!!!!!!!

I can't kill the Dinosaur on the amazon level either - it only comes out at night

However, you can get through that cave system another way - if you go up the
hill above the crash site on the first world you can get into another cave system
This will take you past some teradactyles and into a desert world -
goto the right hand bottom corner of this map and go into the cave -
this takes you into the top of the cave system where the t-rex lives during
the day - their are also two baby t-rexs - these are easy to kill. Below them
another entrance to a different world is reached - with walkers and robots, the la
tter of which continually kills me -I think I need a heavy lazer - I know their is
one but has anyone found it yet!!!!

The HipSTer

1686. Scanning software for TOS...

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 12:14:49 UTC
From: loutumuro@aol.com
Message-ID: <3gvr3q$1ok@newsbf02.news.aol.com>
Source record: 172137

Is there anyone out there who is familiar is scanning software (commercial and/or shareware, etc.) that runs under TOS. I recently bought a HP flatbed scanner and would actually like to use it! Any info would be greatly appreciated. Thanks in advance. Ciao...

Luis

1687. Re: Adding a second HD

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 12:19:46 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1995Feb4.121946.792@bradford.ac.uk>
Source record: 172138

Denesh Bhabuta (vctec@westminster.ac.uk) wrote:
: Hi all

: I am going to pick up a SCSI mechanism today, which I will chain onto
: my existing one...I have enough room in my mini disk enclosure tower.
: :-)

: Question is, do I need to do anything aprt from just plug it on? Also,
: what about formatting and partitioning the drive?

Check the ID numbers and the parity, and make sure the first and last
drives in the chain have terminating resistors on them.

: Do I have to reformat and partition my existing drive too, or will the
: software see these as two different physical drives, allowing me to
: format one and not the other...?

No the the old drive(s) will be seen as such, but if you want to name the
new drives the same as the drives obviously there'll be trouble :-).

Paul.
--
\|/ ____ \|/ Paul Anthony Booth \|/ ____ \|/
@~/ ,. \~@ Department of Electronic and Electrical @~/ ,. \~@
/_(__/)_\ Engineering, University of Bradford, England. /_(__/)_\
__U_/ Email: P.A.Booth@Bradford.ac.uk __U_/

1688. Re: [REQ] informations on the PAK68/030?

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 12:19:48 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBELFGVGUP@galaxy.teuto.de>
Source record: 172061

In <3gm7t8$77g@vishnu.jussieu.fr> Jean-Michel BLIN wrote:

>I'm looking for informations on the PAK68/030 card. I own a Mega ST, and
>this card seems to be the perfect solution for me.

It is :-)

> * 68030 (?? MHz)

Standard of up to 50MHz. Some folks are slowly getting close to the lower
UKW-radio band ;-))

> * fast ram expansion slot (?? Mo)

4 or 16 megs of fast-RAM in standard 32-pin simms.

> * faster than a TT (Qindex? Gembench?)

Way faster. No benches, though.

> * suitable for a mega ST box

Yep.

> * needs 68000 unsoldering (OUCH!)

Yep.

> ? TOS versions

TOS 2.06, 3.06, KAOS, Mag!C. The best is to have either KAOS or the PAK-TOS
3.06 on the PAK itself, as it is split into 4 Eproms and therefore gives you
32 bit access. Talking speeeeed here :-)

> ? compatibility

Good. All cleanly written stuff will do just fine. A lot of games won't work.
But those won't work on a TT either.

> ? FPU slot

Yep, most certainly so. And the FPU can have a different, higher clock than
the CPU. I am aware of one PAK with 60 MHz CPU- and 70 MHz FPU-clock with a
mainboard clock of 10 MHz (or was it 12, not sure ATM).

> ? Linux development

Will work on a PAK if you have the FPU.

>Have anyone here more information ?

Is sold by

MW electronic
Heisterbacher Strasse 96
D-53639 Koenigswinter

Fon +49-2223-1567
Fax +49-2223-26982

HTH!

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

1689. Re: Uniterm and Simon Poole

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 12:55:48 UTC
From: henk@elrond.Simplex.NL
Message-ID: <FBEKFAVUUp@elrond.Simplex.NL>
Source record: 172135

In <Pine.SUN.3.91.950201012122.1312J-100000@PEAK.ORG> James Wood wrote :

>
>
>Are there any old-timers out there who used to use Uniterm????
>
>This was my *favorite* terminal program. It did everything! I remember
>I was doing a lot of logging-on to the VAX at the time, to write those
>silly COBOL junk programs.
>
>Uniterm was mah-vel-ous. It even offered SMOOTH scrolling!!! I don't
>know of any other terminal program that can do that.
>
>
>What happened to Uniterm, and the author, Simon Poole?
>
>James
>
>
I still use it. And am rather content with it. I only wished it did
not store all the escape sequences during file capture.
It use a ZMODEM program with it. It seems to keep up well with
19200 bps/14K4 modem with compression.

Henk

--
Henk van der Griendt, Student Library Sciences
Dordrecht Email: henk@elrond.Simplex.NL or
The Netherlands griendt@Simplex.NL

1690. Re: Uniterm and Simon Poole

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 13:26:16 UTC
From: chrisw@perth.DIALix.oz.au
Message-ID: <3gvv9oqcj1@perth.DIALix.oz.au>
Source record: 172139

James Wood (jamesw@CSOS.ORST.EDU) wrote:

: Are there any old-timers out there who used to use Uniterm????

I used it up until quite recently, on STFM and then Falcon

: This was my *favorite* terminal program. It did everything! I remember
: I was doing a lot of logging-on to the VAX at the time, to write those
: silly COBOL junk programs.

I found it very reliable - never failed me.

: Uniterm was mah-vel-ous. It even offered SMOOTH scrolling!!! I don't
: know of any other terminal program that can do that.

I eventually had to abandon it because my version 2.0e required me to
be in ST hi rez to run, it did not like multi-tasking under Geneva, and
did not give me Zmodem.

: What happened to Uniterm, and the author, Simon Poole?

I'd like to express my appreciation to Simon too.

Chris

1691. Re: What are the best games for the ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 13:29:21 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3gvvfi$i44@aggedor.rmit.EDU.AU>
Source record: 172140
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

```
: I'm having a real problem trying to visualize anything BETTER than Llamatron..!

EASY!!!!! its CIVILIZATION 8-) 8-)8-)8-)8-)8-)

__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/

s9205525@otto.bf.rmit.edu.au
```

1692. Re: Looking for Fax Software

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 13:32:27 UTC
From: chrisw@perth.DIALix.oz.au
Message-ID: <3gvvlb$r6g$1@perth.DIALix.oz.au>
Source record: 172141

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:

: From what I have seen of Straight Fax, I would prefer COMA 260, thier
: is a Demo (Crippleware) on most sites, I have been told that version 260
: is now in English and German, but I think that will even cost you 100DM
: ane more if you need the manual...

: But at least you can test it, you can't test Straight Fax...

I downloaded it and tried to test it... but my (almost) brand new Avtek
14,400 fax modem only supports Class 1 fax and Coma 260 only supports
Class 2 or Class 2.0.

Anyone know of PD or shareware fax s/ware that supports Class1? My fax
needs are VERY few and far between.

[Ah well, the modem was priced right anyway]

Chris Whitelock
Perth, Western Australia

1693. Re: What are the best games for the ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 13:48:42 UTC
From: chrisw@perth.DIALix.oz.au
Message-ID: <3h00jqhg1@perth.DIALix.oz.au>
Source record: 172143
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

Jeffrey Minter (llamaman@ix.netcom.com) wrote:

: - well, ST Format in the UK voted my own Llamatron the Second Best St Game of
: All Time, and it's yours by FTP! If you llike Robotron, go for it...

And the much-maligned ST Format got it 99.9% right.
The only doubt (0.1%) is whether Llamatron was in fact the best game.

I'm just getting into Llamazap now, Jeff!

Chris

1694. Re: Neodesk4 3DIcons out!

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 14:00:13 UTC
From: chrisw@perth.DIALix.oz.au
Message-ID: <3h019d$282$1@perth.DIALix.oz.au>
Source record: 172144

Randell Spreadborogh (zap@eskimo.com) wrote:
: It would be nice if you took the time to post those icons on an ftp site so
: the rest of us could appreciate them also :-)
: --

Yes please! {:)

Chris
<

1695. Re: Help with Mint and Minixfs

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 14:38:00 UTC
From: sturm@ost1.ping.de
Message-ID: <FBEOBAVOUp@ost1.ping.de>
Source record: 172142

In <3gvcmd$g2@borg.svpal.org> Jonathan Petty wrote :

>I have a few questions. One, what is the latest version of Mint and
>where can I FTP it? (I have version .95 that came in the distribution
>kit). Second, by using the install and setup programs that are part of
>the Mint distribution kit, I installed the Minixfs (and yes its in the
>c:/mint directory), but I can't seem to get the long filenames to work
>with it nor can I seem to get case-sensitive filenames. Someone please
>help!!!(I am obviously new at Minixfs and MINT)...
>
First of all, why not read this newsgroup and maus.sys.atari.mint for
a while before asking those questions?? I'm answering about the same
questions as this one about every day (I did, yesterday), and I would
really wish people to read the articles for some days before posting
their questions.

Well, the versions of mint and minixfs you mention are _very_
outdated. I had about the same problems with an old version of
minixfs. It doesn't seem to work alright. Try and get mint 1.12 and
minixfs 610 (don't know if it's 6.10 or 0.61 or something). They work
alright. Second, all the other stuff in the MDK is just as outdated as
the mint and minixfs versions. So, you can install your minixfs
partition once again by doing
minit.ttp -P -V -n2,
and you can use the programs included in MDK for a first start. But
you should definitely spend some time in looking around for newer
versions of all the software (a.a.u.e). What's a good aspect in having
MDK is that you already know, which stuff at least belongs to a full
installation.

If you still have questions after doing all this, just mail again.

Oliver

--

Oliver Sturm sturm@ost1.ping.de

1696. looking for monitors

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 15:49:23 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950204074852.280B-100000@PEAK.ORG>
Source record: 172145

Anybody know where to find a good (but CHEAP) monochrome monitor for use with the XEP-80? I assume this is like the Apple II monochrome (green) 80-col monitor?

Also looking for Commodore Amiga 1084 monitor - this will work with an 8-bit with "split" composite video, as well as an ST, right?

Thanks.

James

1697. MiNT-Net. TCP-IP with MultiTOS

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 16:11:32 UTC
From: nat@zumdick.rhein-main.de
Message-ID: <FBEQBIVGUp@zumdick.rhein-main.de>
Source record: 172146

Hi unknown reader.

I would like to know, whether anyone is really using MintNET for FTP and
TELNET on a daily basis. What are your experiences ? Is it stable
and fast ? Are you pulling data via ISDN or Modem ? What's the
maximum modem speed you get out of a TT or F030 with MiNT ?

Email answer OK :)

Nat!
------------------"Bang that bit that doesn't bang"---------------

And I love to talk philosophy / but I gotta take a piss
Man, that philosophy / runs right thru you

David Lee Roth

1698. Re: NVDI e-mail address

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 17:01:31 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3h0btb$61f@osiris.wu-wien.ac.at>
Source record: 172147

STIRRE31@MAINE.MAINE.EDU wrote:
: Well, I still cannot get NVDI to print properly after many hours and
: countless sheets of paper. I would like to ask the authors of the
: program about my problem. Does anyone have an e-mail address where
: I could reach them?
: In the meantime, is there a way that I could put Speedo on a floppy
: drive (in an AUTO folder) and have the Falcon bypass NVDI at bootup?
: I was trying to do this but could not figure out how. Doubleclicking
: on Speedo from the desktop results in bombs. Changing the printer
: driver via driver.prg causes NVDI to have to reinstalled (as far as I
: can see).
: -scott tirrell

the e mial adress of the programmer is

Wilfried_Behne@h.maus.de

Regards,

Alfred

1699. Re: TCN repair guy?

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 17:08:15 UTC
From: sammcgee@crl.com
Message-ID: <3h0c9v$kgb@crl5.crl.com>
Source record: 172148
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

DOMINGO@DELPHI.COM (DOMINGO@news.delphi.com) wrote:
: Since TCN (The Computer Network) in Glendale closed, I have NO IDEA where
: to get my ST fixed. Does anybody know how to get in touch with Tony?
: He's the guy who did all ther repairs for TCN. Either that or where in
: L.A. can I get my ST fixed?

: Dom

Tony said he was going to start-up his own shop. Someone at CodeHead BBS
818 980-6763 must know.

Sam

1700. Problems with games and 4

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 17:16:57 UTC
From: artoj@mits.mdata.fi
Message-ID: <3h0cq9$lro@prime.mdata.fi>
Source record: 172149

> My little brother complains to me since I added 4Meg to my mega ST.
> It seems that some games don't like extra memory space. I also remember

When I added 4megs to my old STE, some games didn't work. I worked that out by loading a reset-proof ramdisk (2meg size). It should work in most of the cases. I used Ramplus for the job.

> His biggest gripe concerns F29. What would you suggest as a flight sim
> replacement ?

Hmm... I couldn't get F29 to work even with ramdisk. But for a good flight sim I would recommend Flight Of The Intruder. I really liked it.

---
* Kivi 1.21 *

1701. PGP version 26

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 17:52:44 UTC
From: Bent Meyer <meyer@u.washington.edu>
Message-ID: <Pine.A32.3.91c.950204094509.47577B-100000@homer18.u.washington.edu>
Source record: 172051
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I am looking for a compiled copy of PGP version 26. The binary
is at ftp.tu-clausthal.de. Since I don't have a compiler, nor the skill
to use one, I'm hoping someone has already done it. I would be grateful,
to be able to download it.

Bent Meyer Email: meyer@u.washington.edu
University of Washington Phone: (206) 543-5680
Publications Services Beeper: 997-7194
3900 7th Ave. N.E. PGP: ID B06569
Box 359000
Seattle, WA 98195-9000

1702. Re: What are the best games for the ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 18:00:51 UTC
From: jlwoodal@unity.ncsu.edu
Message-ID: <3h0fcj$ena@taco.cc.ncsu.edu>
Source record: 172052
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

Chris Whitelock (chrisw@perth.DIALix.oz.au) wrote:
: Jeffrey Minter (llamaman@ix.netcom.com) wrote:

: : - well, ST Format in the UK voted my own Llamatron the Second Best St Game of
: : All Time, and it's yours by FTP! If you llike Robotron, go for it...

: And the much-maligned ST Format got it 99.9% right.
: The only doubt (0.1%) is whether Llamatron was in fact the best game.

: I'm just getting into Llamazap now, Jeff!

Are LlamaZap and Llamatron available for PC? If so, where could I find them?

Jeff

1703. Re: HENSA? problems!

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 18:10:12 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.407TU7sQaQI@semprini.waterloo-rdp.on.ca>
Source record: 171989

In <3gp98f$7cs@hasle.oslonett.no>, Hallvard Tangeraas writes:
>has anyone tried Hensa via the www? I can't get it to work, and I
>know I have the right address. I've used it before.
>has it closed down?

When I tried to access it this week via WWW, I got an error message
along the lines of "Your computer is not authorized to access this
server."

It used to work fine. :-(

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

1704. Re: Llamatron for the PC...

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 18:47:18 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HMNJA6WW7Q8WW89K@SNYONEVA.CC.ONEONTA.EDU>
Source record: 172053

Hi. Yes, Llamatron is available for the PC...

It looks virtually identical to the Atari version and if you have a SB or better, it sounds just like it too.

BTW, I wouldn't say that Llamatron is THE best game ever for the ST.
Mind you, it is quite good but certainly not the best.

Games like Time Bandits, SunDog, Cannon Fodder, Realms, Falcon, Star Wars, Starglider II, Arkanoid II, and Mrs. Munchie are just some of the ones that come to mind...

Ari

British Punk! - The Exploited - G.B.H. - Sex Pistols - The Clash -
U.S. Punk! - Kraut - The Dead Milkmen - The Dead Kennedys -
British "Baggy" Music - Inspiral Carpets - Blur - Charlatans UK -

1705. Re: Falcon Prices...

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 19:05:38 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HMNJNK3KOY8WW89K@SNYONEVA.CC.ONEONTA.EDU>
Source record: 172066

In Short, new Falcon prices suck!

If priced at what 1040Stes are selling for then the Falcon is a good buy.
But, for what it costs, what you get, and what it does its no bargin
new or used!

I've been out of the Atari scene since late-summer and I was surprised to
find out that new Falcons are still selling for their traditionally high
prices. Meanwhile, PC prices (and Mac too as much as I don't like them)
continue to drop. What gives? Atari is out of the computer business -
I'd figure they would just price their remaining stocks enough so they
could move them out of inventory and just write off the R&D and production
costs as a loss.

Flame me if you want but Falcon pricing is almost criminal! My Falcon was
valued at around $1,500 US when I got it - and that was w/o a separate monitor
and just 4 megs, all of the software (Speedo, MultiTos, Atari WOrks, etc.),
and the 85meg HD. It really began to bother me when I could get a cheap
PC 486SX-33, with 4 megs, a 200+meg HD, an SVGA card, an SVGA monitor, and
maybe a cheap SB for the same price - plus, it's cheaper to expand, faster,
and there's a hell of alot more applications for it.

Now PCs have plenty of problems but it makes me sleep better at night
knowing that I can run what I need tommorrow or the company I just bought
from is not going out of business anytime soon.

Just my opinion...

Ari

1706. LLamatron PC Llocation

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 19:26:42 UTC
From: llamaman@ix.netcom.com
Message-ID: <3h0kdi$2vt@ixnews2.ix.netcom.com>
Source record: 172054
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

>Are LlamaZap and Llamatron available for PC? If so, where could I find them?

- Llamazap is Falcon-only I'm afraid. Llamatron is out for the PC though. Llast time I was archie-ing around I noticed that there was a copy at:

ftp.sogang.ac.kr

in directory pub3/msdos/games/arcade

filename: llama.zip

\
(:-) - still VLMing :)
/

1707. Looking for STacy

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 19:56:30 UTC
From: quasarbob@aol.com
Message-ID: <3h0m5e$63c@newsbf02.news.aol.com>
Source record: 172055

I'm looking to buy a STacy from someone in North America. If you have one to sale, please send email to me, QuasarBob@aol.com

Thanks.

1708. Re: PGP version 26

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 20:59:56 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <3h0psc$fv8@news.cc.utah.edu>
Source record: 172057
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Bent Meyer (meyer@u.washington.edu) wrote:

: I am looking for a compiled copy of PGP version 26. The binary
: is at ftp.tu-clausthal.de. Since I don't have a compiler, nor the skill
: to use one, I'm hoping someone has already done it. I would be grateful,
: to be able to download it.

I thought the binary was the compiled version! Have you looked at the
binary? It should contain pgp.ttp, that requires no compiling. Also, I
don't know which version ftp.tu-clausthal.de has, but
atari.archive.umich.edu has PGP 2.6.2. It's in Utilities/PGP I believe.
pgp262st.zip.

--
\ Eric Jolley \
\ Film Studies Major, U. of U. \ Home Page:
\ For PGP Public Key, \ http://www.cc.utah.edu/~ewj8218
\ finger ewj8218@u.cc.utah.edu \

1709. Re: softpc <-> dos 5.0

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 21:05:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199502042305.a61078@a2w.maus.de>
Source record: 171988

Richard Stolk (rstolk@intgp12.ih.att.com) wrote on 02.02.95:

>B.T.W What is AFAIK ????? :-|
It is a FLA meaning As Far As I Know

Ian_Taylor@a2w.maus.de The hidden secret of life is

1710. Re: Packer with header ATM5???

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 21:32:29 UTC
From: diehl@bonk.io.org
Message-ID: <3h0rpd$8o4@ionews.io.org>
Source record: 172058
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Richard MORRIS (richard@stingray.manawatu.gen.nz) wrote:
: Could someone please tell me what sort of packer is used that creates files
: with the first 4 characters as: ATM5?

: Is this some AuToMation packer?

It's Atomic Packer version 5.

: Richard.

--

```
_____________________________ _________________________________
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

1711. Re: Scanning software for TOS...

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 21:50:34 UTC
From: henk@elrond.Simplex.NL
Message-ID: <FBEVBEVAUp@elrond.Simplex.NL>
Source record: 172056

In <3gvr3q$1ok@newsbf02.news.aol.com> LOutumuro wrote :

> Is there anyone out there who is familiar is scanning software
>(commercial and/or shareware, etc.) that runs under TOS. I recently
>bought a HP flatbed scanner and would actually like to use it! Any info
>would be greatly appreciated. Thanks in advance. Ciao...
>
>Luis
>
If GEM is OK as well, try OCR 1.3 (to be found at Hensa).

Henk

--
Henk van der Griendt, Student Library Sciences
Dordrecht Email: henk@elrond.Simplex.NL or
The Netherlands griendt@Simplex.NL

1712. SKYLINE CD

Newsgroup: comp.sys.atari.st
Date: 1995-02-04 21:54:20 UTC
From: vicb@clark.edu
Message-ID: <3h0t2c$piu@clark.edu>
Source record: 172050

Did this CD ever get released? I heard it was being planned several months ago, and I even sent in the registered version of a shareware program of mine, but it ended there...Anybody know more about this?

Thanks,
Victor Bruhn
vicb@clark.edu

1713. Re: GEnie to close down...???

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 00:25:12 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3h15t8$83j@golem.wcc.govt.nz>
Source record: 172059

In article <hgw6rAB.bobbro@delphi.com>, bobbro@delphi.com writes:
>I find it interesting that Roger felt that GEnie was the network in
>question. GEnie is still profitable, although they have a well established
>pattern of using distributors to handle their overseas services, rather
>than just doing themselves. Because of their affinity for distributors
>the news of them selling off their NZ business is no big deal (IMHO).

Yes but I only quoted in what I thought and put 2 and 2 together..

But then again most of NZ is being sold off, some by
USA firms, EDS brought DataBank and GCS, the 2 bigest computer proccesing
firms in this part of the world, and the Asians ones bying the rest...

>After all, with all due respect to the Kiwis, we're talking about a nation
>that is all of what, 3 million people. Less than the population of the
>City of Los Angeles, and no where near as convenient.

Yes Bob but its still the Cleanest country in the World, and we do
make Great Yachts...:-)..

>If I were to hazard a guess, I would suspect Prodigy. I'm not sure what
>their subscription numbers are, but I would not be surprised to hear that
>Louie Gastner of IBM is getting tired of pouring cash into a sinkhole
>that hasn't turned a profit yet.

I think you are right about Prodigy bying G.E.I.S. but I thought I.B.M. NZ
was the only Devision in the world making a profit...

>Bob Brodie
>
>bobbro@delphi.com

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1714. Re: NVDI (worth it?)

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 00:29:38 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3h165i$83j@golem.wcc.govt.nz>
Source record: 172060

In article <djs.791641244@gen-off-1>, djs@jet.uk (David Stevenson) writes:
>sheppard_r@ix.wcc.govt.nz (Roger Sheppard..) writes:
>
>>In article <djs.791480412@gen-off-2>, djs@jet.uk (David Stevenson) writes:
>>>sheppard_r@ix.wcc.govt.nz (Roger Sheppard..) writes:
>>>
>>>>I did not think that NVDI 3.01 supported TrueType Fonts....!!
>>>
>>>Well, you're wrong yet again. Surprise, surprise.

Yes I was wrong, but it was the PS-Type-1 fonts that I had read about,
and was confused with TrueType ones...

Am I forgiven...??

>Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1715. Re: IMPORTANT NOTICE ABOUT HENSA ACCESS

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 01:41:58 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3h1ad6$8tb@golem.wcc.govt.nz>
Source record: 172062

In article <D3DH7p.6Mw@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta)
writes:
>Just informing all Atari users out there that gopher and WWW access to
>HENSA is now totally restricted to all except ac.uk domain users.

>I would like to thank all of you that support HENSAs Atari section, as
>it means a lot to me, and hope that this setback will not have you
>looking at other archive sites in preference to HENSA.

Can any please explain what was point of have a Atari WWW and Gopher
that only UK people can use..

Does this affect all other Computer users or Just Atari ones..??

All the raving in the last few weeks regarding the Atari Web pages,
to me this just stinks...

To me Danny you might as well close the Atari section for good, if you can't
support the world what is the point...

Atari Hensa R.I.P.....

Is this the way that Internet is going, or should I say Net as it looks like
it will not be International in what Hensa is doing, or should Hensa
be removed fron Internet....??

Time to buy that PC Clone so I can get better suport...!!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1716. Re: GEnie to close down...???

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 01:43:51 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3h1agn$8v2@golem.wcc.govt.nz>
Source record: 172063

] >After all, with all due respect to the Kiwis, we're talking about a nation
] >that is all of what, 3 million people. Less than the population of the
] >City of Los Angeles, and no where near as convenient.
]
]
] Yes Bob but its still the Cleanest country in the World, and we do
] make Great Yachts...:-)..

What have boats got to do with computers? NZ is a miserable hole, most peoples idea of state-of-the-art technology here is EFTPOS. Everything costs a fortune, it takes ages to get here, we're behind in just about everything imaginable..... I'm surprised any international service will have anything to do with us....

] I think you are right about Prodigy bying G.E.I.S. but I thought I.B.M. NZ
] was the only Devision in the world making a profit...

Bwahahahaha.....

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.
You can only leave if you're crazy, and since you ask, you can't be crazy!
Catch-22

1717. Re: IMPORTANT NOTICE ABOUT HENSA ACCESS

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 01:52:43 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3h1b1b$913@golem.wcc.govt.nz>
Source record: 172064

] Is this the way that Internet is going, or should I say Net as it looks lik
] it will not be International in what Hensa is doing, or should Hensa
] be removed fron Internet....??
]
] Time to buy that PC Clone so I can get better suport...!!!

Note: I may use the same site, but my opinions bear no relevance to Rogers
at any stage unless otherwise specified. I don't mind waiting a few days
while systems are upgraded before flaming them so much that they _are_
shut down.... (Assuming it is being upgraded or some such thing.)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.
You can only leave if you're crazy, and since you ask, you can't be crazy!
Catch-22

1718. Re: Larger hard drives & later versions of TOS.

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 02:13:46 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950205Z021346.097barheath@heathen.demon.co.uk>
Source record: 172027

If it's any help, I'm using a 170Mb Quantum via Translator and TOS 1,62, and
I have no problems at all with it. I have problems alsewhere on th enet, but
that's another story....
--
==*=

1719. Re: Scanning software for TOS...

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 02:59:13 UTC
From: em129@cleveland.Freenet.Edu
Message-ID: <3h1eu1$cmf@usenet.INS.CWRU.Edu>
Source record: 172065

Hello:

Titan Designs in the U.K. are selling flat-bed scanners and mention a scanning module for their ImPro graphics program. You can reach them via email at the following address:

100345.2350@compuserve.com (David Encill)

Alternatively, I think DMC of Calamus fame also have drivers for flatbed scanners, they can be reached at:

potechin@genie.geis.com (Nathan Potechin)

Please post if/when you get your scanner working. I've often wondered if it was possible to hook up a standard flat-bed scanner to an Atari. I'd be especially interested in knowing if you could connect one to a Falcon.

1720. Tuning.faq ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 04:08:14 UTC
From: simon@kingres.demon.co.uk
Message-ID: <791957294snz@kingres.demon.co.uk>
Source record: 172067

I've recently been reading through Demon's 'Tuning .faq' about getting best throughput on my system.
Having read this I thought it would be best for me to have smaller data than I am currently using because I usually use telnet or ftp whilst getting news and e-mail. So I altered mru to 576, mss to 536 and mtp to 476 as described in the .faq but upon dialing up demon via the Luton Vpop it logged in fine and semmed to connect but once I'd got the 'hello' message the modem just disconnects. So after trying this a few times I decided to change the settings back to 1500,1460,1500 respectively and all works o.k.again ?

Anyone know why I can't lower the packet size ?

Also I've used the 'asystat' command to cheque for h/w and s/w overruns, this was the result during receiving mail.

sl0 19200 baud (AUX:Unit 0)
RX:191383 chars 0 o/r 0 in buf h=27592 t=27592 b=32767
TX: 10156 chars 416 o/r 428 in buf h= 230 t= 230 b= 256

Can anyone tell me what this means as the .faq explains it for the pc which is different from the above for my ST.

--

/ | / Snail-mail E-mail
\ |< 216 Scarborough Avenue simon@kingres.demon.co.uk
/ imon | \ ing Stevenage. Herts SG1 2HW

1721. Pioneer Cd-rom driver

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 04:09:06 UTC
From: kim@dksoft.ping.dk
Message-ID: <FBFEAAVDUP@dksoft.ping.dk>
Source record: 171966

Hi.

I'm looking for a Cd-rom driver for my Pioneer DRM 610 (6 disc).
Is there anyone available running under TOS ?

And before you say, ExtenDos does not support it, yet. I've been told
that Roger is working on it, and i just need this driver untill Roger is
finished with his.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

1722. Edith with snews ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 04:29:16 UTC
From: simon@kingres.demon.co.uk
Message-ID: <791958556snz@kingres.demon.co.uk>
Source record: 172068

>Its a nice Text editor but i could not get it to work.I going to try
>Edith next wich i got from.
>ftp src.doc.ic.ac.uk
>cd /packages/atari/umich/Editors/Edith****.lzh
>cant remember the rest of the filename.but note the capital "E"'s
>
I've downloaded Edith and tried to set it up. Works fine with mail
messages. But can't get it to work correctly from news, it just locks the
machine up.

Anyone had any luck with it from news or now how to set it up with news ?

--

/ | / Snail-mail E-mail
\ |< 216 Scarborough Avenue simon@kingres.demon.co.uk
/ imon | \ ing Stevenage. Herts SG1 2HW

1723. Ram for a 4meg FALCON

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 05:27:36 UTC
From: pl4266@u.cc.utah.edu
Message-ID: <3h1nk8$mvs@news.cc.utah.edu>
Source record: 171667

So, there's no ATARI dealer in Salt Lake City, UT and I need RAM
for my Falcon, I have 4 Meg and need to upgrade to 14 or 16 or however
much I can get. Can I use standard SIMM's ? If not where do I get memory
and how do I install it on the Falcon? Anyone upgraded their Ram lately?
Paul
:) Paul.Luscher@m.cc.utah.edu
Het leven is een eigenaardige verzameling van alles buitengwoon! Dag!

1724. Re: What are the best games for the ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 05:37:40 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <3h1o74$2a8@charm.magnus.acs.ohio-state.edu>
Source record: 172069
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

>Wait a second... hold the phone...
>
>If Llamatron is only the "second best game of all time", what in God's Name
>did they consider the "BEST" game of all time..??

Probably Dungeon Master if I were to make a guess...
-David

1725. Re: MiNT, etc...

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 06:47:30 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.JrzWpRDozCQ@icon.pp.se>
Source record: 172070

In <791779302snz@bassland.demon.co.uk>, simon@bassland.demon.co.uk (Simon Williams) writes:
> Okay; so, I've downloaded mint112b.zoo, I've got it installed, and it works.
> I've even downloaded wintos14, and that works too. (Because I wanted to 'see'
> some multitasking on my ST).

You meen MiNTOS 1.4, right?

> I was also told to get net-060.tgz, which I did, I un-gzip'ed it, and un-tar'ed
> it....but all I've got is a load of 'c' files (and many other files too):
>
> Q. 1. Do I have to compile any of these?

No. The package also contains pre-compiled binaries (SOCKDEV.XDD and a couple of .XIF-file). Look in the sub-directories. BTW, RTFM!

> Secondly, I've also got mfs610b.zoo, which I've un-zoo'ed, and I have several
> ttp executables.....
>
> Q. 2a. I've cleared out my G:\ partition....."What Now?"

Put MINIX.XFS in c:\mint or c:\multitos and reboot your computer. When MiNT loads it will also load MINIX.XFS which adds support for Minix File Systems to MiNT.

> Q. 2b. How do I set up G:\ as a minix partition?

Start MINIT.TTP and enter G: on the command-line (but read the documentation first, there are a couple of switches you might want to add!).

> Q. 2c. What other files do I need to use it?

To be able to use the extended filesystem you will need a GEM-shell that understands long filenames (like Gemini) or a normal shell with fileutilities that understands long filenames.

> Q. 2d. How do I use it?

I`m not sure I understand this question. MFS (MinixFS) adds support for Unix-like file-operations including symbolic/hard links, long filenames and extra bits to control file-access. Just use it as you would use any "normal" Unix-system when it comes to file-operations.

> Q. 3. Do I need (or have any advantage) in getting lynx?

Lynx is a HTML-viewer and will let you "surf the net" from your local computer as long as it`s connected to the rest of the world (through

a SLIP/PLIP/PPP-connection). If you want to use Lynx you do of course
need to get it. ;-)

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

1726. << ATARI FALCON FOR SALE >>

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 08:03:49 UTC
From: Paul Weinstein <70007.3545@CompuServe.COM>
Message-ID: <3h20pl$g1k$1@mhade.production.compuserve.com>
Source record: 172071

```
<<Atari Falcon For Sale>>
4 Meg with 65 Meg internal drive
Never used. Asking $800 obo
Call (808) 871-1141 or email
--
Paul Weinstein
Bounty Music
Maui Hawaii
70007,3545@compuserve.com
```

1727. GOT MONITOR, NOW NEED CABLE

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 08:12:18 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950205000426.24176C-100000@PEAK.ORG>
Source record: 172072

Disregard the "Looking for monitor" message. Found monitor.

However, it's a Commodore 1084s. Excellent monitor! It has ALL inputs I wanted:

1) I can put my VCR on the single composite input, and tune in to TV.

2) I can put my Classic Atari8 on the "split" composite, and sport the best video the Classic is capable of.

3) I can attach the ST to the Analog RGB port, BUT I NEED A CABLE!!!

I do believe this was realtively common - to use the Amiga monitor on the ST. I know that Amiga owners have used the SC1224 in the past, because I have seen Amigas running them.....thought they were some sort of new Mega-ST until I got up close and saw the C= signs.

Failing that, I'll have to hire out to have a cable made (oh no...$$$) or attempt one myself. I didn't receive a manual with pinouts (no manual at all, in fact) with the Amiga monitor)....and I don't know the pinouts of the ST....or what needs to be connected to what. If someone can Xerox this info and send it to me, I'd be happy to send a couple bucks.

I HAVE sent e-mail to Toad computers. I'll call around to the Atari vendors listed in the FAQ on Monday. Anybody else done this?

James

1728. SC1224 for sale

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 09:22:19 UTC
From: ralunsfo@uncc.edu
Message-ID: <3h25cb$gaq@news.uncc.edu>
Source record: 172073

I am thinking of selling my SC1224 color monitor, if I can get a good price for it. I'm not quite sure what to ask for it, but it is one of the newer models and is in almost perfect condition. If anyone is interested, I may let it go if I like the price...

Thanks,
Russ
--
****
"Let yourself go with the disease, be with it, keep company with it - this is the way to be rid of it." - Bruce Lee
ralunsfo@unccsun.uncc.edu

1729. Motorola CPU's

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 10:08:54 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBFKDDYNUP@galaxy.teuto.de>
Source record: 172074

In <FBBJBGUXUP@dksoft.ping.dk> Kim Andersen wrote:

>HM> Tell me which features of a TT have to be supportet explicitly?
>The FPU and the LAN. The VME cost damn lot of money, and still miss alot

Hardly any application makes use of a floating point unit. The ones that do,
come with a special 68881 version.

LAN is used by some shareware (PD?) applications to build smaller networks.

>HM> A 486DX2/66 is way faster in raw calculating power than a 68040. And there is
>HM> no 66 MHz 68040 at all.
>Wrong again. (wasn't you the one telling me to get my facts straight ?)
>A 68040 running 33Mhz is running 66Mhz internal! Just like the DX2 machines.

Nooooooooooooooooooooooooooooooooooooooooooooooooooo it isn't. Damn.

The 68040 has two clocks:

Bus Clock BCLK Clock input used to derive all bus signal timing

Processor Clock PCLK Clock input used for internal logic timing. The
PCLK frequency is exactly 2x the BCLK frequency

PCLK is _only_ used for timing of some internal logic-groups. All instruction-
and floating point units use *BCLK*. Period.

This is from the comp.sys.m68k-FAQ:

```
-------------------------------------------------------------------------
| Feature | 68000 | 'EC000 | 68010 | 68020 | 68030 | 68040 | 68060 |
-------------------------------------------------------------------------
| Data bus | 16 8/16 16 8/16/32 8/16/32 32 32 |
| Addr bus | 23 23 23 32 32 32 32 |
| Virtual memory | - - Yes Yes Yes Yes Yes |
| Instruct Cache | - - 3 256 256 4096 8192 |
| Data Cache | - - - - 256 4096 8192 |
| Memory manager | <+ (68451 or 68851) +> 68851 Yes Yes Yes |
| FPU interface | - - - 68881 or 68882 Internal FPU |
| built-in FPU | - - - - - Yes Yes |
| Burst Memory | - - - - Yes Yes Yes |
| Bus Cycle type | <++++++++ asynchronous +++++++> both synchronous |
| Data Bus Sizing| - - - Yes Yes use 68150 |
| Power (watts) | 1.2 .13-.26 .13 1.75 2.6 4 - 6 3.9-4.9|
| at frequency of| 8.0 8-16 8 ? ? 25-40 50-66 |
-------------------------------------------------------------------------
```

So you better check again, buddy.

>And the 68040 33Mhz is just about to available by now.

The XC68040 has been available for a loooong time. The final MC68040 silicon
came out late 1994.

>the developers have sold enough. The 68040 itself doesn't cost that much.

It doesn't?

>So it all depence on the market, which again is depending on the software.
>Personally i'm willing to pay between 5-600$ for an 68040 upgrade, and

You won't get a Barracuda for this amount at all.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

1730. Re: EAGLE

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 10:15:38 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBFKDDYQUP@galaxy.teuto.de>
Source record: 172075

In <3gqgch$bne@btmplq.god.bel.alcatel.be> hofman@31.30.dnet@god.bel.alcatel.be wrote:

>At ProTOS the Eagle has been presented to the public by GE Soft:

That's right. But nothing since then.

[...]

>currently the Eagle is sold with: Motorola 68030 at 32 MHz
> Motorola 68040 at 64 MHz
> Motorola 68060 at 64 MHz

I'd say currently not available at all.

AFAIK, not a single _working_ Eagle has been shipped yet. Some folks over here
are _really_ *angry* with GE. Promises, loads of promises, but nada, zip,
zero, nothing, nuffik, was held until now.

The Medusa T60 could be shipped, if Fredi would get 68060 cpu's in
considerable amounts.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

1731. Re: ST to ST via NOS?

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 10:25:07 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0rb46V-0005uBC@black.csi.cam.ac.uk>
Source record: 172076

In article <791776584snz@bassland.demon.co.uk>, simon@bassland.demon.co.uk wrote:

> > > Alternatively you could put MiNT and MiNT-Net at one end (or both ends)
> > > which would also allow you the FTP between them.
> > >
> > Better still, install MiNT-net on both, and use NFS.
> >
> Er, what is NFS, and where can I get it?

It's a Network Filing System. It allows you to mount remote drives and use them as if they were local drives - you can mount src.doc.ic.ac.uk if you want.

It's in the MiNT/network directory of a.a.u.e. and is called nfs042.tgz or something.

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Windows. From the company that gave you edlin **

1732. Re: Falcon Questions

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 10:34:41 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0rb4Ea-0005u7C@black.csi.cam.ac.uk>
Source record: 172077

In article <FBBJBGUUUP@dksoft.ping.dk>, kim@dksoft.ping.dk (Kim Andersen) wrote:

> >1. What is the highest screen resolution a standard Falcon can do?
> >I heard that it covers all three standard ST resolutions plus
640x480x256 and
> >640x480x64k. But does it go above 640x480 with out any extra hardware?
>
> 640x480 on VGA. And you can't go beyond without exstra hardware/software.

You can get 800x608 using just software. And the only extra hardware
needed to get 1024x768 is a faster dot clock.

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Windows. From the company that gave you edlin **

1733. Re: TIA for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 10:42:47 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0rb4MQ-0005tqC@black.csi.cam.ac.uk>
Source record: 172078

In article <3gtsrd$ijo@batph8.bnr.ca>, troyc@bnr.ca (Troy Carpenter) wrote:

> What you do need is something that understands the SLIP connection like
> Mintnet or NET. You cannot do any services like PING, but you can FTP,
> Lynx, and Telnet out from your system. You cannot do those services FROM
> the net to your ST, however, since your ST will not have a real internet
> address.

You can with MiNTnet (this may depend on your internet provider, but it
should be possible to set it up as a full internet site). It comes with
ftpd and telnetd.

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Windows. From the company that gave you edlin **

1734. Re: Falcon Questions

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 11:43:40 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3h2dlc$ebb@golem.wcc.govt.nz>
Source record: 172079

In article <m0ra5va-0005uOC@black.csi.cam.ac.uk>, mnb20@cam.ac.uk (Mark Baker) writes:
>In article <D3CFxp.BJy@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk
>("Roland Givan") wrote:
>
>> Standard Atari colour monitors are CGA compatible - so even with a Falcon
>> adaptor you won't be able to use one on on PC in anything other than CGA
>> mode. They won't cope with EGA, VGA and SVGA.
>
>Actually that isn't quite true. Atari colour monitors are of a high enough
>resolution to do CGA or a bit better; but CGA is a TTL RGB (actually RGBI)
>system whereas the atari monitors want an analogue system. A CM8833 or
>similar also has a CGA input so that can be used, but not a real atari
>one. The most useful use of an unwanted atari monitor is probably with a
>video recorder.

The first Atari monitor was very good (JVC) 0.38 mm dot pitch, but they then
whent to lower resolution ones, 0.42 dot pitch, this pitch is now used by most
high end TV's, the old TV dot pitch was 0.65 mm...

The CM8833 and otheres do make very good TV screens...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1735. Re: [REQ] informations on the PAK68/030?

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 12:01:00 UTC
From: sk@lumumba.shnet.org
Message-ID: <H.eID.3j0RE2TkNtad2@lumumba.shnet.org>
Source record: 172080

In <3gm7t8$77g@vishnu.jussieu.fr>, jmb@cao-vlsi.ibp.fr (Jean-Michel BLIN) writes:
>
> Hi,
>
> I'm looking for informations on the PAK68/030 card. I own a Mega ST, and
> this card seems to be the perfect solution for me.

It is!

> All I know is :
> * 68030 (?? MHz)

from 16 up to 50 MHz possible.

> * fast ram expansion slot (?? Mo)

there's the FRAC (Fast-RAM-Card) which you can plug onto the PAK.

> * faster than a TT (Qindex? Gembench?)
> * suitable for a mega ST box
> * needs 68000 unsoldering (OUCH!)

Yes.

> But what about :
> ? TOS versions

Unpatched TOS 2.06 works, but it has no PMMU-support so the FRAC doesn't
work with it.

Patched versions of German and English-TOS 3.06 are available.

> ? compatibility

no problems.

> ? FPU slot

is on board.

> ? Linux development

I don't know the actual developments, but for a long time there did not
exist drivers for the ACSI-Port.

Stefan

1736. Re: Desperately seeking editor...

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 12:22:43 UTC
From: peekay@cix.compulink.co.uk
Message-ID: <D3J11v.I4C@cix.compulink.co.uk>
Source record: 172081

> > You are describing C-Breeze
>
> I ahve heard of this somewhere. Is it PD/Shareware/Commercial? Is it
> still supported? Is it MultiTOS friendly/enhanced (it is mainly for
> MultiTOS that I want to switch to a better editor).

It is commercial but probably hard to get hold of now. It was published by Michtron/Microdeal in the UK. It might be worth trying Hisoft or putting a 'wanted' ad on one of the Atari boards. I tried it under MultiTOS on my Falcon and it appears to work just fine. The main attraction for C-Breeze is its configurability - it comes with .cfg files for Mark Williams, Meagamax and Lattice but with a bit of work you should be able to adapt it to anything (even other languages).

Paul.

1737. Magazines Shops in NZ..

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 12:57:13 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3h2hv9$evf@golem.wcc.govt.nz>
Source record: 172082

Well here in Kapiti some 60k north of Wellington, we have a few (5) Shops
that sell books/Mag/papers etc...

One think that I have notice is the number of Amiga mags plus
other computer mags that these shops stock...

One shop had over 6 Amiga mags, in fact in all these shops. their are more Amiga
mags than any other computer platform...

How come, thier are no shops here in NZ, selling Amiga stuff at all, and only
one shop around here selling PC clones...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1738. Re: New Files at HENSA (03 Feb)

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 13:12:02 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3h2ir2$evf@golem.wcc.govt.nz>
Source record: 172083

In article <D3FM45.9o5@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta) writes:
>
>Hi again
>
>Latest installment of your fave list! :-)
>
>ftp/gopher/telnet:- micros.hensa.ac.uk
>WWW:- http://micros.hensa.ac.uk/
>
>Go on...log in
>Download and enjoy!
>Danny

No we can't so Please explain the reason for this International post...

I have not seen any restrictions being posted on a Amiga group, so why
has Atari being picked on...???

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1739. Re: What are the best games for the ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 13:44:30 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.32.000DBE53@cam.ac.uk>
Source record: 172003
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

In article <3gr0h7$mpt@uwm.edu> krieg@allmalt.cs.uwm.edu (Andrew Krieg: Man or Android?) writes:
>Toad Computers has a deal going now where you can get 10 games for $25 for
>the ST. Which of these games are considered 'must haves' by the ST gaming
>arena? Now's your chance to plug your favorite games!

IMHO these games are pretty good or *amazing*:

BUBBLE BOBBLE
CARRIER COMMAND
DEFENDER II
ELIMINATOR
ESCAPE FROM THE PLANET OF THE ROBOTS
GAUNTLET II
IKARI WARRIORS
MIDWINTER
ONSLAUGHT
OPERATION THUNDERBOLT
OUT RUN
PARADROID 90 (on the Spectrum it was the best)
RICK DANGEROUS
RICK DANGEROUS 2
SPACE HARRIER
STAR GLIDER II
SUPER HANG-ON

1740. Re: softpc <-> dos 5.0

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 13:59:18 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950205Z135918.463barheath@heathen.demon.co.uk>
Source record: 172084

In article <D3DoMr.2Dq@nntpa.cb.att.com>
rstolk@intgp12.ih.att.com "Richard Stolk" writes:

> In article <9502011431.AA02224@ilmen.lanl.gov>,
> Hutch <hutch@ilmen.lanl.gov> wrote:
>
> >units, AFAIK.
> >
> >-Hutch- @ Fair Dinkum Tech
>
> B.T.W What is AFAIK ????? :-|
>
> Richard
>
As Far As I Know, it means just what it says - remember Alice??
--
==*=

1741. Re: MEDUSA T60

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 14:32:41 UTC
From: ben@sv.span.com
Message-ID: <050295144602.gem8y@sv.span.com>
Source record: 172085

In article <3gqfqv$bne@btmplq.god.bel.alcatel.be>,
hofman@31.30.dnet@god.bel.alcatel.be <hofman@31.30.dnet@god.bel.alcatel.be ()> wrote:

>AT-bus:

Oh dear.

>300 Mb IDE
^^^
Oh dear oh dear.
--
=-=-=-

1742. PD

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 14:37:56 UTC
From: James.Davidson@cbbs.centron.com
Message-ID: <1e6_9502060740@centron.com>
Source record: 172007

```
For great PD swapping, write to:
J.Davidson,
Wood Farm House,
Whichford,
Shipston-on-Stour,
Warwickshire.
CV36 5PG.
Uk.
+-------------------------------------------------------------------+
| Standard disclaimer: The views of this user are strictly his own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+-------------------------------------------------------------------+
```

1743. Re: Povray V2 on Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 14:41:34 UTC
From: James.Davidson@cbbs.centron.com
Message-ID: <1e7_9502060740@centron.com>
Source record: 172008

```
> Date: 1 Feb 1995 12:09:14 GMT
> Is Povray V2 available for the ST?

Yep, i've got it. Send a couple of disks to:
J.Davidson, Wood Farm House, Whichford, Shipston-on-Stour, Warwickshire. CV36
5PG. UK. I'll send it to you
+-------------------------------------------------------------------+
| Standard disclaimer: The views of this user are strictly his own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+-------------------------------------------------------------------+
```

1744. Re: IMPORTANT NOTICE ABOUT HENSA ACCESS

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 15:27:12 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <791998032snz@bigbox.demon.co.uk>
Source record: 172086

> >Just informing all Atari users out there that gopher and WWW access to
> >HENSA is now totally restricted to all except ac.uk domain users.
>
> >I would like to thank all of you that support HENSAs Atari section, as
> >it means a lot to me, and hope that this setback will not have you
> >looking at other archive sites in preference to HENSA.
>
> Can any please explain what was point of have a Atari WWW and Gopher
> that only UK people can use..

Um, maybe the point is that it is useful to people in th UK? I know that
may seem like a bit of a logical jump there, but I could just be right.

> To me Danny you might as well close the Atari section for good, if you can't
> support the world what is the point...

Allow me to introduce you to a program called ftp. It allows you to grab file
from ftp sites (hence the name), without using WWW.

> Atari Hensa R.I.P.....

IMHO it is by no means RIP - its just starting to get good, and using FTP is
no trouble - I've never grabbed files using anything else.

> Is this the way that Internet is going, or should I say Net as it looks like
> it will not be International in what Hensa is doing, or should Hensa
> be removed fron Internet....??

You're right. If the powers that be close off public WWW access to HENSA it
will probably mean that the entire Internet will follow suit. I can see the
logic in that. And sure, lets all mail the HENSA moderators and ask them to
take out the FTP support too. That will show them. It doesn't matter about
losing an FTP site.

Now back to reality:
Please stop posting such over the top complaints about things.

> Time to buy that PC Clone so I can get better suport...!!!
What ever happened to the Archie?

BTW thanks for posting this. I was getting worried after reading your apology
about making a mistake about PS fonts.

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England

+--+

1745. Re: ST REVIEW NEWS: ANY ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 16:00:52 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBFQBDXUUP@galaxy.teuto.de>
Source record: 172087

In <D3Dtnp.CGv@exeter.ac.uk> D.R.Woodley wrote:

>CLIVE PARKER OF ST FORMAT WRITES:
>OFIR GAL OF ST REVIEW (RIP) WRITES:
>ROLL UP LADIES AND GENTLEMEN for your tickets to watch this
>net-battle of words between the ST Magazine Heavyweights.

I know where to put MY money on ...

BTW, WWF is _nothing_ against this one :-))

Bye.

/Hendr!K/

1746. Re: Adding memory

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 16:01:56 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950205Z160156.956barheath@heathen.demon.co.uk>
Source record: 171998

In article <FBCCACUQUp@warpcon.ersys.edmonton.ab.ca>
leslieh@warpcon.ersys.edmonton.ab.ca "Leslie Hartmier" writes:

> In <3gic5l$k55@floyd.santarosa.edu> Kayvon Ghashghai wrote :
>
> > I just tried installing some 1MB simms in my 1040STe, but had a
> >slight problem. Now, I tried two different kinds, one set of four 9 chip
> >
> > <chomp>
> >
> >Anyone have any suggestions?
> >
> >Thanks
>
> I have two different types of 1 meg SIMMS in my STe, two 9 chip
> SIMMS and two 3 (yes, 3) chip SIMMs,. and they work absolutely
> perfectly. To me, what it sounds like is that not all of your SIMMs
> are 1 meg SIMMS. When I installed two 1 meg SIMMs and two 1/2 meg
> SIMMs, it thought that there were 4 megs, but when it tried to
> actually use them it made for many problems. The way the STe SIMM
> banks work is that it looks to see how many slots are filled (only
> upgradable by twos, so it checks slots 1 and 3), then it checks to see
> what size SIMM is in slot 1, assuming that whatever size of SIMM is
> in slot 1 will be in the rest of the filled slots (don't rag on Atari
> - all computer types that I know of that determine memory capacity
> that way). If it determines that you have 1 meg in 4 slots when
> there may be 1 meg in only 1, 2 or 3 slots with the rest of the slots
> having less (or possibly even more, like a 4 meg SIMM) memory on the
> SIMMs, the system will do crazy things (read: crashing, etc.).
> Also, parity does play a part in SIMMs. I believe that if you
> have parity enabled, the SIMMs won't work. (No, as far as I know,
> there isn't a way to disable parity, but I'm not sure about that).
> What I would recommend is for you to take them to someone who can
> test the SIMMs separately to test what their actual memory capacity
> is, whether parity is enabled, and whether some of the chips are
> faulty or not.
>
> Hope this helps,
> Leslie
>
> --
> leslieh@warpcon.ersys.edmonton.ab.ca
> Moo, eh?

When I upgraded my STe a couple or three years ago, I had a similar problem.
It would act as a 1meg machine or a two meg, but not 4. Odd, I thought.
I tried all ways to work it out and gave up. I sent the thing to the man
with the repair knowledge, and he was most upset in the end. it took him
four days to trace a fault on the pcb (motherboard). Ten minutes to fix it,
but he'd quoted me a fixed price...
Maybe you have similar troubles.
--
==*=

1747. Re: Falcon Questions

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 16:06:20 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBFQBDXXUP@galaxy.teuto.de>
Source record: 172088

In <3gqp4b$n53@osfb.aber.ac.uk> JAMES DOWNING PAGE wrote:

>The smallest is 65meg - I have seen them advertised up to 200meg pre-installed
>If the drive is a 3.5inch you should have no problems installing a larger drive.
>You cannot put a scsi in it - it does however have a scsi 2 port.

The internal drive is 2.5".

But you can fit 3.5" drives, and yes, even with SCSI-bus into the Falcon.

Hendr!K

1748. Re: Atari files read by Amiga/PC?

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 16:15:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199502051815.a14277@iz.maus.de>
Source record: 172089

JDG>Help me! I am looking for a utility that reads Atari files and
JDG>writes them to an Amiga/PC. Please help me!!

Atari STs use the MS-DOS file format, sometimes you have to create
an MS-DOS boot-sector using a virus killer. On the Amiga there's a
utility called DOS2DOS allowing you to read MS-DOS disks.

cu... Ole
--
ï¿½ï¿½ï¿½ï¿½ï¿½ Usenet: Ole_Pahl@iz.maus.de ï¿½ï¿½ï¿½ AmPR: DK1LP@DB0RDB.#SLH.DEU.EU
ï¿½ï¿½ï¿½ï¿½ï¿½

1749. Re: Adding a second HD

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 16:17:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199502051817.a14278@iz.maus.de>
Source record: 172090

DB>Question is, do I need to do anything aprt from just plug it on?

If it is connected as the first drive (located between the host
adapter and the old hard disk), you won't get any problems.

DB>Do I have to reformat and partition my existing drive too

No.

DB>or will the software see these as two different physical drives,
DB>allowing me to format one and not the other...?

Yes.

cu... Ole
--
ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ Usenet: Ole_Pahl@iz.maus.de ï¿½ï¿½ï¿½ AmPR: DK1LP@DB0RDB.#SLH.DEU.EU
ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½

1750. Re: What are the best games for the ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 16:42:59 UTC
From: wesleyp@wam.umd.edu
Message-ID: <3h2v6j$e9p@cville-srv.wam.umd.edu>
Source record: 172091
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

In article <apb25.32.000DBE53@cam.ac.uk>,
BRIDGETT A.P. <apb25@cam.ac.uk> wrote:
>In article <3gr0h7$mpt@uwm.edu> krieg@allmalt.cs.uwm.edu (Andrew Krieg: Man or Android?)
writes:
>>Toad Computers has a deal going now where you can get 10 games for $25 for
>>the ST. Which of these games are considered 'must haves' by the ST gaming
>>arena? Now's your chance to plug your favorite games!
>

In addition to the list below, some others to look for are F-29
Retaliator, Robocop 3, Captain Blood, Projectile, Xenon 2, Gods, and
Speedball 2.

>IMHO these games are pretty good or *amazing*:
>
>BUBBLE BOBBLE
>*CARRIER COMMAND*
>DEFENDER II
>ELIMINATOR
>ESCAPE FROM THE PLANET OF THE ROBOTS
>*GAUNTLET II*
>IKARI WARRIORS
>*MIDWINTER*
>*ONSLAUGHT*
>OPERATION THUNDERBOLT
>*OUT RUN*
>PARADROID 90 (on the Spectrum it was the best)
>*RICK DANGEROUS*
>RICK DANGEROUS 2
>*SPACE HARRIER*
>STAR GLIDER II
>*SUPER HANG-ON*
>

--

Your number still 9-1-1? AAaaaawwlllrighty then!

1751. Uniterm & ZMODEM

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 16:44:59 UTC
From: mkhst4+@pitt.edu
Message-ID: <3h2vab$j6j@usenet.srv.cis.pitt.edu>
Source record: 172092

I noticed a discussion a couple of days ago that some folks were using
Uniterm and had a ZMODEM stand alone prog. to go with it. I'm interested
in getting the ZMODEM part. I currently use Uniterm V2.0e (I think it's
the most recent), but I'm stuck with Kermit...Any ideas?

==========
It's impossible to make anything fool-proof.....
because the fools are so ingenious!!!!
==========
Matthew K. Heere a.k.a. mkhst4+@pitt.edu
==========

1752. Re: Falcon Prices...

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 16:50:27 UTC
From: contacts@mits.mdata.fi
Message-ID: <3h2vkj$prj@prime.mdata.fi>
Source record: 172093

In article <01HMNJNK3KOY8WW89K@SNYONEVA.CC.ONEONTA.EDU>,
<FELDAK79@SNYONEVA.CC.ONEONTA.EDU> wrote:
>In Short, new Falcon prices suck!
>Flame me if you want but Falcon pricing is almost criminal! My Falcon was
>valued at around $1,500 US when I got it - and that was w/o a separate monitor
>and just 4 megs, all of the software (Speedo, MultiTos, Atari WOrks, etc.),
>and the 85meg HD. It really began to bother me when I could get a cheap
>PC 486SX-33, with 4 megs, a 200+meg HD, an SVGA card, an SVGA monitor, and
>maybe a cheap SB for the same price - plus, it's cheaper to expand, faster,
>and there's a hell of alot more applications for it.
>
>Now PCs have plenty of problems but it makes me sleep better at night
>knowing that I can run what I need tommorrow or the company I just bought
>from is not going out of business anytime soon.

Falcon is a computer for music applications. Period. It does things that
are not available for PC. A couple of weeks ago one PC programmer came
to see my Falcon setup, because he couldn't find anything else from the
market to do the job (his band's next record) without getting a large
loan. There are a lot of musicians seeking out Falcon info, because
they do not want to put twice the money on a Digidesign system and a
Mac.

If MultiTOS, Speedo and Atari Works are application types you use,
forget Falcon and get a PC. For music get a Falcon with 14Mb RAM.
It costs a lot, but it's still cheap for what it does, even with
tower, Monitor, ScreenBlaster, FDI, SMP-II and FA-8.

Sorry but I had to say it. With music, PC sucks. Only alternative when
using a PC in music producing (in the same price range) is PC/Cubase
Audio CBX-D5 and Yamaha CBX-D5. But then you'd get only 4 tracks of audio
(max 8 with 2 CBX-D5's), and Falcon gives you 16 if needed.
And before every PC-owner give their view about how wonderful PC is
in music: I'm talking about *integrated* MIDI/Audio/Notation/Sync
-programs with digital I/o etc. (switching programs when editing is
not my view of efficient working).

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki

---

1753. Re: LLamatron PC Llocation

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 18:43:26 UTC
From: Craig@thebrink.demon.co.uk
Message-ID: <846548241wnr@thebrink.demon.co.uk>
Source record: 172094

In article: <3h0kdi$2vt@ixnews2.ix.netcom.com> llamaman@ix.netcom.com (Jeffrey Minter) writes:

> filename: llama.zip

Nice to see you around Jeff, I will be grabbing the PC version of Llamatron to complement my registered ST version. Also a quick question. I have a registered version of Colourspace for the ST and want to know if you ever produced anything similar for the PC? It's been one of those programs I keep going back to and my kids love it (as in children not small goats BTW) :)
--
Craig Oldfield
craig@thebrink.demon.co.uk

1754. Network a TT030 with a Macintosh?

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 19:03:34 UTC
From: japolis@nyx10.cs.du.edu
Message-ID: <3h37e6$9td@nyx10.cs.du.edu>
Source record: 172095

Hello!
It is my understanding (perhaps erroneously?) that the "network" connector on the TT030 works very much the same as AppleTalk on a Macintosh. Has anybody successfully networked a TT with a Mac? I assume that additional Atari software would be nessecary, does anyone know where it may be had? Commercial or PD or shareware? What sort of problems or hurdles have you encountered? Is there an additional hardware interface required?
Thanks in advance for the assistance and the advice!
also, if you would be so kind, please mail replies to me. I'll check here too, but sometimes news gets deleted from the system before I can read it!
Thanks again!
Jeff Apolis
japolis@nyx.cs.du.edu or
jeffapolis@aol.com

1755. Re: Scanning software for TOS...

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 19:27:06 UTC
From: martinc@teleport.com
Message-ID: <3h38qa$a5t@linda.teleport.com>
Source record: 172096

Call toad computers 1-800-448-8623. They will be able to help.

Martin C

--
I love it when they do that.

1756. Re: Adding a second HD

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 19:37:39 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D3JL6r.3pw@cix.compulink.co.uk>
Source record: 172097

In message <D3F3BJ.7MI@westminster.ac.uk>, vctec@westminster.ac.uk said:

>I am going to pick up a SCSI mechanism today, which I will chain onto
>my existing one...I have enough room in my mini disk enclosure tower.

>Question is, do I need to do anything aprt from just plug it on? Also,
>what about formatting and partitioning the drive?

Three things I can think of:

SCSI ID, parity, and termination.

The drive will have a set of pins which you link to set the SCSI ID.
Which model do you have?

Most drives also have a link for enabling parity, others use a software
command. On my SCSI devices, attached to Falcon I have parity disabled.

Some drive manufacturers, eg. Seagate and connor, have a UK BBS from
which you can download the drive specs. incl. link details.

The last unit in your SCSI chain should be terminated, this can be done
using resistors on the drive, or a terminating connector on the cable.

You can partition the drive to suit your requirements.

>Do I have to reformat and partition my existing drive too, or will the
>software see these as two different physical drives, allowing me to
>format one and not the other...?

No need to reformat or partition your current drive.

Barry wilsontjb@cix.compulink.co.uk

1757. Re: Looking for Fax Softw

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 19:41:52 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <02051995.194152@empyr.dircon.co.uk>
Source record: 172098

In message #188, chrisw @perth.DIALix.oz.a writes:

> Anyone know of PD or shareware fax s/ware that supports Class1? My fax
> needs are VERY few and far between.
>
> [Ah well, the modem was priced right anyway]
>
> Chris Whitelock
> Perth, Western Australia

Me too, if anyone can help. Mine's only class 1 and I've never found
anything that will work on it.

Bye for now,

Kev.

Kevan@empyr.dircon.co.uk

VQWK 6.20 [Rev H - 04/04/94]

1758. Re: NVDI (worth it?)

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 19:41:53 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <02051995.194153@empyr.dircon.co.uk>
Source record: 172099

In message #206, djs @jet.uk (David Steven writes:

> >>sheppard_r@ix.wcc.govt.nz (Roger Sheppard..) writes:
> >>
> >>>I did not think that NVDI 3.01 supported TrueType Fonts....!!
> >>
> >>Well, you're wrong yet again. Surprise, surprise.
>
>
> >Go bite your Bum,
> Sorry, can't reach.
>
>
> >Also Please try and READ what I posted, I stated {I THINK} I did
> >not state that this was a FACT...!!!!

> Why post that statement, then, if you don't actually know it's true?

SSSS HH HH UU UU TTTTTT UU UU PPPPPP !!!
SS HH HH UU UU TT UU UU PP PP !!!
SS HH HH UU UU TT UU UU PP PP !!!
SSSS HHHHHH UU UU TT UU UU PPPPP !!!
SS HH HH UU UU TT UU UU PP !!!
SS HH HH UU UU TT UU UU PP
SSSS HH HH UUUU TT UUUU PP !!!

Don't you think this newsgroup has seen enough childish slanging matches already ?!?!

Jeez, ENOUGH ENOUGH !!! I will go apeshit if I read another 'Yes it is', "No it isn't dickbrain", 'Yes it is, stupid', "I'm gonna stamp my little feet until you tell everyone I was right" threads. It took AGES for the last one to die, so what the hell are you doing starting another one ?????

Why is it that as soon as Roger posts *anything*, someone will add a smartass comment ? Enough of slagging the guy off alright ! OK he may be a bit blunt on occasions, but jeez, that's no cause for a vendetta campaign !

[Yes it is....no it isn't....oh yes it is stupid.....ad nauseum]

VQWK 6.20 [Rev H - 04/04/94]

1759. Re: MiNT, etc...

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 19:45:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199502052145.a61108@a2w.maus.de>
Source record: 172100

Simon Williams (simon@bassland.demon.co.uk) wrote on 03.02.95:

>? "Wouldn't it be nice if at least one person actually sat down and
>wrote a complete guide, to setting up MiNT/Minix/Lynx, etc" - I know I'm
>not the only person who needs to know.
Looks like you have made a good start on writing the guide Simon, I
look forward to seeing the next section 8^)

Ian_Taylor@a2w.maus.de The hidden secret of life is

1760. PPP and SLIP on the ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 21:29:16 UTC
From: p2081658@aix01.csd.unsw.OZ.AU
Message-ID: <3h3fvc$pp1@mirv.unsw.edu.au>
Source record: 172001

Guess the subject line says it all, can this be done via 9600 or 14.4k modem? What packages, if any, are available?

1761. Re: Help with Mint and Minixfs

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 21:43:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199502052343.a14329@iz.maus.de>
Source record: 172002

In <3gvcmd$g2@borg.svpal.org>, dogman@svpal.svpal.org (Jonathan Petty) wrote:

JP>One, what is the latest version of Mint

1.12

JP>and where can I FTP it?

ftp.uni-muenster.de

JP>I installed the Minixfs (and yes its in the c:/mint directory), but I
JP>can't seem to get the long filenames to work with it nor can I seem to
JP>get case-sensitive filenames.

You have to use an alternative desktop running in the MiNT domain, Gemini,
for example. You should also get a file selector supporting long filenames,
MfsfM or BoxKite.

cu... Ole
--
ï¿½ï¿½ï¿½ï¿½ï¿½ Usenet: Ole_Pahl@iz.maus.de ï¿½ï¿½ï¿½ AmPR: DK1LP@DB0RDB.#SLH.DEU.EU
ï¿½ï¿½ï¿½ï¿½ï¿½

1762. Re: WWW with an Atari??

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 21:45:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199502052345.a14330@iz.maus.de>
Source record: 172004

In <Pine.SUN.3.91.950204013243.5107E-100000@PEAK.ORG>,
jamesw@CSOS.ORST.EDU (James Wood) wrote:

JW>I don't even fully understand what a WWW site is, and how it differs
JW>from a FTP site, which I have used.

WWW is something like a global hypertext consisting of text,
pictures and files.

JW>My question: What is necessary to get on one with an Atari?

MiNT, MiNT-Net and lynx. lynx is a text-only browser, so you
won't be able to get a real WWW feeling...

cu... Ole
--
ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ Usenet: Ole_Pahl@iz.maus.de ï¿½ï¿½ï¿½ AmPR: DK1LP@DB0RDB.#SLH.DEU.EU
ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½

1763. Re: File at UNI-KL.DE..

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 21:48:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199502052348.a14331@iz.maus.de>
Source record: 172005

In <3gvgus$q7@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard..) wrote:

RS>Can some one Please explain why people are allowed to place files on a
RS>site with a name like this...

RS> 6. cannon_fodder_cheat.prg.

Of course they are allowed to do this because using a UNIX
filesystem is no crime. :-)

RS>I am unable to get this file via Gopher or a mail server..??

What does the mail server respond?

cu... Ole
--
ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ Usenet: Ole_Pahl@iz.maus.de ï¿½ï¿½ï¿½ AmPR: DK1LP@DB0RDB.#SLH.DEU.EU
ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½

1764. Re: TIA for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 22:21:10 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3h3j0m$n12@mercury.dur.ac.uk>
Source record: 172006

Troy Carpenter (troyc@bnr.ca) wrote:

: My understanding of TIA is that it runs on your Unix login session to
: provide simulated SLIP/PPP connections. There is nothing special from the
: package to run on your ST.
: What you do need is something that understands the SLIP connection like
: Mintnet or NET. You cannot do any services like PING, but you can FTP,
: Lynx, and Telnet out from your system. You cannot do those services FROM
: the net to your ST, however, since your ST will not have a real internet
: address.
: And, as stated in another post, there are no graphical WWW browsers for the
: ST. Only Lynx which is Text.
: See http://marketplace.com for more information.

I've just had a look at this, and it looks very much like term for
MiNTnet, a port of which is on HENSA. I downloaded term and it looked
interesting, but I'm not sure how happy our IT service would be if I ran
it so I'm leaving it alone.

ATB,

Martin

--
****
* ---------------- M.J.Maisey@durham.ac.uk -------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

1765. Re: Repair/upgrade shop in Seattle?

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 22:52:49 UTC
From: zap@eskimo.com
Message-ID: <D3Ju81.AFq@eskimo.com>
Source record: 172010

Seattle Atari shops died when Cave Creek Computers closed. Butler moved to Federal Way and stopped selling it's Atari line but may be able to help with repair if any of the same technicians work there. I recommend a call to Xanth Computers in Bellevue and talk to Bud. He has been the best source I have used for Atari repairs in the last few years. I highly recommend him! His number is 206-643-9697. Good luck!

--

Randall Dale Spreadborough
internet: zap@eskimo.com
uucp: zap@eskimo.celestial.com

1766. Re: ST to ST via NOS?

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 23:53:44 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.45bb3FCgYas@icon.pp.se>
Source record: 172009

In <791689070snz@bassland.demon.co.uk>, simon@bassland.demon.co.uk (Simon Williams) writes:
>
> Okay, I haven't actually tried this yet....yet. But are you saying it is
> possible to set my ST up as an ftp site, (while the machine is on)?
> As this would be a useful feature, as my friend does this on his PC, so I
> can download proggies off of his computer; without the bother of uudecoding,
> etc.

Yes, it would definately be possible if your PC-friend allows SLIP
or PPP connections. The easiest way would probably be to use NOS. I`ve
heard it`s quite easy to set up.

If you want a more complete (and complex) system you should try MiNTNet.
It`s not easy to set up, but once you`ve got it up and running it can
handle anything you throw at it.

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

1767. Re: Scanning software for TOS...

Newsgroup: comp.sys.atari.st
Date: 1995-02-05 23:57:01 UTC
From: loutumuro@aol.com
Message-ID: <3h3okd$o6@newsbf02.news.aol.com>
Source record: 172011

Hi Thomas,
Thanks for the scanning info, hopefully I will get this HP
SJIIcx up and running soon. I will post an update later on my progress.
Again, thanks...

Luis

1768. Re: How to read cursor keys?

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 00:21:37 UTC
From: vegard@henry.interlink.no
Message-ID: <3h3q2h$hua@henry.interlink.no>
Source record: 172012

N.Jones-Rodway (nj1@ukc.ac.uk) wrote:
: >> When you read a zero, have you tried reading the next character. In some
: >> languages (I think C is one) zero can be used to denote 'special character'.
: >> I don't know what you will find, but it is worth a try.

: I think this could be right - I remember doing my A-Levl project in HiSoft
: BASIC It took me ages to work out how to read the arrow keys - if I remember
: correcly INKEY$ gave a two-character string if you pressed one of the
: non-ASCII keys, the first character being blank (must have been either a space
: or a chr(0)) and the second one being some letter......

: If you like, I'll dig out my listing and see if I can find out exactly the way
: I did it....

: Neil.
: --
: Neil Jones-Rodway " You can say it one more time
: University Of Kent What you don't like
: Let me hear it one more time, then
: Have a seat, while I take to the sky "

Don`t know if this will be helpful, but here goes. In GFA basic, INKEY$
gives a string TWO characters long if a key is pressed that has
no ascii character assigned (arrow keys, F1/20, help etc). The second
character contains the SCANCODE of the key. If this translates to C, I do
not know...

Vegard

1769. MiNT 1.12h2 problem

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 00:25:20 UTC
From: robotron@moroder.demon.co.uk
Message-ID: <199502060025.AA02631@moroder.demon.co.uk>
Source record: 172013

I've been getting the following error every time I try to leave MiNT 1.12:

pid 0 (MiNT): kfree: memory not allocated by kmalloc
Fatal MiNT error: adjust debug level and hit a key..

Then when I press a key:

FATAL ERROR. You must reboot the system.

I originally thought this was somehow connected with MiNTOS - it happened every time I tried to "halt" the system, which worked perfectly with 1.11 - but today I trimmed my installation down to a minimum (nothing in the auto folder, and no device drivers) and set up a mint.cnf file containing only
INIT=d:\home\tcsh
and I got the error as soon as I tried to "exit". This happens with both TOS 2.06 and TOS 1.6.

Has anybody got it working (i.e. when you "exit", it takes you back to the desktop), and if so, how?

Stephen

1770. ftp mirrors?

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 01:10:19 UTC
From: vegard@henry.interlink.no
Message-ID: <3h3str$im6@henry.interlink.no>
Source record: 172015

This may be a typical newbie question, but as a newbie I just gotta ask...

I want to upload a program I`ve written to atari.archive.umich.edu, but can NEVER get connected - it`s always too busy. Will uploading to one of the mirror sites work, or is this a one-way system?

Vegard Hofsoey

1771. Everything needed for X-Windows

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 01:39:40 UTC
From: darmok@leland.Stanford.EDU
Message-ID: <3h3uks$f7@elaine38.Stanford.EDU>
Source record: 172016

I would like to get X-Windows and the whole bit running on my Falc030/14
What exactly do I need (compiler for MiNT,etc.) and does any of it cost?
Thanks!

1772. Re: Second serial port on Falcon (take 2)

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 02:06:26 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.mv8QmHUprvE@icon.pp.se>
Source record: 172014

In <3g5po5$35j@mars.fb1.fhtw-berlin.de>, harun@PROBLEM_WITH_INEWS_DOMAIN_FILE (Scheutzow) writes:
> If you need only a second, and not a third, serial port, use the LAN-port.
> It has more control lines then a MFP-modification, which has NO (0)
> of them.

But can I use both the LAN-port and the normal serial port at the same time? I thought the SCC only could handle one at a time.

BTW, I really don`t need any control-lines since I`m only going to plug in my VT100-terminal...

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

1773. Dan's Atari Lynxlist! (trade, sell & buy games & accessories)

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 02:50:07 UTC
From: SA073@getty.onu.edu
Message-ID: <SA073.223.2F358E5E@getty.onu.edu>
Source record: 172017

Games are listed in all capital letters, to distinguish them more easily from names and addresses. There are 3 simple things to remember when listing your games. $ means for sale, = means for trade, and ! means wanted. For example, if I wanted to sell Joust, I would write it like this in my list: $JOUST$, and if I wanted to trade joust, it would be =JOUST=, but if I wanted the game, and did not have it, I would write it at the end of my list, !JOUST!. In fact, please put all of the games you have for sale, for trade, and the games you want at the end of your list. It will make it easier for everyone to find, and also for me to change as games are sold, traded, and bought. Also, if you happen to have a game you would either trade or sell, instead of writing it twice, just write it once and put both marks around it, with your preference closer to the name of the game. For instance, if you wanted to sell, but would also trade, you would write it as =$JOUST$=, and if you would rather trade, but might sell, you would write it as $=JOUST=$. I hope this simplifies the list a little bit.
In each case, the games are located below the name and address of the person who has or wants them. Keep in mind that a person may sell a game that is for trade, if you offer enough. Or they may trade for a game other than the one they wanted, if you can work out a deal with them. Feel free to include any games you own or other info in this list.

ADDRESS NAME

mrhappy@netcom.com ? Wong

jim!mike@uustar.starnet.net Mike ?

atariman@aol.com ?
LYNX II: CALIFORNIA GAMES, STUN RUNNER, SHADOW OF THE BEAST, CHECKERED FLAG, CHIP'S CHALLENGE, BATTLE WHEELS, LYNX CASINO, BATMAN RETURNS

mindbomb_bbs@delphi.com Andy ?
LYNX I: SHANGHAI, DRACULA, LEMMINGS, PINBALL JAM, CHECKERED FLAG, KLAX, WARBIRDS, CHIP'S CHALLENGE, =CAL. GAMES=, =MS. PAC-MAN=, =HARD DRIVIN'=, =AWESOME GOLF=, =BATTLE WHEELS=, =STUN RUNNER=

kkimes@npvsrv2.napervilleil.ncr.com ?
LYNX I: 15 GAMES

schwarzm@cs.ucdavis.edu ?
LYNX II: 12 GAMES

aspect@cats.ucsc.edu Chris ?

lestrade@ra.msstate.edu Sean ?
LYNX I

lbanack@darcy.geology.ualberta.ca Leroy Banack

rbarbaga@cs.uml.edu Ralph Barbagallo
LYNX I, LYNX II

barrett@kodak.com Chris Barrett

ad503@detroit.freenet.org Edward Barrett
LYNX II: A.P.B., BLOCKOUT, CHECKERED FLAG, DRACULA, GATES OF ZENDOCON, GAUNTLET 3, LEMMINGS, PINBALL JAM, SHADOW OF THE BEAST, STEEL TALONS, STUN RUNNER, WORLD CLASS SOCCER, ZARLOR MERCENARY, =PITFIGHTER=, !CHECKERED FLAG!, !ISHIDO!, !XENOPHOBE!

Rbatina@infinet.com Robert Batina
LYNX II: CHIP'S CHALLENGE, TOURNAMENT GOLF, CALIFORNIA GAMES, BLUE LIGHTNING, BASEBALL HEROES, PINBALL JAM, HOCKEY, =ELECTROCOP=, =TOURNAMENT CYBERBALL=, =QIX=, !LEMMINGS!, !LYNX CASINO!, !PAC-LAND!

b3j+@andrew.cmu.edu Paul Bordallo

adb@albert.bu.edu Adam Bryant

rene@dvorak.amd.com Louis Castro

jchapel@csugrad.cs.vt.edu Joshua Chapel

mconst@soda.csua.berkeley.edu Michael Constant
LYNX II: BATTLEWHEELS, CALIFORNIA GAMES

jcranmer@lynx.dac.neu.edu Jaimison Cranmer

ah499@cleveland.freenet.edu John Daniels
=ULTIMATE CHESS CHALLENGE=, !DESERT STRIKE!

dimick@cs.wisc.edu Marcus Dimick

tdrake1@gl.umbc.edu Thomas Drake

rene@dvorak.amd.com Rene Dvorak
LYNX II: 22 GAMES

economous@mnsinc.com Ari Economou

gianouko@acs.bu.edu Arthur Gianoukos

jeff_glasson@next.com Jeff Glasson

ujmg88pf@mcl.mcl.ucsb.edu Juan Gonzalez

andrew@minster.york.ac.uk Andrew Hague

hayosh@vnet.ibm.com Robert Hayosh

csjjh@eiu.edu Jonathan Hunt
!BLUE LIGHTNING!, !CHECKERED FLAG!

huber@tribe.enet.dec.com Joe Huber
LYNX II: APB, KLAX, PACLAND, QIX, TOURNAMENT CYBERBALL, !JOUST!, !MS. PAC-

MAN!, !XYBOTS!, !LEMMINGS!, !BLOCKOUT!, !ISHIDO!, !RAMPART!, !PAPERBOY!,
!SHANGHAI!

almo@uwyo.edu Ethan Larson
LYNX II: WARBIRDS, JOUST, CHECKERED FLAG, RAMPART, ROBOTRON, XENOPHOBE,
!KLAX! NOTE: BUYING OTHER TITLES FOR $10 + SHIPPING

aa338@cleveland.freenet.edu Mark Leair

love@qns.com Kenneth Love

malay@reston.unisysgsg.com Bob Malay

marsh@anvil.nrl.navy.mil Steve Marsh
2 LYNX II SYSTEMS, XYBOTS, WARBIRDS, CHECKERED FLAG, SLIME WORLD,
JOUST, RAMPAGE, RAMPART, SHANGHAI, BILL & TED, ZARLOR
MERCENARY, AWESOME GOLF, BLUE LIGHTNING, ROADBLASTERS,
PINBALL JAM, ROBOTRON 2084, KUNG FOOD, A.P.B., CRYSTAL
MINES II, CHIP'S CHALLENGE, LEMMINGS, HYDRA, TURBO SUB, STEEL TALONS, STUN
RUNNER, =HARD DRIVIN'=, =SCRAPYARD DOG=, =MS. PACMAN=, =NINJA GAIDEN=
=BATTLEWHEELS=, =BATMAN RETURNS=, !DESERT STRIKE!, !PAPERBOY!, !QIX!,
!SHADOW OF THE BEAST!, !ISHIDO!

bmcdona@bgnet.bgsu.edu Brody McDonald
!LYNX II!, !COMLYNX CABLE!, !CARRYING CASE!, !GAMES!

karenm6327@aol.com Karen Middaugh
2 LYNX I SYSTEMS, CALIFORNIA GAMES(2), RAMPAGE, SHANGHAI, HOCKEY, LYNX CASINO,
CHECKERED FLAG, KLAX, CHIP'S CHALLENGE, XENOPHOBE, TOURNAMENT CYBERBALL,
ROBOTRON 2084, =SLIME WORLD=, =BLUE LIGHTNING=, =ELECTROCOP=, =ROADBLASTERS=,
=VIKING CHILD=, =AWESOME GOLF=, !JOUST!, !LEMMINGS!, !PINBALL JAM!, !MS. PAC-
MAN!, !HARD DRIVIN'!, !STEEL TALONS!

naus@xi.cs.fsu.edu James Naus

markn@jsb.co.uk Mark Nias
BLUE LIGHTNING, PINBALL JAM, CALIFORNIA GAMES, RAMPAGE, AWESOME GOLF, TODD'S
ADVENTURES IN SLIME WORLD, CHECKERED FLAG, ROAD BLASTERS, VIKING CHILD, KLAX,
CHIP'S CHALLENGE, STEEL TALONS

ange@hplb.hpl.hp.com Andy Norman
1 LYNX I, 3 LYNX II: 4 BATTLEWHEELS, 3 CHECKERED FLAG, 4 XENOPHOBE, 3 SLIME
WORLD, 3 WARBIRDS, 2 CALIFORNIA GAMES, GATES OF ZENDOCON, 2 KLAX, 2 ROBO-
SQUASH, SHADOW OF THE BEAST, STEEL TALONS, STUN RUNNER, ZARLOR MERCENARY,
APB

jonin@netcom.com Daniel Oak

rosborn@en.ecn.purdue.edu Ryan Osborn
LYNX I: WARBIRDS, GATES OF ZENDOCON, SCRAPYARD DOG, STEEL TALONS, XENOPHOBE,
CHIP'S CHALLENGE, SLIME WORLD, AWESOME GOLF, KLAX, ROBOTRON 2084, BILL & TED,
ISHIDO, ELECTROCOP, BLUE LIGHTNING, CHECKERED FLAG, MS. PAC-MAN, TOKI, STUN
RUNNER, RAMPART, SHADOW OF THE BEAST, ROADBLASTERS, CALIFORNIA GAMES,
HARD DRIVIN', =BASEBALL HEROES=, =RYGAR=,

osserman@ocf.berkeley.edu Brian Osserman

pjosephpau1@vaxc.hofstra.edu Patrick Pauline

wesleyp@wam.umd.edu Wesley Potter

eriechel@burner.com Ed Riechelson
!ANYTHING!

seward@greatwall.cctt.com Vern Seward
2 LYNX SYSTEMS

oz@ozzy.demon.co.uk Brian Skreeg
LYNX II

davegan@panix.com Dave Stein

aa399@cleveland.freenet.edu Len Stys

taylor@stsci.edu Patrick Taylor
CALIFORNIA GAMES, J.C. TENNIS, CHIP'S CHALLENGE, ROBOTRON 2084, STUN RUNNER,
CHECKERED FLAG, =STEEL TALONS=

btribble@ocf.berkeley.edu Bob Tribble

bveenker@connectus.com Brian Veenker

tanatoes@netcom.com Andrew Wheat

whitema@cig.mot.com Michael White
BATTLEWHEELS, XENOPHOBE, $=NFL FOOTBALL=$

chinatom@clark.net Jesse Wiens
STUN RUNNER, CALIFORNIA GAMES, BLUE LIGHTNING, WARBIRDS, =BATMAN RETURNS=,
!BATTLE WHEELS!, !DRACULA!, !CHECKERED FLAG!, !SHANGHAI!

sean@gordian.com Sean Williams

d-woodard@onu.edu Dan Woodard
CRYSTAL MINES II, DRACULA THE UNDEAD, TODD'S ADVENTURES IN SLIME WORLD,
XYBOTS, APB, !LYNX II!

woodcock@bnr.ca Gregg Woodcock
$=QIX=$, $=DOUBLE DRAGON=$, !ANYTHING!, !LYNX I!

zbytes@interaccess.com William Zandrew

There are now 61 Atari Lynx owners in this list. If you are one of the
first few people without a name, or with part of your name missing, please
take the time to e-mail me so that I can fill in the missing information.
Also, if you want to include any other information, feel free to do so.
I have been thinking of adding something to the end of this list. Perhaps
some type of game review would be useful? I have only played about 10 of
the almost 80 games available for the Lynx. Although I think that Nick's
game ratings are helpful, they do not give a good overview of the reviewed
games. I was thinking about adding some type of overview at the end of the
Lynxlist. I'm not sure what to call it, but that's what it would be about

anyway. Some of you could do quite a few reviews, it looks like. So, do any of you like this idea? The review could focus on 1 or 2 games. You would have your name attached at the bottom of your review, of course. I think I would put Nick's game rating of the game at the top, and then follow that with the review(s) of the game(s). Reviews should be about a paragraph, and tell specifically what you liked or did not like about the game, it's replay value, sound, etc. If enough people write back and think this would be a good idea, I'll incorporate it into the posting of this list.
Hope you enjoyed everything, and I hope you find this list useful. If you sell a game or anything, let me know so I can update the list.

Dan Woodard

1774. Re: Wanted! a program that s

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 03:03:00 UTC
From: Dirk_Michel@bi.maus.de
Message-ID: <199502060503.a36662@bi.maus.de>
Source record: 172018

Hi Robert!

D>Still: I'm looking for the program that lets me have 'current'
D>and 'parent' directory!!!!

(I did not follow the whole discussion, sorry if I mistook your statement.)
BUT: If you are looking for an alternative desktop that handles
long_filenames_under_MINIX.well :) then do take a longer look at THING 0.26
which does this job (and others) excellently.

Cheers,
Dirk.

1775. Gophering to Hensa...

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 03:29:05 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3h4521$mmt@golem.wcc.govt.nz>
Source record: 172019

Well you can use a Gopher site server to get access to Hensa, via FTP,
but the Big problems is that a lot of Atari files can't be accessed..

This is the Big problem with Gopher, is does not let you decide
if a file is Bin or Txt...

So all those files that end with .tos,.msa,.z,.gz,.prg,.lha
plus a few otheres can't be accessed...

I tried last night here Sunday and could not get on but to-day
Monday was OK...

Is thier any other way....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1776. Ultima and Bard's Tale

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 03:44:44 UTC
From: bwallace@grits
Message-ID: <3h45vc$o4f@catfish.valdosta.peachnet.edu>
Source record: 172020

A
does anyone know if bard's tale 2 or ultima 1 or 2 or 5 or 6 was on the atari
st, I would be interested in buying these. Thanx.

1777. Re: Network a TT030 with a Macintosh?

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 04:17:42 UTC
From: simon@bassland.demon.co.uk
Message-ID: <792044262snz@bassland.demon.co.uk>
Source record: 172021

I would also be very interested in knowing about networking to a mac, except
I have a Falcon030. Both have lovely LAN ports, but can I get software for
the Falcon to network it to the Mac?
--
/\
| Simon Williams |
| simon@bassland.demon.co.uk |
ATART STF-2.5Mb/52Mb, ATARI FALCON-4Mb/127Mb, Macintosh 4Mb/20Mb
"Them girls, them girls, they love me" - Zig n Zag
\/

1778. Falcon serial-port speed?

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 04:23:34 UTC
From: simon@bassland.demon.co.uk
Message-ID: <792044614snz@bassland.demon.co.uk>
Source record: 172022

Okay, so I now have my pretty smart Falcon sitting in my bedroom, connected
to my USRobotics 14,400baud modem. Question is can I get more than 19200 bps
out of my serial port? Apparently, speeds of up to 115000bps are possible
with a little hardware upgrade. *A software patch would be ideal*
I'm looking for 38400, or 57000bps......

Cheers
--
/\/\/\

1779. for sale: 520STM, $50

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 04:31:36 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <dd1_9502060437@flight.org>
Source record: 171970

I'm interested; how do I contact you voice or normal mail?

* TheEdit v2.00g3
--- -//- ---
Internet: Michael.Fitzpatrick@flight.org
| FlightLine BBS 612.544.5118 <> note: the views of this |
| airline-generl.aviation-flsim <> user are strictly his own. |
--- -//- ---

1780. Re: What are the best games for the ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 04:38:34 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3h494alnd5@mhade.production.compuserve.com>
Source record: 172023
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

Ah, yes... well, it was late when I saw that note about Llamatron being only #2...

How could I possibly have forgotten Dungeon Master..?

Let's just say that I was thinking in terms of the best ARCADE game on the ST.

Monkey Island..?? Lord Chaos will not be amused to hear that..!

:)
BobR

1781. Re: Adding a second HD

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 04:46:27 UTC
From: whitema@rtsg.mot.com
Message-ID: <3h49j3$led@delphinium.cig.mot.com>
Source record: 172024

In article <D3F3BJ.7MI@westminster.ac.uk>,
Denesh Bhabuta <vctec@westminster.ac.uk> wrote:
>
>Question is, do I need to do anything aprt from just plug it on? Also,
>what about formatting and partitioning the drive?
>

Yep, just plug and go.

>Do I have to reformat and partition my existing drive too, or will the
>software see these as two different physical drives, allowing me to
>format one and not the other...?
>
>I am using ICD software BTW...maybe I'll buy HDD...but for now, ICD is
>fine.

I'm using ICD software with my ICD AdSCSI+, and you'll be able to access
the new drive through your software. It'll show up as a different physical
drive to do with as you want.

Mike
whitema@cig.mot.com

1782. Re: MiNT, etc...

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 04:46:34 UTC
From: simon@bassland.demon.co.uk
Message-ID: <792045994snz@bassland.demon.co.uk>
Source record: 172025

```
Cheers guys for all of your help.....
--
/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\
| Simon Williams |
| simon@bassland.demon.co.uk |
| ATART STF-2.5Mb/52Mb, ATARI FALCON-4Mb/127Mb, Macintosh 4Mb/20Mb |
\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/
```

1783. FLOPPY HELP

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 05:47:16 UTC
From: scott@santafe.edu
Message-ID: <SCOTT.95Feb5224716@sfi.santafe.edu>
Source record: 172026

HELP!

My 1040st internal floppy drive's motor stopped working.

I have access to 6 floppy drives... 4 are the 1.4MB style and 2 are the 720K style. I've tried working for about 5 hours now to solder power leads into the two 720K drives, but I can't seem to get any response out of them other than some noises that sound like the drive's are being under powered.

I have a few questions....

are all 3.5" drives pretty much the same in terms of interfacing? I'm trying to use the 1040's red/blk/blk/blue power leads which I thin are 5/g/g/12 respectively. Also, I'm using the floppy cable that's inside the 1040 (34pin?) ...

I can't seem to get any positive results. Can anyone help me get these floppies wired in? I'd just like to get a floppy working again. Right now I'm running with no floppy hardware installed and I can run off my hard drive-- but I have a lot of software on floppies that I'd like to get access to.

I do not read this group anymore since I moved over to sun computers-- but I would like to get my ST going again and hear any responses people may have -- so, would you please respond by sending mail to scott@spy.org?

thanx!

Scott

1784. Re: Using MintNet with TIA?

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 08:55:16 UTC
From: roemer@dares.rbi.informatik.uni-frankfurt.de
Message-ID: <3h4o5k$v0@zeus.rbi.informatik.uni-frankfurt.de>
Source record: 172028

In <3gr32l$7tb@batph8.bnr.ca> troyc@bnr.ca (Troy Carpenter) writes:

>Has anyone tried MintNet with TIA? (see http://marketplace.com)

>Does it even work with MintNet?

>How does it help/hamper the performance of MintNet?

Well, I've tried TIA some time ago over a 2400 baud line with MintNet on the
other end. It worked quite well, cslip ftp throughput at ~260cps.

>The limitations of TIA would keep you from telnet'ing and
>ftp'ing to my atari (but not from, thank goodness), but how does it
>work for X? (I would guess not so well)

Well it should work in principle (haven't tried it), but X is even over
compressed 14k4 rather slow.

>Is it worth the trouble to set it up to use with MintNet? (given my
>company does not have true PPP/SLIP access at my site, It may be my
>ONLY choice, no matter how good or bad.)

Your choice. When I tried the eveluation licence of TIA, they had only
a beta test version for HP-UX 9.01 with a few remaining bugs. If they
are removed by now, it's probaly getting it (the installation on the Unix
host side is rather trivial, just run the program).

And besides, forget about that liars saying "TIA stresses your providers
system more than usual". ftp over TIA sucks not more and not less perfomance
than using zmodem to download files. telnet over TIA sucks not more and not
less performace then logging in directly (except from the TCP/IP protocol over-
head, which can be ignored for a few keystokes per second as well as for
large packets as with FTP).

Those saying "TIA stresses your providers system more than usual" are the
providers of the Accounts, because Shell accounts are cheaper then SLIP or
PPP accounts, and with TIA you can convert a shell account into a more or
less useable direct Internet Account.

Kay.
--
Kay Roemer roemer@informatik.uni-frankfurt.de
"If I ever meet ..." http://www.uni-frankfurt.de/~roemer/
"... myself I'll hit myself so hard I won't know who hit me" (Zaphod)

1785. Re: Where is Alcyon C compiler?

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 09:02:08 UTC
From: <>
Message-ID: <3h4oig$59e@btmplq.god.bel.alcatel.be>
Source record: 172029

In article <3grcul$9ni@floyd.santarosa.edu>, kghashgh@nermal.santarosa.edu
(Kayvon Ghashghai) writes:
>James Wood (jamesw@CSOS.ORST.EDU) wrote:
>
>
>: I want to teach myself C with an old book for the ST. In it, they refer
>>: to the Alcyon C which came with the ST developer's package (circa
>: 1985-1986, I believe).
>
>: Help me learn to C!
>
>: Thanks!
>
>: James
>
> I, too want to learn C. However, I'm looking for a compiler. At
>one point, I believe I had Sozobon C. This is a shareware compiler,
>isn't
>it? If not, then I'm thinking of the wrong one. Anyway, if I am
>thinking
>of the right name, does anyone know where I can ftp it, and if it follows
>the ANSI standard? Or, can anyone reccomend either a fairly inexpensive
>commercial compiler, or another shareware/pd/whatever one? I'm on a very
>little money to spend. Also, are any C compilers on the ST ANSI
>standard?
>
>Thank you
>
>No, thank you...
>

Sozobon C is at ftp.uni-stuttgart.de

/pub/systems.atari.programming/C/sozobon_c/

That's germany, but you are in the US?
I do not know a site overthere
--

Peter Hofman
---
1) Do not make someone curious, and then not give all information
2) Do not send replies, only followups, because more poeple might have the
same question as me

1786. Re: What are the best games for the ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 09:30:50 UTC
From: hofer@iamexwi.unibe.ch
Message-ID: <3h4q8a$pad@aragorn.unibe.ch>
Source record: 172030

In article mpt@uwm.edu, krieg@allmalt.cs.uwm.edu (Andrew Krieg: Man or Android?) writes:
> Toad Computers has a deal going now where you can get 10 games for $25 for
> the ST. Which of these games are considered 'must haves' by the ST gaming
> arena? Now's your chance to plug your favorite games!
>

Here are the "good" games:

> BERMUDA PROJECT
> BLOCKOUT
> BUBBLE BOBBLE
> CALIFORNIA GAME
> CARRIER COMMAND
> CASTLE MASTER
> COMBO RACER
> CONQUEROR
> DECIPLES OF STEEL
> DRAGON SPIRIT
> E-MOTION
> ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS
> F-15 STRIKE EAGLE
> FLIGHT SIMULATOR II
> FORMULA ONE GRAND PRIX
> GRAND MONSTER SLAM
> GUILD OF THIEVES
> HILLSFAR
> IRON LORD
> KILLING CLOUD (THE)
> MAN HUNTER NEW YORK
> MERCENARY
> MERCS
> MIDWINTER
> OMEGA
> OPERATION THUNDERBOLT
> PARADROID 90
> PIRATES
> PLOTTING
> PURPLE SATURN DAY
> RESOLUTION 101
> RICK DANGEROUS
> RICK DANGEROUS 2
> RINGS OF MEDUSA
> ROCK `N ROLL
> RVF HONDA
> SHUTTLE II

> SILENT SERVICE
> SPACE QUEST
> SPACE QUEST II
> ST DRAGON
> STAR GLIDER II
> STARFLIGHT
> STUNT CAR RACER
> SUPER CARS II
> SUPER HANG-ON
> TIE BREAK
> TIME SOLDIER
> TOTAL ECLIPSE
> WARGAME CONSTRUCTION SET
> ZANY GOLF

Sacha.


```
_____________________________________________________________________________
| |
| II II II _O/ Hello World! It's just my opinion. "You can't say |
| II II II | it's impossible when you can't prove the opposite" |
| II II II / \ A T A R I F O R E V E R !!! :-) |
| II II II Sacha Hofer(hofer@iamexwi.unibe.ch), proud owner of |
| II II II 2 800XL, 1 130 XE, 1 VCS 2600, 1 520 STFM (1MB), 2 Lynx, |
| II II II 1 1040 STF(4MB,TOS 2.06) and a 486 PC. I'll get a Jag! |
| |
| And remember: the Atari is not a computer, it's a way of life... |
|_____________________________________________________________________________|
```

1787. SCSI ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 09:52:33 UTC
From: scott@santafe.edu
Message-ID: <SCOTT.95Feb6025233@sfi.santafe.edu>
Source record: 172031

bah, looks like my 32MB miniscribe 8425 just went south... after
formatting it 3 times, the old data is *still* there!

ug.

anyway, does anyone have a scsi controller they'd like to sell me
CHEAP ?

I'd like to stop foolding around with these 10, 32 and 60mb disks and
jump right up to 200, 400 and 1GB disks on the atari :-)

oh, does anyone have a mega4st they'd like to sell?

Scott
ps: please respond to scott@spy.org
pps: thanx

1788. Re: Everything needed for X-Windows

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 09:54:17 UTC
From: Patrice MANDIN <i2a06a@iut-nantes.univ-nantes.fr>
Message-ID: <3h4rka$jpb@caro.dsic.emn.fr>
Source record: 172032

darmok@leland.Stanford.EDU (Philips Dilworth Patton) wrote:
>
> I would like to get X-Windows and the whole bit running on my Falc030/14
> What exactly do I need (compiler for MiNT,etc.) and does any of it cost?
> Thanks!
>

Well, I got X11 on FTP, and I install it on my Falcon 4Megs, and the only thing it absolutely needs is Mint-Net (recent version, like the 0.70 I use).

It is a little bit difficult to install because of the directories it needs to create. You need to run it in monochrome (I have a TV so I use 640x200 mono, configured with Bootconf from Uwe Seimet (Is it available on FTP ? I don't know). A thing you must know is that it configures the Falcon's Keyboard in QWERTZ (deutsche thing !) It is really a pain when you type commands with a font 5x7 (the only font given with X11 for Mint+MintNet). It requires a lot of memory to run. 4megs is really just. I don't manage to get Outside running under Mint, and I can just run TWM , a, xterm , the xclock or the xeyes. I think you won't have such a problem.

Also I didn't manage to get TWM running automatically at the boot time. Well, it could be something good that X for Mint uses the VDI for screen output. It could permit the use of every graphic card. If someone could say me where to get X11R5 sources, I would be pleased to build a good version, who also uses it to scan the keyboard and use the GDOS fonts for output when available.

I hope that it would be available soon.

Patrice Mandin
i2a06a@iut-nantes.univ-nantes.fr

"A good computer is a used computer"

1789. Re: Low Prices on Falcon??

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 10:03:27 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3h4s5f$h71@bs33n.staffs.ac.uk>
Source record: 172033

Mark Baker (mnb20@cam.ac.uk) wrote:
: In article <D3CI8K.HoJ@cix.compulink.co.uk>, sidcelery@cix.compulink.co.uk
: ("Harry Sideras") wrote:

: > > The head honcho of C-Lab was at the London Atari show before Christmas
: >
: > Head honcho? Hardly...

: No, he was the "head honcho" of the UK distributers though wasn't he?

Whatever, I am sure he has considerable influence.

Hmmm those who seem to be skeptic about the C-Lab Falcon (hey Hutch hope you're reading this) ought to check out the latest issue of ST Format and in the News section there is (surprise surprise) a little box detailing information about the C-Lab Falcon, when it will be out and future developments from C-Lab.

RiCH

1790. Re: Robinson's Requiem Question

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 10:07:14 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3h4sci$h71@bs33n.staffs.ac.uk>
Source record: 172034

Alexander Clauss (aclauss@rbg.informatik.th-darmstadt.de) wrote:
: > But still... I can't kill the damn dinosaur on the amazon level - ANYONE?!?!

: You'll need the distress pistol. The dinosaur can't stand the light, so it
: hunts only at night. After you fired the distress pistol (use the USE-Icon,
: not the Weapon-Icon) the dinosaur is paralyzed (after a few seconds) because
: of the bright sky. Now it is easy to kill the dinosaur.

Where on earth do I get the distress pistol from???? This must be
something I haven't seen yet. Just out of interest do the Amazon women
give you anything nice once the dino is dead? Oh and should I kill the
other dino or not? (the big lumbering one that just eats grass). I was
hiding behind it hoping that the big nasty dino would kill it and in the
scuffle I could whack a few arrows into its face. Oh well...

Thanks anyway!

RiCH

1791. Re: Falcon Questions

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 10:13:35 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3h4sof$h71@bs33n.staffs.ac.uk>
Source record: 172035

Kayvon Ghashghai (kghashgh@nermal.santarosa.edu) wrote:

: Any reason for the 14meg config, as opposed to 16meg? I think I though I
: could kind of remember reading something years ago that said the last two
: megs were used for memory allocation, or something... And why didn't they
: make it so it could take 8 megs?

Not sure, _can_ you have 16meg in a Falcon? I think there are boards
that let you have up to 32meg but surely that is for TT compatibility only.
8meg would have been nice, heck any configuration would have been nice so
you chop and change... but alas thats what you get when you buy a
computer that was originally designed as an STE graphics card...

: Hey piggy pig pig pig

NIN? Kewl :)

RiCH

1792. Re: Falcon Questions

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 10:18:15 UTC
From: s925377@mailserv.cuhk.hk
Message-ID: <3h4t17$th@hpg30a.csc.cuhk.hk>
Source record: 172036

In article <FBFQBDXXUP@galaxy.teuto.de>, neptune@galaxy.teuto.de (Hendrik Mylius) says:
>But you can fit 3.5" drives, and yes, even with SCSI-bus into the Falcon.
HOW?

==========
Good Luck!
Malcolm
s925377@mailserv.cuhk.hk
"If you can eat, you better eat some more!"

1793. FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 10:19:56 UTC
From: hardyd@cs.man.ac.uk
Message-ID: <3h4t4c$ddk@m1.cs.man.ac.uk>
Source record: 172037

Is anyone interested in buying any ST stuff? Everything is in excellent condition:

Zydec external disk drive with PSU - 30 pounds
Clear Powerplay Cruiser Joystick with autofire - 6 pounds
Midi leads - 5 pounds
Stos Manual - 3 pounds
Games: Mercenary & the 2nd City - 4 pounds
Speedball - 4 pounds
Silkworm - 4 pounds
St Basic & Manual - 4 pounds
Blitz copying lead & software - 4 pounds
Lots of ST mags (mail me for a complete list)

I also have various other bits 'n' bobs including lots of excellent quality DS/DD disks which I will sell for 30p each, or less if bought in bulk. All of these
prices are open to negotiation. P&P is additional.

-Dom
-email: hardyd@cs.man.ac.uk

1794. Re: Joystick/Mouse extenders HELP!!!

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 10:21:58 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3h4t86$h71@bs33n.staffs.ac.uk>
Source record: 172038

C.J.Davis (daviscj@ee.port.ac.uk) wrote:
: The extenders I buy keep breaking after a few hours. It isn't me,
: I am a gentle games player. These things must be made of very poor
: quality. I have checked my ports, joystick and mouse and they are
: all working correctly.

: If anyone knows of a decent make of extenders or has made their own
: could you please mail me the details.

Whatever you do, DON'T buy the ones from ST Review (RIP) or Go Direct.
I made this fatal mistake and the blasted things don't work at all, not
because the connections are wrong but because the plastic coating on the
leads is too big for the actual joystick port so it pushes itself out.

Worst five quid I've ever spent on a piece of plastic.
(Best five quid on a piece of plastic was a BigMac Meal :)

Regards,

RiCH

1795. Re: What are the best games for the ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 10:26:59 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3h4thj$h71@bs33n.staffs.ac.uk>
Source record: 172039
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

Some great ST games I used to enjoy killing a few hours over:-

STUNT CAR RACER - Geoff Crammon struts his stuff before turning F1 on us.

MIDNIGHT RESISTANCE - Very nice little arcade platform shoot-em-everywhere.

SPEED BALL 2 - Bitmap's legendary 'sim' (without the 'ice cream' sample)

SIM CITY - Hey, its a classic, even if it is badly GEM programmed.

RESOLUTION 101 - Plot, what plot? Just fly 'n kill in glorious 3D.

You could do worse than try some of those classic Infograms adventures if
you want a real mind-fest. The only problem is, how will you obtain any
of the above?! Hmmm either they start re-releasing games, you pay lots
for classified ads seeking 2nd-hand copies or someone starts an
Automation FTP site ;)

RiCH

1796. Re: Hollywood Hustler screen shots

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 10:28:18 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3h4tk2$h71@bs33n.staffs.ac.uk>
Source record: 172040

G.R.Keen (G.R.Keen@dcs.hull.ac.uk) wrote:
: Just a quick message for anyone who wants the Hollywod Hustler screen shots
: but don't have access to the WWW then I can mail you uuencode versions!
: All you need is uudecode and the ability to view .GIF'S.

And mighty pwetty they are too :)
Wonder why they ain't doing a Falcon version of the game?

RiCH

1797. Re: softpc <-> dos 5.0

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 11:20:30 UTC
From: rstolk@intgp12.ih.att.com
Message-ID: <D3Ksu6.87@nntpa.cb.att.com>
Source record: 172041

>>In article <9502011431.AA02224@ilmen.lanl.gov>,
>>Hutch <hutch@ilmen.lanl.gov> wrote:
>>
>>>SoftPC was never released by Insignia Software (don't know of an email
>>>address) for the Atari. Any copies floating around are illegal beta
>>>units, AFAIK.
>
>>Well, I just received a floppy which I purchased at a local
>>atari dealer (ACN, Holland, Europe) that also sell's public
>>domain software, when I start it it says this is V1.4 alpha 05 ,
>>so I guess it's an o.k. version.
>
>Hmmm... very interesting. Just because ACN is selling it doesn't mean
>it's legit, of course. I understand it was posted on a LOT of boards
>in Europe. But maybe Insignia has changed their mind and went ahead
>and released it as freeware or something.
>
>Hendrik... Do you know anything about this?

Well I think an offical dealer wont be spreading illegal
stuff.....or would they.

But I still don't know the awnser to mty original question
Is there anybody out there with a spec for the programm ?

Is there an offical version? where can I buy it ? etc.

Richard.

1798. Re: What are the best games for the ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 11:37:06 UTC
From: emdu02@castle.ed.ac.uk
Message-ID: <D3KtLw.B9F@festival.ed.ac.uk>
Source record: 172042
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

In article <3gr0h7$mpt@uwm.edu>, krieg@allmalt.cs.uwm.edu (Andrew Krieg: Man or Android?) writes:
|> Toad Computers has a deal going now where you can get 10 games for $25 for
|> the ST. Which of these games are considered 'must haves' by the ST gaming
|> arena? Now's your chance to plug your favorite games!

* Huge list of games deleted.... *

Any similar place in the Uk selling these games as I can't find it?
If not, how much would it cost to send an order for an order of these ten games to the UK from
Toad Computers?

Help appreicated..
Alan.

1799. Gemini CLI problem

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 11:50:34 UTC
From: gio@wcl-rs.bham.ac.uk
Message-ID: <3h52ea$7og@sun4.bham.ac.uk>
Source record: 172043

I've started having a problem with the CLI in Gemini. When running a .TOS or a .TTP program, the CLI doesn't run it in the window anymore, but runs it in full-screen mode, meaning that I have to tidy the desktop when the program has finished.

Is there anything in any of the config files I can change to fix this?

My setup:

520 STFM with 4M of RAM
TOS 1.2
Gemini 1.2

Thanks in advance...

```
/----o-------------------------\
| /~\|/~\ | Giovanni Ciampa |
| \O/\\O/ | gio@wcl.bham.ac.uk |
| / \ |--------------------|
| \_/ | I am but a figment |
| \___/ | of my own deranged |
| \_/ | imagination |
\---------+--------------------/
```

1800. Re: Sundog

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 11:56:58 UTC
From: thevenot@scinfo.u-nancy.fr
Message-ID: <3h52qa$drt@arcturus.ciril.fr>
Source record: 172044

Rick Hanson (rick.hanson@onlinesys.com) wrote:
: I have a friend who has an Atari ST and has lost his documentation for a
: game called Sundog. He is planning on selling his system and upgrading
: in the future. Any help in tracking down some documents on this game
: would be greatly appreciated.

: Thanks,

: Rick.hanson@onlinesys.com.ca

1801. Re: Adding memory

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 11:58:30 UTC
From: cmckinno@cs.strath.ac.uk
Message-ID: <3h52t6$er@dunlop.cs.strath.ac.uk>
Source record: 172045

Kayvon Ghashghai asked about 9-bit/8-bit SIMMS:

Strange.

The ST does not use Parity checked memory, so only uses 8 bits at each
location on the SIMM. Sounds like the 8 chip SIMMS don't want to play.
If this were a different computer I'd say they were WAY TOO SLOW but the
8MHz ST is quite happy with 100nS memory - I've got an STFM with two
8 bit 100 nS SIMMs on a daughter board and they have been working fine
for a year now. I beleive that Apple used a non-standard SIMM for a
while - is this where you got yours?

Good luck,

```
__ | _|
/ \_ |
| _ \ | | _ \
\ \ / < | | | / |
\____/ \___/ _| _| _| |
* cmckinno@cs.strath.ac.uk *
```

1802. IDE for the ST

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 12:21:49 UTC
From: cmckinno@cs.strath.ac.uk
Message-ID: <3h548t$er@dunlop.cs.strath.ac.uk>
Source record: 172046

I've seen IDE adaptors advertised for the ST. I phoned
up Gasteiner (UK) about them but the 'TECHNICAL' rep I
spoke too didn't know diddly-squat. He thought he did though
and talked a lot of *^$#!

what I want to know is:

Where it plugs into my ST - I know there is an external version
that takes up the cartidge slot, but what about the INTERNAL one-
I've already got extra stuff shoved in my MMU and shifter.

Does it autoboot?

Do they come with OS patches?

Would my PSU (in a STFM) cope with a 3.5" HD or would I have to
run off a seperate supply?

Is anybody out there using one?

Cheers,

```
__ | _|
/ \_ |
| _ \ | | _ \
\ \ / < | | | / |
\____/ \___/ _| _| _| |
* cmckinno@cs.strath.ac.uk *
```

1803. help with X11R5 installation!

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 12:36:25 UTC
From: tkk@uclink2.berkeley.edu
Message-ID: <3h5549$mgj@agate.berkeley.edu>
Source record: 172047
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Okay, so I've got the latest version of Mint(v1.12) with latest version of MintNet(v70) installed. Now I'm stuck trying to install X11R5. Just like the installation README says, I've created a 'neu' directory -- I call it X11, and I've unzooed X11R5.zoo into this directory creating /etc /usr /home etc subdirectories in the process. Then I create a whole new mint.cnf file in the mint folder with entries from the README file. Then, the instructions says to reboot the computer, and I should get a "xterm" and "xclock".

When I did this the first time, I got a couple of file not found errors, and Mint is exited.

Noticing that the lines exec X11\bin\kbd and
exec X11\pty\pty were a little weird, I change these
to exec X11\usr\local\bin\kbd, and
exec X11\usr\local\bin\pty since that's where I found kbd, and pty.

So I again reboot the computer, and now it says:

xinit: file not found (error 33): no server "X" in PATH
Use the --option, or make sure that /usr/bin/X11 is in your pathand that
"X" is a program or a link to the right type of server for your display.
possible servers include:

xinit:server error

Help!! What are the right entries to have in my mint.cnf file? And how should the files in X11R5.zoo be placed in my directory?

1804. Re: PGP version 26

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 12:55:12 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.95Feb6125512@hpbeo82.bbn.hp.com>
Source record: 171951
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
Bent> I am looking for a compiled copy of PGP version 26. The binary
Bent> is at ftp.tu-clausthal.de. Since I don't have a compiler, nor the skill
Bent> to use one, I'm hoping someone has already done it. I would be grateful,
Bent> to be able to download it.

Clausthal is in Germany, and it is illegal to reimport PGP into the US. So there.

Jens (in Germany myself, despite the *.com address).
--
Internet: jensk@hpbbn.bbn.hp.com | Phone: (0|+49)7031-14-4785 (TELNET 778-4785)
MausNet: Jens Kilian @ BB | Fax : (0|+49)7031-14-2049
---------------------------------+------------------------------------------
As the air to a bird, or the sea to a fish, so is contempt to the contemptible.
```

1805. Re: Falcon serial-port speed?

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 13:01:09 UTC
From: djs@jet.uk
Message-ID: <djs.792075624@gen-off-1>
Source record: 172048

simon@bassland.demon.co.uk (Simon Williams) writes:

>with a little hardware upgrade. *A software patch would be ideal*
HSMODA05 (available from several ftp sites) allows faster rates without
a hardware patch.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

1806. Re: ftp mirrors?

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 13:33:28 UTC
From: vctec@westminster.ac.uk
Message-ID: <D3Kyzt.Moo@westminster.ac.uk>
Source record: 172049

Vegard Hofsoey (vegard@henry.interlink.no) wrote:
: can NEVER get connected - it`s always too busy. Will uploading to one of
: the mirror sites work, or is this a one-way system?

No, it won't. Why not upload to HENSA instead? :-)

If you can't get in to hensa, then you may always e-mail me the file at
danny@micros.hensa.ac.uk (not the one I am posting from). As a bonus, I
will upload the software to umich for you. can't say fairer than that,
can I?

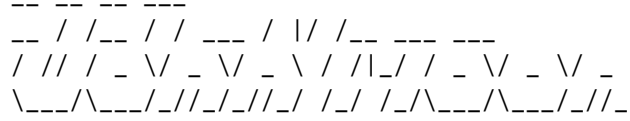
Regards
Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

1807. Re: Magazines Shops in NZ..

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 14:10:49 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3h5al9$rt5@aggedor.rmit.EDU.AU>
Source record: 171954

: How come, thier are no shops here in NZ, selling Amiga stuff at all, and only
: one shop around here selling PC clones...

Well Roger, if you really want to know why, its because you are
in a country that is even further away from the rest of the world
than what we are here in Australia. Or, dont you realise that????



s9205525@otto.bf.rmit.edu.au

1808. Re: wanted: programme to expand atari .zip files

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 14:19:51 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3h5b67$hup@bs33n.staffs.ac.uk>
Source record: 171953

Andreas Sterbenz (asterbz@PROBLEM_WITH_INEWS_DOMAIN_FILE) wrote:
: Hi folks!
: Is there anybody out there who knows where I can get a programm which can
: expand atari st .zip files. The problem is that this programme should not
: be an atari .zip file (programmes which can be expanded with the help of
: ms-dos are o.k.)

: If you know ftp sites where I can find such stuff or if you even have got such
: a programme mail to asterbz@gewi.kfunigraz.ac.at.

: I'd be ever so greatful....
: c u

ST ZIP 2.7 (I believe is the latest, it might be higher now) can be
downloaded from most FTP sites and its *usually* a TOS file that self
extracts on execution. This should solve your problems.

And don't forget to send the author a postcard :)

RiCH

1809. Re: New Files at HENSA (03 Feb)

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 14:23:07 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3h5bcb$hup@bs33n.staffs.ac.uk>
Source record: 171952

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
: In article <D3FM45.9o5@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta)
writes:
: >Go on...log in
: >Download and enjoy!
: >Danny

: No we can't so Please explain the reason for this International post...

: I have not seen any restrictions being posted on a Amiga group, so why
: has Atari being picked on...???

WHAT ARE YOU ON? Danny bothers to spend his valuable time looking after
an extremely good FTP site (providing you have gopher/web!) and all you
can do is moan? God, what is the world coming too? It was an
International post because ANYONE with FTP/GOPHER/WEB access can get at
it - regardless of the country they sit in. Man you need to change
service provider and quickly.

RiCH
PS Keep up the good work Danny and don't let this kind of s**t put you
off please.

1810. Re: Downloading Questions

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 14:27:51 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3h5bl7$hup@bs33n.staffs.ac.uk>
Source record: 171955

RevDrFreak (rappleye@felix.kodak.com) wrote:
: OK Troops, here's my problem: I'd like to download some ST programs and
: utilities off the net, but my only real access is through my Mac at work.
: So how do I get executables from the Mac onto the ST? I got some uuencoded
: files which decoded (on the Mac) into zip files...where do I go from here?

: I'm hoping that somebody out there has "been there...done that" and can
: post a solution for me...

Simple mon amigo... just format your DSDD disks as PC, download your
Atari files onto the Mac hard drive, copy 2 floppy, take home, insert
said floppy(s) into faithful Atari drive and play away. Certainly saves
uuencoding all this stuff. The only problem I can see is if the file is
too big to fit onto said PC formatted floppy.

RiCH

1811. Re: Desperately seeking editor...

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 14:58:17 UTC
From: abstract@wam.umd.edu
Message-ID: <3h5dea$4rh@cville-srv.wam.umd.edu>
Source record: 171956

Ben Bell (bjb@bigbox.demon.co.uk) wrote:

: Hi,

: Can anyone recommend a good GEM-Based editor (preferably designed for use
: as a C editor). The ability to link it to a compiler (Lattice or GCC) would
: be nice too.
I use Edhak 2.3 for all Gem-based editing.

: +---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
: | /// | < Space for rent - £1 per character per week > |
: | bjb | email: bjb@bigbox.demon.co.uk |
: | _/ |Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England|
: +---+

1812. Please Help- Internet Related!

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 15:06:57 UTC
From: dedurham@execpc.com
Message-ID: <dedurham-0602950906570001@deimos.execpc.com>
Source record: 171957

Hi...I am not sure if this has been discussed here...and if it has I am sorry.

I used to have a Atari St and I do not anymore, but my cousin does and he wants to get software for his Atari ST so he can get a PPP pr SLIP account on the Internet. I have a MAC and we have a WEB Browser, Fetch - For FTP Sites, Eudora - Mail Reader...etc...
There must be somethong out there for Atari? A Internet Package? Something he can use besides a basic Shell Account??

Please help..I obviously do not get to read this group often so could you please send details to my internet address below?

Thanks for any help in advance!!

~*~*~*

1813. Batman and the Munsters

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 15:11:38 UTC
From: krieg@allmalt.cs.uwm.edu
Message-ID: <3h5e7a$r64@uwm.edu>
Source record: 171958

I picked up a couple of games at a flea market that had no instructions. They were "Batman: The Caped Crusader" and "The Munsters". Could some kind soul please give me a clue as to how to play these games?

In the Batman game, I figured how how to pick things up, but I don't know how to use anything (besides the Batarang). How do you use the wrench and floppy disk? What are the possible actions through that weird interface of boxes? The graphics look good, but gameplay is awkward since you have to leave the field of play to do anything.

I'm even more clueless with the Munsters. It starts out with me being Lily and I can throw magic zaps at ghosts. I found Herman and Grampa in the basement, but they don't do anything. I tried every key on the keyboard, but I couldn't find any actions under them. What is the purpose of this game?
--
= Andrew Krieg | =
= krieg@ct.med.ge.com | Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@allmalt.cs.uwm.edu| - Astoroth =

1814. Re: Searching for address

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 15:17:41 UTC
From: lais@cs.man.ac.uk
Message-ID: <3h5eil$l7m@m1.cs.man.ac.uk>
Source record: 171961

In article <3glg1g$28k@ionews.io.org>, diehl@grin.io.org (Eric March) writes:
|> wells_s@ix.wcc.govt.nz wrote:
|>
|> : Magic Pockets
|> : Xenon
|> : Xenon II
|> : Gods
|> : Chaos Engine
|>
|> : None of them seem to do anything extra with STe hardware. (No DMA sound,
|> : no blitting etc.) Although, virtually nothing does.
|>
|> : I know there's a couple more, I can't remember them at the moment though.
|>
|> Speedball and Speedball II I think are the missing two.
|>
|> : WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
|> : Steve Wells. or City Council.
|> : You can only leave if you're crazy, and since you ask, you can't be crazy!
|> : Catch-22
|>
|>
|> --
|> _____________________________ _______________________________
|> _____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
|> _________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
|> _________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

Well, Gods displays a smoother colour blend in the sky on an STE, and if I
recall correctly,
Chaos Engine (way overhyped in my opinion) had *slightly* smoother scrolling,
but alas, still
burdened with absolutely awful chip noise - no DMA sound anywhere... I bought
this game after
believing that it was _properly_ STE enhanced, having read the ST Format review
(yes, I am a mug,
reply with various insults). It even came with a damn cheeky scrap of paper that
said something
to the effect of, "Due to limitations of the ST hardware, there is no speech in
the ST versions."
Needless to say I was infuriated.

S.Lai

1815. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 15:18:12 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBGNADURUP@galaxy.teuto.de>
Source record: 171763

In <1995Feb1.034723.11970@honte.uleth.ca> brenjb@hg.uleth.ca wrote:

> A second point -- there is no more a 66 MHz 486 than there is a 66 MHz
>68040. Both reflect clock doubling, so the comparison is fair, in which case
>the 68040 should be compared at 47 MIPS or the 486 should be compared at about

NOT.

See some other mails re. this. Hutch said s. th. and I posted a longer mail as
well.

>software that is written to take advantage of the DSP **can** compete with a
>486. Granted there isn't much (Apex Media being a very notable exception, but
>there are others) software that does use the DSP, but the capability is there

I mentioned the midi and music stuff, which make perfect use of the DSP. Even
in a professional environment.

IMHO, APEX is not for proffessional use, as it does not provide Anit-Aliasing.

> A fourth point -- since we're discussing MagiC here, tell me what on earth
>you're planning on running on a 486 that will touch MagiC for speed, when

There are loads of things one cannot achieve with an Atari. Network servers,
client server database applications. *Graphical* InterNet access, a la MOSAIC,
and so on.

>taken into account, my compute 4 megabyte Falcon is much faster than my
>roommate's 486 DX2-66 with 4 megabytes. Obviously that isn't a fair comparison

Everyone who is using a PeeCee with only 4 megs is an idiot (sorry). You have
the eassiest way of using at least 8 megs. And 1 meg simm's aren't that
expensive at all.

>>How much are you willing to pay for 68040 upgrade for a Falcon? Compare this
> Probably $200.00 Canadian. >:) I probably won't see it either though,

You won't even get a single 68040 for that amount ...

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+--------------------\ (----( )--------------------+

```
\_) ) /
(_/
```

1816. FS: STe + C-Lab Creator - $100

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 15:26:45 UTC
From: joe@zirconium.mcc.com
Message-ID: <D3L48L.129@mcc.com>
Source record: 171959
Cross-posted to: comp.sys.atari.st,rec.music.makers.marketplace

FOR SALE: ATARI 1040 STe / C-Lab Creator v. 3.149

Looking for a cheap, yet amazingly powerful sequencer? Then buy these from me. The STe has 1MB of RAM, a floppy disk drive, and a monochrome monitor. Creator is one of the best sequencer programs ever written. The dongle and the updated manual is included.

PRICE $100 for everything; I'll pay shipping.

--

Joe Newman
MCC/Experimental Systems Lab
jnewman@mcc.com

1817. Re: What are the best ST games?

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 15:27:52 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HMQ4UD87YQ8WWFVX@SNYONEVA.CC.ONEONTA.EDU>
Source record: 171960

That Toad Computers deal certainly sounds good - I have seen and/or played a number of those titles mentioned over the years and can attest that most are worth owning.

However, be aware that many of these games were written quite a few years ago (pre-1989) and are imported from Europe (always the traditional source of ST games).

Because of this - some might not work well with TOS versions above 1.4. It has long been the trend in the US to upgrade TOS to 2.06 or 1.4 and some of these game might not work because they were designed many years ago when TOS 1.0 was in vogue. Also, since the ST sold so many units in Europe, publishers seldom support newer machines because of the sheer number of TOS 1.0 and 1.2 users out there.

SO, the moral of the story is this: If you have an STe, Mega STe, or a Falcon you might want to ask the good people at Toad if any particular titles you are interested in will work on your respective machine.

HardCore! - Agnostic Front - Youth of Today - Government Issue - Minor Threat - Bold - SLapShot - Murphy's Law - Gorilla Biscuts - Uniform Choice - Underdog - Raw Deal -

1818. Re: Robinsons Requiem 030

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 15:38:38 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3h5fpu$i8b@bs33n.staffs.ac.uk>
Source record: 171967

The HipSTer (jdp4@aber.ac.uk) wrote:
: -----

: Help!!!!!!!!!!!!!!!!!!

: I can't kill the Dinosaur on the amazon level either - it only comes out at night

Join the club! From what someone else posted we need a distress gun -
you have _any_ idea where to get this little device from?

: However, you can get through that cave system another way - if you go up the
: hill above the crash site on the first world you can get into another cave system
: This will take you past some teradactyles and into a desert world -

Time to go exploring tonight methinks!!! :)

RiCH

1819. Omikron Basic problems with Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 16:09:45 UTC
From: ENSP209@vmesa12.u-3mrs.fr
Message-ID: <1733DE349S86.ENSP209@vmesa12.u-3mrs.fr>
Source record: 171911

I used to make programs with the Omikron language sometime ago with
my Atari ST and all was ok.
Now I have a Falcon and I am disappointed to see that they don't even
work compiled.

I used the Omikron 3.01 language with the Junior compiler.

Does a patch exist for the Falcon or does somebody know how to have
a version of the compiler running on the machine? please help|||

1820. Re: HENSA? problems!

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 16:20:18 UTC
From: Ton van Overbeek <tvoverbe@wk.estec.esa.nl>
Message-ID: <3h5i82$1f2j@info.estec.esa.nl>
Source record: 171962

hallvart@oslonett.no (Hallvard Tangeraas) wrote:
>
> has anyone tried Hensa via the www? I can't get it to work, and I
> know I have the right address. I've used it before.
> has it closed down?
>
> Hallvard
I had the same problem from here, but the site administrator has
closed all access from outside the uk. I attach danny's message
which he sent me when I asked about the problem:

Hi Ton

> When I am trying to access the Atari section on micros.hensa.ac.uk I now get
> a message that my client is not allowed to access the particular page.
> It used to be one of my favorite Atari pages and it is a pity that I cannot
> access it any more via WWW.

Thank you for the complement....

However, you are correct....you can not access the page anymore. :-(I
am really upset about this, as it was not my decision.....the load on
our system hit an average of 45 day before yesterday, and so the
systems manager totally restricted non ac.uk domain access.

I am hoping that this will not last for long, as the load on the system
hit that high yesterday too, which means that it not gopher or WWW.

I am upset too, as most Atari users that use the Atari section here are
from overseas....hardly anyone here in the uk, in education bothers
with Atari computers. :-(This could also lead to the closure of the
Atari section due to not much usage. :-(

I need cheering up. Hopefully, we will soon find what the cause is for
the high loads, and revert back to full unrestricted WWW access. In the
meantime, please use us via ftp.

Would you like to be on the mailing list for Atari newsletters?

> If it is intentional please make some info page available on the situation
> and post a message about it to the comp.sys.atari.st.* groups.

I will do that. Thanx for reminding me..

Do keep in touch. :-)

Regards
Danny

--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
e-mail: danny@micros.hensa.ac.uk; D.Bhabuta@Lancaster.ac.uk, vctec@wmin.ac.uk,
D.Bhabuta@qmw.ac.uk, dbhabuta@cix.compulink.co.uk, rldb@dir.mcc.ac.uk

----->>>>>THIS MESSAGE FROM danny@micros.hensa.ac.uk<<<<<-----

---

Ton van Overbeek, tvoverbe@wk.estec.esa.nl

1821. Re: TIA for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 16:46:55 UTC
From: scott@santafe.edu
Message-ID: <SCOTT.95Feb6094655@sfi.santafe.edu>
Source record: 171963

has anyone had any experience running MiNT in 1MB?

Scott

1822. Re: Falcon Questions

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 16:52:56 UTC
From: klawson@wfl.fha.dot.gov
Message-ID: <3h5k59$5qh@pdx1.i.net>
Source record: 171964

In article <3gnh4m$8p6@nermal.santarosa.edu>, kghashgh@nermal.santarosa.edu (Kayvon Ghashghai) says:
>
>In article <3gm9s7$ok5@bs33n.staffs.ac.uk>,
>Requiem <cm3hirjd@bs47c.staffs.ac.uk> wrote:
>>Fred Horvat (ap748@cleveland.Freenet.Edu) wrote:

>
>Speaking of memory, what size SIMM does the Falcon take? Is it 72 pin or
>(uh, thirtysomething...)
>
>Any reason for the 14meg config, as opposed to 16meg? I think I though I
>could kind of remember reading something years ago that said the last two
>megs were used for memory allocation, or something... And why didn't they
>make it so it could take 8 megs?
>
>Hey piggy pig pig pig

My info is that 14 MB is the max (some weird Atari architecture thing).
The simm pin size is the 30 pin flavor (4MB max on that I think).
And last but not leat I have an add on 3rd. party device called "RAM Gizmo".
I don't have the specs on me today but I'll check it out at home tonight.

kl

1823. Re: What are the best games for the ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 17:03:28 UTC
From: n8510295@henson.cc.wwu.edu
Message-ID: <1995Feb6.170328.10638@henson.cc.wwu.edu>
Source record: 171965
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

In article <3h4thj$h71@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>Some great ST games I used to enjoy killing a few hours over:-
>
>STUNT CAR RACER - Geoff Crammon struts his stuff before turning F1 on us.
>
>MIDNIGHT RESISTANCE - Very nice little arcade platform shoot-em-everywhere.
>
>SPEED BALL 2 - Bitmap's legendary 'sim' (without the 'ice cream' sample)
>
>SIM CITY - Hey, its a classic, even if it is badly GEM programmed.
>
>RESOLUTION 101 - Plot, what plot? Just fly 'n kill in glorious 3D.
>
>You could do worse than try some of those classic Infograms adventures if
>you want a real mind-fest. The only problem is, how will you obtain any
>of the above?! Hmmm either they start re-releasing games, you pay lots
>for classified ads seeking 2nd-hand copies or someone starts an
>Automation FTP site ;)
>
>
>RiCH

1824. Re: Falcon Questions

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 17:17:48 UTC
From: kim@dksoft.ping.dk
Message-ID: <FBGRAEWDUP@dksoft.ping.dk>
Source record: 171976

In <m0rb4Ea-0005u7C@black.csi.cam.ac.uk> Mark Baker wrote:

>> 640x480 on VGA. And you can't go beyond without exstra hardware/software.
>
>You can get 800x608 using just software. And the only extra hardware
>needed to get 1024x768 is a faster dot clock.
>

Thats why i wrote hardware/software, cause you need both in any cases.

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

1825. Re: Pro music made with Ataris

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 18:24:24 UTC
From: gaglianiw@vms.csd.mu.edu
Message-ID: <0098B945.0AE033A0@vms.csd.mu.edu>
Source record: 171968

In article <3gtjod$qmi@nic.umass.edu>, DJCHENG@frost.oit.umass.edu (Daniel J Cheng) writes:
>nathanc (nathanc@math.wvu.wvnet.edu) wrote:
>
>: >
>: >
>: > > Anyone know of any major CDs out that were produced with Ataris?
>: > > 'cya
>: >
>
>: Hall and Oates used some in Change of Season. They thank Atari in the
>: liner notes. I know David Grusin (sp?) used one to compose the music
>: to The Milagro Beanfield War (sp?). Geddy Lee of Rush played around
>: with one but likes the Mac better. Circa 1988 he was playing with the
>: ST because it had superior editing stuff, but was waiting around for the
>: Mac library to catch up since he liked finder better than Gem.
>
> Tangerine Dream also used Ataris on their LiveMiles album (picured
>on the cover), and Lily on the Beach (they thank Frank Forster at Atari). I
>don't know about their more recentt albums, though.
>
>
>
>: A Centofanti __ __ _____
>: WVU Math Dept. \ \/ \/ ____|
>: \ /\ /____
>: \//\\// ___|
>: \ \/ /
>: \ /
>: \/

Another TD album that lists Atari is TYGER, btw. Great cd!

Bill Gagliani
Marquette Memorial Library
gaglianiw@vms.csd.mu.edu

1826. keyboard help

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 18:31:27 UTC
From: gaglianiw@vms.csd.mu.edu
Message-ID: <0098B946.06E0D600@vms.csd.mu.edu>
Source record: 171969

I've lurked and learned for a while here, but now I need some help!

Can someone point me toward a new or used (most likely used) keyboard
for my MEGA ST?

Mail to me, not the board!

Thanks.

Bill Gagliani
Marquette Memorial Library
gaglianiw@vms.csd.mu.edu

1827. Re: softpc <-> dos 5.0

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 18:50:02 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9502061748.AA03079@ilmen.lanl.gov>
Source record: 171971

In a previous article, rstolk@intgp12.ih.att.com (Richard Stolk) wrote:

>>In article <9502011431.AA02224@ilmen.lanl.gov>,
>>Hutch <hutch@ilmen.lanl.gov> wrote:
>>
>>>SoftPC was never released by Insignia Software (don't know of an email
>>>address) for the Atari. Any copies floating around are illegal beta
>>>units, AFAIK.
>
> Well I think an offical dealer wont be spreading illegal
> stuff.....or would they.

I would certainly -hope- not! :) But I now understand that evidently
Insignia -did- in fact release the Atari version of SoftPC into the
public domain. Atari Corp wasn't very happy with this, for some reason,
but it seems that Insignia did it anyway, AFAIK.

Just wanted to correct myself. Sorry I can't answer your original
question about SoftPC with DOS 5.0, Richard.

-Hutch- @ Fair Dinkum Tech

1828. Re: Desperately seeking editor...

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 18:58:48 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.136.000DFB52@cfcsc.dnd.ca>
Source record: 172000

> > > You are describing C-Breeze
> > I ahve heard of this somewhere. Is it PD/Shareware/Commercial? Is it
> > still supported? Is it MultiTOS friendly/enhanced (it is mainly for
> > MultiTOS that I want to switch to a better editor).
>It is commercial but probably hard to get hold of now. It was published
>by Michtron/Microdeal in the UK. It might be worth trying Hisoft or putting
>a 'wanted' ad on one of the Atari boards. I tried it under MultiTOS on my
>Falcon and it appears to work just fine. The main attraction for C-Breeze
>is its configurability - it comes with .cfg files for Mark Williams,
>Meagamax and Lattice but with a bit of work you should be able to adapt it
>to anything (even other languages).
>Paul.
Hmmm, I see no mention of EdithProfessional?! Capable of working in hex, C
style, 7 windows open, Ihaven't used it under MiNT, but its fine under Geneva
:-)
plus tard
-ken

1829. Re: Desperately seeking editor...

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 19:00:42 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.137.000E0373@cfcsc.dnd.ca>
Source record: 171901

```
>In <ftn_2.203.202.11$fidonet.org_2f2b8c38_Christian.Mittendorf@space.ct.se>
>Christian Mittendorf wrote:
>>In a message of <27 Jan 95 19:14:20>, Kim Andersen (2:200/427.1) writes:
>> KA> Everest or 7UP, just to mention as few.
>> KA> Everest is commercial though, perhaps shareware.
>>Everest is shareware and costs only 20,- DM.
>> KA> 7UP is shareware or PD.
>>This one is also shareware and costs 50,- DM.
>>Both are available from ftp.uni-kl.de (AFAIK).
>Thanks Christian.. But i was right in both beeing good editor's, wasn't I
>8-)
>Greets
>Kim
I forgot to mention in my earlier post about EdithPro that it checks for
correct C syntax when you are working in that style, and is eminently
configurable!
prends soins/take care
-ken

>--

> /-------------------------------------------------------------------------\
>-/-------------------------------------------------------------------------\-
>| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
>| The scandinavian board when you | 5 Atari computers including a Falcon. |
>| have Atari problems or requests. | Modem handle 19200 Zyxel baud. |
>| CD-Roms online Free download limit.| Many years of experience. |
>-\-------------------------------------------------------------------------/-
> \-------------------------------------------------------------------------/
```

1830. Sang NVDI drivers

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 19:01:20 UTC
From: whitema@rtsg.mot.com
Message-ID: <3h5rm0$8rh@delphinium.cig.mot.com>
Source record: 171973

Hi all!

Is anyone out there using the Sang MegaVision 300 with the
NVDI MegaVision drivers? If you are, could you email me with
info comparing them to the Sang drivers, and how I might
purchase them?

Thanks in advance,
Mike
whitema@cig.mot.com

1831. Re: Low Prices on Falcon??/ C-lab news

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 19:05:07 UTC
From: contacts@mits.mdata.fi
Message-ID: <3h5rt3$1l1@prime.mdata.fi>
Source record: 171972

```
In article <3h4s5f$h71@bs33n.staffs.ac.uk>,
Requiem <cm3hirjd@bs47c.staffs.ac.uk> wrote:
>Hmmm those who seem to be skeptic about the C-Lab Falcon (hey Hutch hope
>you're reading this) ought to check out the latest issue of ST Format and
>in the News section there is (surprise surprise) a little box detailing
>information about the C-Lab Falcon, when it will be out and future
>developments from C-Lab.
>
>RiCH

Could you quote that article here, please!?

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)
---------------------------------------------------------------------
Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---------------------------------------------------------------------
```

1832. Re: MiNT-Net. TCP-IP with MultiTOS

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 19:25:04 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <792098704snz@bigbox.demon.co.uk>
Source record: 171949

In article <FBEQBIVGUp@zumdick.rhein-main.de>
nat@zumdick.rhein-main.de "Nat!" writes:

> I would like to know, whether anyone is really using MintNET for FTP and
> TELNET on a daily basis. What are your experiences ? Is it stable
> and fast ? Are you pulling data via ISDN or Modem ? What's the
> maximum modem speed you get out of a TT or F030 with MiNT ?

I'm not exactly using it daily, but weekly yes. I am very impressed by it.
It's pretty fast (provided you have the HSMODEM serial patch), and using
TOSWIN or MIWM you can have multiple sessions open at once easily. I am
using a 14400 baud modem. I haven't used a TT or F030 (--> Deprived <--),
but it won't be any faster as the modem is the bottleneck.

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+--+

1833. Possible to put 720k drive in SF 354 ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 19:45:51 UTC
From: jwilhelm@Physik.TU-Muenchen.DE
Message-ID: <3h5u9f$dt0@sunserver.lrz-muenchen.de>
Source record: 171975

Hi,

I have an old single sided Atari SF 354 floppy drive and a spare 720k drive from a dead 1040STF. I replaced the single sided drive in the SF 354 with the 720k drive. Problem: it's working only as a single sided drive, I can neither read nor format 720k floppies. Is this a problem with the electronics found in the SF 354? Or might my drive be broken?

What's the purpose of the board in the SF 354 - it has a 40 pin chip labeled 8048 on it.

Any answers (preferably by mail) will be greatly appreciated.

Thanks, Jan

--

Jan Wilhelm email: jwilhelm@physik.tu-muenchen.de
phone: +49 89 2780 465

--

Jan Wilhelm email: jwilhelm@physik.tu-muenchen.de
phone: +49 89 2780 465

1834. Re: What are the best games for the ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 19:47:42 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3h5ucu$iqe@bs33n.staffs.ac.uk>
Source record: 171974
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

Andrew Krieg: Man or Android? (krieg@allmalt.cs.uwm.edu) wrote:
: arena? Now's your chance to plug your favorite games!

: ALTERNATE REALITY THE CITY

nothing quite like it - amazing game

: BUBBLE BOBBLE

bub and bob to the rescue! wonderful game

: CASTLE MASTER

3D Freescape game, great atmosphere

: CONQUEROR

hard to master but wicked little tank sim from the guy who wrote Virus/Zarch

: GRAND MONSTER SLAM

This game is BRILLIANT - great graphics, music and gameplay - really good

: KILLING CLOUD (THE)

Deep vector sim where you play a neat future cop, very nicely done

: LITTLE COMPUTER PEOPLE DISCOVERY KIT

It's just a classic man - raise your own pile of bytes :)

: PASSANGERS ON THE WIND

Great French adventure game, nice graphics, odd enough to be original

: SUPER CARS II

Wicked 2 player fun, boring on your own

: TYPHOON THOMPSON

Fast paced sea action with nice effects and gameplay to die for

Err go buy :)

RiCH

1835. Re: Atari mags...

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 19:49:25 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3h5ug5$iqe@bs33n.staffs.ac.uk>
Source record: 171978

Jeff Apolis (japolis@nyx10.cs.du.edu) wrote:
: Atari magazines for sale:
: Current notes,
: ST Informer,
: Radical Type,
: AtariUser,
: Atari Advantage
: About six inches deep of Atari news and ads and tips and tricks. Enough
: reading to keep you happy for a year.
: $20 which includes shipping
: japolis@nyx.cs.du.edu or
: jeffapolis@aol.com

Bet that $20 doesn't include shipping to the UK, othewise I'd buy them all.
sigh

RiCH

1836. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 20:23:39 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.33.0014658F@cam.ac.uk>
Source record: 171977

In article <FBDWDCURUP@dksoft.ping.dk> kim@dksoft.ping.dk (Kim Andersen) writes:
>In <9502021629.AA02534@ilmen.lanl.gov> Hutch wrote:

>>Er... begging your pardon but the above is simply NOT true. The 68040 is
>>NOT clock doubled in the same -fashion- as the DX2 machines. That is just
>>Apple (and Motorola) propaganda, my friend. Yes, technically speaking, it
>>does run at a faster clock rate internally but that does not double its
>>performance like you find in a 486DX33 vs 486DX266!

>I'm only stating what i've been told by people i trust. Could be they're
>wrong, but i sure doubt that.

I think it was in ST Format (I KNOW) they had an article on the 040 a while
back and in that it said that they said that they were all clock doubled.
Besides which a DX266 is not twice as fast as a DX32 as the rest of the
machine slows the chip down - I don't think Intel increased the cache size
either.

1837. syslogd binary? (for MiNTNET PPP)

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 21:12:31 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D3LK8w.Lw9@watserv2.uwaterloo.ca>
Source record: 171979
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

I have gotten MintX to work well, I have got MinTNET installed, now I am trying to get a PPP connection going. The pppd docs say syslogd is needed to run it - so I got MinTOS 1.4.1 and proceded to just try and get syslogd (and some updated file utils) I do not want to set up with users like a BSD system. The problem is there is no binary in the distribution for syslogd, only source and I do not have gcc up and ready to go to compile. Is there any binary of syslogd floating aroiund the net? I've kept the syslogd.conf file from MintOS but I don't want to install all of MintOS

Thanks,
Sam

1838. Looking for FPU 68881/68882

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 21:51:14 UTC
From: dhohenst@gpu.srv.ualberta.ca
Message-ID: <3h65ki$19q2@quartz.ucs.ualberta.ca>
Source record: 171982

Does anyone know where I can get a FPU for the Mega STe or Falcon?

BTW, does Atari still exist?

==========
Without Questions, there is no Truth. Doug Hohenstein
==========

1839. Is Atari Alive???

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 21:53:11 UTC
From: dhohenst@gpu.srv.ualberta.ca
Message-ID: <3h65o7$19q2@quartz.ucs.ualberta.ca>
Source record: 171981

What is the current status of Atari? Do they still exist? Do they still
make or sell computers? Should I bother upgrading, or should I bail?

==========
Without Questions, there is no Truth. Doug Hohenstein
==========

1840. Re: Possible to put 720k drive in SF 354 ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 22:01:57 UTC
From: bjgrier@bnr.ca
Message-ID: <3h668l$45l@brtph500.bnr.ca>
Source record: 171980

In article <3h5u9f$dt0@sunserver.lrz-muenchen.de>, jwilhelm@Physik.TU-Muenchen.DE (Jan Wilhelm) writes:

> Hi,
>
> I have an old single sided Atari SF 354 floppy drive and a spare 720k drive
> from a dead 1040STF. I replaced the single sided drive in the SF 354 with
> the 720k drive. Problem: it's working only as a single sided drive, I can
> neither read nor format 720k floppies. Is this a problem with the
> electronics found in the SF 354? Or might my drive be broken?
>
> What's the purpose of the board in the SF 354 - it has a 40 pin chip labeled
> 8048 on it.
>
> Any answers (preferably by mail) will be greatly appreciated.
>
> Thanks, Jan

It's purpose is unknown to me at this time, it seems to buffer the data between the Atari and the physical drive. I did modify it to work with a double sided NEC drive. It is currently controlling a 5.25 DSDD drive on my TT.

The change is not to hard to figure out if you have the descriptions of the 34-pin floppy contector, the 14 pin Atari connector, and a TTL-Logic handbook. Draw the logic diagram that controls the head select and the device select lines, the changes should be fairly obvious.

I can open up my case if you really need me to, but I would prefer not to.

Brian

1841. Re: Farewell ST Review

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 22:46:17 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3h68rp$cjs@dux.dundee.ac.uk>
Source record: 171905

Craig Oldfield (Craig@thebrink.demon.co.uk) wrote:
: In article: <D31nB0.K5y@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal")
writes:
:
: > >> I will not be surprised to see a new Atari magazine appear...
: > >The names of Gal and Lennerd wouldn't be involved would they? :)
: > I wouldn't be surprised if they are :-)

: In that case I might well be purchasing said new Atari magazine (sorry
: about the typo Vic if you're reading) :)
: --

Well I hope that they do, STF is not bad but has nothing like the
range and spread of articles.

Rod

--
--
Rod McCall, President, Lip Theatre Company
==
// email: rmccall@mcs.dundee.ac.uk //
@@ No part of any mail I send is the reponsibility of th university @@
@@ hence don't complain to them, complain to me!! @@
==
for infomation on the following
CD-ROM,Books & Compaq Presario email : cdsales@cix.compulink.co.uk
****

1842. More PAK3 questions.

Newsgroup: comp.sys.atari.st
Date: 1995-02-06 23:19:53 UTC
From: daveh@netcom.com
Message-ID: <davehD3Lq56.7Mz@netcom.com>
Source record: 171983

Ok I know quite alot about the PAK3 but still have a few questions.

1) Does anyone sell the board in kit form (I wish to minimise cost)

2) What Fast Ram options are there and how much do they cost?

3) Are there any graphics boards available yet if so what are they,
are they compatable with NVDI ET4000 drivers if not what SW is
available and the good old how much would they cost.

Thanks,

Dave.

1843. STacy 4 For-Sale

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 00:00:13 UTC
From: ap748@cleveland.Freenet.Edu
Message-ID: <3h6d6d$puu@usenet.INS.CWRU.Edu>
Source record: 171984

Hello,

I've decided to sell my STacy 4 because I just don't use it enough.

STacy 4
4 MEG RAM
52 MEG internal hard drive
720 3 1/2" floppy
External Power Supply
Corduroy/nylon carrying case with handle and shoulder strap
Has standard ST ports. MIDI, Paralell, Serial, Mouse, Joystick, DMA, Monitor
Has built in track ball, but if you wish you can use a mouse
Has built in backlit LCD 640x400 mono screen.
You can hook up either an external color or mono monitor.

Unit is in great condition and works fine. Asking $900 or best offer.

E-mail me or call 216-729-0761 evenings 6:00 - 10:00 PM EST

--
Novell DOS 7.0 and IBM OS/2 user Fred Horvat
MultiTOS user, have STacy will travel Free-Net Atari Portfolio Sigop
Videogame Trader Newsletter Publisher Atari Classic/LYNX/Jaguar gamer
Ask for a free issue! And Let's Not Forget an ADAMite!

1844. Connect- need help

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 00:09:07 UTC
From: hallvart@oslonett.no
Message-ID: <3h6dn3$77o@hasle.oslonett.no>
Source record: 171985

I need some help regarding "Connect".

i tried making a charge cost file according to the phone cost here, but
couldn't get it to work. I need some help with this.

I would also need some help with CoShy, how to use it etc.
any volunteers?
Thanks.

Hallvard, Oslo, Norway

1845. atari 520

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 00:23:12 UTC
From: luna@ids.net
Message-ID: <luna-060295192239@pslip071.egr-ri.ids.net>
Source record: 171986

looking to sell an atari st 520 with bw monitor, upgraded to double disk drive and max memory/ with printer and programs.

1846. buyers!!

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 00:25:45 UTC
From: luna@ids.net
Message-ID: <luna-060295192558@pslip071.egr-ri.ids.net>
Source record: 171987

looking for atari buyers in ma. and ri. where are you?

1847. Re: Adding a second HD

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 00:55:54 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D3LuL6.Ks7@cix.compulink.co.uk>
Source record: 171991

In message <D3F3BJ.7MI@westminster.ac.uk>, vctec@westminster.ac.uk said:

> Question is, do I need to do anything aprt from just plug it on? Also,
> what about formatting and partitioning the drive?

Just make sure that the SSCI ID is set to a different (prferably higher)
number than your first drive. Depending on your host adaptor you might also
have to worry about parity, and in all cases keep an eye on SCSI
termination - though you might well get the drive working without actually
getting this right.

> Do I have to reformat and partition my existing drive too, or will

No.

> the software see these as two different physical drives, allowing

Yes.

:-)

Roland.

@CiX

1848. Re: ST to ST via NOS?

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 00:55:56 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D3LuL8.Ksx@cix.compulink.co.uk>
Source record: 171993

.ac.uk>
X-Newsreader: CixRead/CixComm

In message <m0ra5sI-0005tSC@black.csi.cam.ac.uk>, mnb20@cam.ac.uk said:
> In article <D3CFxL.BJ0@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk
> ("Roland Givan") wrote:

> > You can run NOS on both machines and FTP between them.
> > Alternatively you could put MiNT and MiNT-Net at one end (or both
> > ends) which would also allow you the FTP between them.
>
> Better still, install MiNT-net on both, and use NFS.

This is what I've been trying to do - though I'm more interested in getting
MiNT-Net/NFS to talk to NFS on a PC running Linux. So far I have the PC
mounting the Atari drives but not the other way around. Anybody had any
success here?

Thanks

Roland.

@CiX

1849. Re: Falcon Questions

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 00:55:58 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D3LuLA.KtJ@cix.compulink.co.uk>
Source record: 171992

In message <m0ra5va-0005uOC@black.csi.cam.ac.uk>, mnb20@cam.ac.uk said:
> In article <D3CFxp.BJy@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk
> ("Roland Givan") wrote:
>
> > Standard Atari colour monitors are CGA compatible - so even with
> > a Falcon adaptor you won't be able to use one on on PC in anything
> > other than CGA mode. They won't cope with EGA, VGA and SVGA.
>
> Actually that isn't quite true. Atari colour monitors are of a high
> enough resolution to do CGA or a bit better; but CGA is a TTL RGB
> (actually RGBI) system whereas the atari monitors want an analogue
> system. A CM8833 or similar also has a CGA input so that can be used,
> but not a real atari one. The most useful use of an unwanted atari
> monitor is probably with a video recorder.

Actually what you say isn't quite true either. ;-)

An Atari SC1435 is a genuine Atari monitor which is analogue RGB. But if
you use it with a CGA cable on a PC then it will work as a CGA monitor
(according to the manual anyway).

I suppose its worth noting though that not all Atari monitors can be used
in this way though.

:-)

Roland.

@CiX

1850. Re: ST to ST via NOS?

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 00:56:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D3LuLC.Ku5@cix.compulink.co.uk>
Source record: 171994

> Er, what is NFS, and where can I get it?

Network Filing System

Its just been uploaded to HENSA. Look at the last HENSA update. Its also
available in the mint/network directory of umich and its mirrors.

:-)

Roland.

@CiX

1851. Re: MiNT, etc...

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 00:56:02 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D3LuLE.Kuv@cix.compulink.co.uk>
Source record: 171995

In message <791779302snz@bassland.demon.co.uk>, simon@bassland.demon.co.uk
said:

> I was also told to get net-060.tgz, which I did, I un-gzip'ed it, and
> un-tar'ed it....but all I've got is a load of 'c' files (and many
> other files too):
>
> Q. 1. Do I have to compile any of these?

No. All the driver files are there. They are the .XFS, .XDD and .XIF ones.

> Secondly, I've also got mfs610b.zoo, which I've un-zoo'ed, and I have
> several ttp executables.....
>
> Q. 2a. I've cleared out my G:\ partition....."What Now?" Q. 2b. How
> do I set up G:\ as a minix partition?
> Q. 2c. What other files do I need to use it?
> Q. 2d. How do I use it?

Something along the lines of:

MINIT -P -V G:

Though try it on the A: drive first! I'm not sure if the -P and -V are case
sensitive.

> Q. 3. Do I need (or have any advantage) in getting lynx?

Well its a text WWW browser - do you need it?

> ? "Wouldn't it be nice if at least one person actually sat down and
> wrote a complete guide, to setting up MiNT/Minix/Lynx, etc" - I know
> I'm not the only person who needs to know.

Yes it would be wonderful. There are many people in your situation to one
extent or other. I'm there too. I might have got a little further - but
I can't by any stretch of the imagination be said to have got it all
working yet ;-(

:-)

Roland.

@CiX

1852. Re: softpc <-> dos 5.0

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 00:56:04 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D3LuLG.KvK@cix.compulink.co.uk>
Source record: 171996

In message <D39sI9.946@nntpa.cb.att.com>, rstolk@intgp12.ih.att.com said:
> Does anybody know if softpc will work with dos 5.0 on a TT4 ?
> and who know's the e-mail adress of the makers ?

I've had it running on a TT 4+4 no problem. Should work in 4Mbs no problem.

The main problem is finding DOS 5 install disks on 720K format as SoftPC
can only cope with 720K disks even if you have a 1.44Mb drive.

I picked up a new copy of Elonex DOS 5 on 720Ks for 5ukp.

:-)

Roland.

@CiX

1853. Re: Linux Vs Minix

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 01:22:58 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.9kHxGop_9U6@icon.pp.se>
Source record: 171990

In <3gdob3$flh@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>
> I presume Linux has a WWW browser available for it?

Yes, it has. If you don`t mind text-only applications you can run
Lynx, which is also available for MiNT+MiNTNet. If you install X11R6
on your Linux-box you will also be able to run graphical web-browsers
written for X. I don`t know if Mosaic has been "ported" yet, but I
guess it shouldn`t be too hard since Linux68k+X11R6 makes a very nice
platform.

> Also what is the minimum set up I would need. At present I have
> a 4mb F030, FPU and 65mb HD.

To run X11R6 at a decent speed you will probably want more RAM and
possibly a 32MHz-accelerator. And you will definately want more HD-
space. I suggest you get at least 0.5GB since prices have dropped quite
a lot the last year. However, if you`re short on money (hey, aren`t
we all?) and find a second-hand 100-megger at a real bargain then it
might be enough for a couple of months. But as always, YMMW!

AFAIK you could get a very nice Linux-system including X11R6 running
on a 40MB partition, but you will not have much room to play with.

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

1854. Re: Uniterm and Simon Poole

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 01:50:47 UTC
From: zrollinso@cc.curtin.edu.au
Message-ID: <1995Feb7.105047@cc.curtin.edu.au>
Source record: 171906

In article <FBEKFAVUUp@elrond.Simplex.NL>, henk@elrond.Simplex.NL (Henk van der Griendt) writes:
> In <Pine.SUN.3.91.950201012122.1312J-100000@PEAK.ORG> James Wood wrote :
>>
>>Are there any old-timers out there who used to use Uniterm????

I use it sometimes (still)

>>
>>This was my *favorite* terminal program. It did everything! I remember

It is still my favorite ST terminal program

>>
>>What happened to Uniterm, and the author, Simon Poole?

yeah, ditto!

> I still use it. And am rather content with it. I only wished it did
> not store all the escape sequences during file capture.
> It use a ZMODEM program with it. It seems to keep up well with
> 19200 bps/14K4 modem with compression.

Did you experience that irritating thing where the default settings never came up when you start uniterm? No matter what I do I get an error-reading-default error box and I have to load the defaults manualy - or does this vanish if you register?

If this is so and Simon Poole can be located I will pay up and get a registered copy.

Steven Rollinson
Steve.Rollinson@MIS.WMC.wmc.telememo.au

Disclaimer: My employer does not care what my opinions are -
as long as I keep them to myself.

1855. Re: STalker 3.02/Ansi

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 01:52:34 UTC
From: msmith@maxine.jf.intel.com
Message-ID: <msmith.792121954@maxine>
Source record: 171997

wlamar@acca.nmsu.edu (WLAMAR) writes:

>Michael Smith (msmith@maxine.jf.intel.com) wrote:

>: I haven't heard any information on upgrades to 3.02 lately. I'm
>: having trouble with the ANSI emulation, especially the terminals
>: ability to recreate the entended ANSI graphics.

>The current version of STalker is 3.04.

>: Now, my question.. does anyone know of a way to coax STalker into
>: accurately displaying ANSI graphics, or is an upgrade available that
>: will solve this problem?

>The upgrade files are available for downloading on GEnie. You first have
>to upgrade to 3.03, then to 3.04. I don't know if this will solve the
>ANSI problem you are having, but it might.

Thanks for the help.. I wasn't aware of upgrades to STalker. Would
you happen to have an email address for Gribnif? I don't have access
to GEnie.

Thanks again,

MIchael

1856. Re: File at UNI-KL.DE..

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 01:54:14 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.AxHgC&MWrko@icon.pp.se>
Source record: 171903

In <3gvgus$q7@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard..) writes:
> Can some one Please explain why people are allowed
> to place files on a site with a name like this...
>
> 6. cannon_fodder_cheat.prg.

What`s wrong with this filename? In my opinion it`s a great filename since you just CAN`T mistake it for something else. BTW, if you didn`t know Roger the Internet is one big anarchy which means we just don`t have to listen to you (thank god for that!).

> I am unable to get this file via Gopher or a mail server..??

Why is it impossible to get via mail? Is it because you don`t know how to do it or because you don`t know how to do it? And for those who knows how to use it there`s also FTP...

> Or is it just a joke, and the file is not there...

Come on Roger, do you honestly think someone would want to fool you? ;-)

> How about some Standards Thanks...

You`re the "facts man", why don`t you provide us with some hard, and most probably very wrong, facts about standards? Not that it would make any difference, but it would certainly make for a fun discussion...

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

1857. Re: Can old 1040ST run w/9600 baud Modem?

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 02:05:42 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.IyAhZytuhTo@icon.pp.se>
Source record: 171904

In <3geu8i$9is@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard..) writes:
>
> The best program TSR to remove bugs in the OS is HSMODA04, there is no other
> TSR or program to touch it....

The "facts man" has striken again! ;-)

Current version is HSMODA05...

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

1858. Re: Parallel port

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 02:15:52 UTC
From: zrollinso@cc.curtin.edu.au
Message-ID: <1995Feb7.111552@cc.curtin.edu.au>
Source record: 171999

In article <D2zI9A.E97@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan") writes:
> > As for control lines, going by the manual the ST only has the ^STROBE
> > and BUSY conrol lines, which are the only essential ones. There are
> > many more than this on some computers like Amiga and PCs, such as
> > ACK, RST, and all sorts of stuff that arn't really needed. Or in fact
> > they MIGHT be there, but the manual just doesn't say so! ;-)
>
> The lack of the extra lines stops things like PC parallel port LAN adaptors
> working though. :-(
>

I seem to recall that back in the days when the PC XT was flavour of the month somebody came up with something a bit like LapLink that worked through either parallel or serial ports but got a decent speed through the serial port by toggling the handshake lines so that the serial port transmitted effectively a four bit word (nibble?) in parallel. Back then, 19.2k was considered fast on a comms port but was much too slow transfering the contents of an entire HD. I think the effective throughput of this scheme was somewhere around 5 megabit/sec on an XT.

It would be interesting to try this on an Atari. Does anybody have any data on delay times of atari serial handshake lines? Of course, the down side of all this is that the atari only has one serial port (I dont know about the newer models).

Is this a dumb idea? Too hard? At least with serial you are very unlikely to blow anything up if you wire it wrong - provided you plug it into the right socket :-)

Steven Rollinson
Steve.Rollinson@MIS.WMC.wmc.telememo.au

Disclaimer: I should shut up now before I say something stupid.
Woops - too late.

1859. IT WORKS! XTERM/PPP/XMOSAIC

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 02:33:19 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D3Lz3J.C6p@watserv2.uwaterloo.ca>
Source record: 171902
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello all,

After an incredible amount of fiddling with MintX, mintnet, pppd,
I now can log into mz universitz with PPP and runn X programs
like MOSAIC remotelz. Itds actuallz quite quit with 14.4 compressed
alsthough I am on MODEM2 at 38.4 _ I should connect to MODEM1 for
57.6 _ the damn modem wondt run at 115.2 MOSAIC isndt bad this
waz _ I am on a TT with TT Hi rey.

PLease excust the spelling m,istakes, MintX has German
kezboard mappings so I candt tzpe quick while translating in mz head.
)z is y!)

Those of zou with TT hi and more than 4 meg should reallz set this up.

Sam

1860. Re: Uniterm and Simon Poole

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 03:29:13 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3h6pe9$850@m.ehd.hwc.ca>
Source record: 171912

Russell A Lunsford (ralunsfo@uncc.edu) wrote:

: On the same topic, does anyone have suggestions on how to get a Falcon
: talking to something w/kermit at 9600 baud? I can't change the baud on
: the remote machine, and can't find a kermit that will run at 3600....

Did you use the 'set speed xxxxx' where xxxxx is the speed of your
connection? Do this just after you start your copy of kermit & before
you start the 'receive whatever'. Are you using the 'set file type
binary' command also?

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

1861. Fractal Music & CDP

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 03:36:59 UTC
From: peters@damp.apana.org.au
Message-ID: <3h6psr$190@frisbee.damp.apana.org.au>
Source record: 171908

Hello fellow Atarians.
I am hoping someone can tell me where I might be able to find/ftp any fractal music composing software ? I believe there is a prog. called Datamusic Fractul Music.
I am also after any information regarding the Composers Desktop Project (CDP) and any of the software they produced especially MIDI GRID.
Any help would be much appreciated.
Peter Sansom....

Peter Sansom
Adelaide
South Australia
peters@damp.apana.org.au
FIDO (3:800/416)
+61-08-267-3007

1862. Re: HTML -> 1st Word Plus Converter

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 03:46:46 UTC
From: peters@damp.apana.org.au
Message-ID: <3h6qf6$1d6@frisbee.damp.apana.org.au>
Source record: 171909

Leon Brocard <lglb@doc.ic.ac.uk> writes:

>Hiya All,

> Almost every couple of days I seem to notice a request for an
>HTML reader. Now, while Lynx is fine, it doesn't quite do the job in
>being user-friendly. I know that various people are working on GEM
>HTML readers, but I've just had a thought.
> How about an HTML to 1st Word Plus format converter? I've thought
>about it, and it's totally workable. Before embarking on the project,
>I'm just wondering if anyone would have a use for it? Is this something
>people would like? Have you got any other ideas?
> Yes, I know, so you'll lose the graphics and can't use it

> Ta, Leon.

It could be useful for getting stated in Authoring HTML. Just a thought.

1863. Re: Atari mags...

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 03:52:50 UTC
From: japolis@nyx10.cs.du.edu
Message-ID: <3h6qqi$e66@nyx10.cs.du.edu>
Source record: 171907

cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

>Jeff Apolis (japolis@nyx10.cs.du.edu) wrote:
>: Atari magazines for sale:
>: Current notes,
>: ST Informer,
>: Radical Type,
>: AtariUser,
>: Atari Advantage
>: About six inches deep of Atari news and ads and tips and tricks. Enough
>: reading to keep you happy for a year.
>: $20 which includes shipping
>: japolis@nyx.cs.du.edu or
>: jeffapolis@aol.com

>Bet that $20 doesn't include shipping to the UK, othewise I'd buy them all.
>*sigh*

>RiCH
Aren't you the same guy that was drooling over my TT/030 tower for sale?
Sounds to me like you NEED my mags! Hell, might only be a hundred bucks
to ship'em there...
Hehehe :)

1864. Re: HTML -> 1st Word Plus Converter

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 04:30:35 UTC
From: abstract@wam.umd.edu
Message-ID: <3h6t1b$mrp@cville-srv.wam.umd.edu>
Source record: 171910

Leon Brocard (lglb@doc.ic.ac.uk) wrote:
: Hiya All,

: Almost every couple of days I seem to notice a request for an
: HTML reader. Now, while Lynx is fine, it doesn't quite do the job in
: being user-friendly. I know that various people are working on GEM
: HTML readers, but I've just had a thought.
: How about an HTML to 1st Word Plus format converter? I've thought
: about it, and it's totally workable. Before embarking on the project,
: I'm just wondering if anyone would have a use for it?

It would be a great help to me, and I would greatly appreciate it.

--Adam

| This space available |

: Ta, Leon.
: --
: .. Quentin Hapsburg: You do speak French don't you?
: .. Lt. Frank Drebin: Unfortunately no, but I do kiss that way.

1865. Re: Desperately seeking editor...

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 07:28:04 UTC
From: avg@cwi.nl
Message-ID: <avg.792142084@news.cwi.nl>
Source record: 171913

macdonald@cfcsc.dnd.ca (Ken Macdonald) writes:

>Hmmm, I see no mention of EdithProfessional?! Capable of working in hex, C
>style, 7 windows open, Ihaven't used it under MiNT, but its fine under Geneva
>:-)

Edith works fine under MiNT (and MTOS) as well... :-)

And soon under X windows as well (first beta versions for
Linux, Irix and SunOs/Solaris to be released mid March).

regards from the author,
--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

1866. Re: EAGLE

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 08:18:09 UTC
From: <>
Message-ID: <3h7ac1$6j7@btmplq.god.bel.alcatel.be>
Source record: 171914

In article <FBFKDDYQUP@galaxy.teuto.de>, neptune@galaxy.teuto.de (Hendrik Mylius) writes:
>In <3gqgch$bne@btmplq.god.bel.alcatel.be>
>hofman@31.30.dnet@god.bel.alcatel.be wrote:
>
>>At ProTOS the Eagle has been presented to the public by GE Soft:
>
>That's right. But nothing since then.
>
>[...]
>
>>currently the Eagle is sold with: Motorola 68030 at 32 MHz
>> Motorola 68040 at 64 MHz
>> Motorola 68060 at 64 MHz
>
>I'd say currently not available at all.
>
>AFAIK, not a single _working_ Eagle has been shipped yet. Some folks over
>here
>are _really_ *angry* with GE. Promises, loads of promises, but nada, zip,
>zero, nothing, nuffik, was held until now.
>
>The Medusa T60 could be shipped, if Fredi would get 68060 cpu's in
>considerable amounts.
>
>--
>/Hendr!K/

A shame though, because the article I got the information from made it sound very interesting (but expensive).
--

Peter Hofman
---
1) Do not make someone curious, and then not give all information
2) Do not send replies, only followups, because more people might have the same question as me

1867. Neodesk4 3DIcons out!

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 08:20:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <9d2_9502080133@tor250.org>
Source record: 171938

Z > It would be nice if you took the time to post those icons on
Z > an ftp site so the rest of us could appreciate them also :-)

seeing as I'm the one who created them, I guess you must've been
addressing me. :)

Unfortunately, I have no way of uploading them to an FTP site,
since I still haven't taken the plunge into the Internet that I
should. HOWEVER, I do have a friend who has Internet access and who
has offered to download stuff - maybe I can persuade him to do the
opposite with my Icon files :)

... Tagline Lotto: **********<- Scratch here for prize
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

1868. Falcon Questions

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 08:20:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <9d1_9502080133@tor250.org>
Source record: 171939

```
C > My father buyed a DeskTopper from Indigo2 in Denmark. I fitted
C > the Falcon into the DeskTopper for him, it`s VERY easy to
C > "transform" the Falcon into a DeskTopper. I don`t know if the
C > DeskTopper is avaiable in the US, but I will assume it should
C > be.The DeskTopper comes originally from Germany, but also has
C > support in England. The manual for it is in both english and
C > german.

Toad Computers in Maryland has announced that they are carrying
the Desktopper for the US market. You can buy it from them (complete
with FreeKeys) for $199.99 US.

... Playing games on a $1200 PC = buying disposable bowling balls
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.
```

1869. Re: [REQ] informations on the PAK68/030?

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 08:37:28 UTC
From: bericd@bri.hp.com
Message-ID: <D3MFyH.ItJ@bri.hp.com>
Source record: 171915

Hendrik Mylius (neptune@galaxy.teuto.de) wrote:

: Standard of up to 50MHz. Some folks are slowly getting close to the lower
: UKW-radio band ;-))

: > * fast ram expansion slot (?? Mo)

: 4 or 16 megs of fast-RAM in standard 32-pin simms.

How much did you pay for your RAM board?
Would I be right in thinking that to get the 32bit access you need 4
Simms of either 1 MB or 4 MB each?

Also , not wishing to start an arguement, do you mean 30 pin simms or
72 pins? I was not aware of 32 pin simms.

: > * faster than a TT (Qindex? Gembench?)

I can vouch for this speed - and I have not even tested it running
NVDI yet!

: > ? FPU slot

: Yep, most certainly so. And the FPU can have a different, higher clock than
: the CPU. I am aware of one PAK with 60 MHz CPU- and 70 MHz FPU-clock with a
: mainboard clock of 10 MHz (or was it 12, not sure ATM).

Are you sure about this? On the piece of paper I have telling me the
jumper positions it says WARNING: FPU MUST NOT RUN AT HIGHER SPEED
THAN CPU or words to that effect.

: > ? Linux development

: Will work on a PAK if you have the FPU.

This is VERY good news - last I'd heard PAK wasn't yet supported. But
I did read that in an OLD FAQ.

Beric..

1870. Re: Uniterm and Simon Poole

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 09:04:11 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3h7d2b$29v@matrix.fwi.uva.nl>
Source record: 171916

zrollinso@cc.curtin.edu.au wrote:

:In article <FBEKFAVUUp@elrond.Simplex.NL>, henk@elrond.Simplex.NL (Henk van der Griendt)
writes:
:> In <Pine.SUN.3.91.950201012122.1312J-100000@PEAK.ORG> James Wood wrote :
:>>
:>>Are there any old-timers out there who used to use Uniterm????
:
:I use it sometimes (still)
:

it is the only terminal program I use on my st!

:>>
:>>This was my *favorite* terminal program. It did everything! I remember
:
:It is still my favorite ST terminal program

ditto

:
:>>
:>>What happened to Uniterm, and the author, Simon Poole?
:
:yeah, ditto!
:
:> I still use it. And am rather content with it. I only wished it did
:> not store all the escape sequences during file capture.
:> It use a ZMODEM program with it. It seems to keep up well with
:> 19200 bps/14K4 modem with compression.
:
:Did you experience that irritating thing where the default settings never came
:up when you start uniterm? No matter what I do I get an error-reading-default
:error box and I have to load the defaults manualy - or does this vanish if
:you register?

I never experienced that irritating thing!

I use uniterm mainly for its kermit support.

:
:If this is so and Simon Poole can be located I will pay up and get a registered
:copy.

--
Martijn Dekker +--- Ishido by PFF software ---+
University of Amsterdam | For info about this great puzzle game: |

Math department | finger -l mdekker@turing.fwi.uva.nl or |
E-mail: mdekker@fwi.uva.nl | http://www.fwi.uva.nl/~mdekker/home.html |

1871. Re: Robinson's Requiem Question

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 09:19:01 UTC
From: <>
Message-ID: <3h7du5$aiu@btmplq.god.bel.alcatel.be>
Source record: 171917

In article <3h4sci$h71@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk
(Requiem) writes:
>Alexander Clauss (aclauss@rbg.informatik.th-darmstadt.de) wrote:
>: > But still... I can't kill the damn dinosaur on the amazon level -
>ANYONE?!?!
>
>: You'll need the distress pistol. The dinosaur can't stand the light, so
>it
>: hunts only at night. After you fired the distress pistol (use the
>USE-Icon,
>: not the Weapon-Icon) the dinosaur is paralyzed (after a few seconds)
>because
>: of the bright sky. Now it is easy to kill the dinosaur.
>
>Where on earth do I get the distress pistol from???? This must be
>something I haven't seen yet. Just out of interest do the Amazon women
>give you anything nice once the dino is dead? Oh and should I kill the
>_other_ dino or not? (the big lumbering one that just eats grass). I was
>>hiding behind it hoping that the big nasty dino would kill it and in the
>>scuffle I could whack a few arrows into its face. Oh well...
>
>Thanks anyway!
>
>
>RiCH
>
>
>

Please move this discussion to rec.video.games.atari

--

Peter Hofman

1872. Netiquette (was Mac MagiC)

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 10:07:56 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950207Z100756.903barheath@heathen.demon.co.uk>
Source record: 171918

I agree with Hutch and the others who object to Richard's use of a full sig in a quoted message. It is somewhat superfluous, as, if you quote properly and leave in the <From...> line in the header, we'll all know who it's from. Let's face it, we probably read the original anyway, so we know who it 's from.
However this is not half so annoying as a few other habits, which, though not prevalent in this group, certainly appear all over the net. One is double spaced messages (apparently the fault of a poorly set up server) another is a quote of about five pages followed by a one line comment, whilst the third is a quote that includes a full header.

When I started netting, I took note of the etiquette list in one of the magazines, yet was surprised to see so much ignoring it. For those who don't know, the relevant parts are reproduced below:
1. DON'T SHOUT. Typing in capitals is the equivalent to shouting a conversation, and just as annoying.
2. Don't post objectionable or insulting material unless you are prepared for a hard drive full of hate mail. (This won't necessarily apply to some of the more controversial alt.xxxx groups)
3. Don't quote a whole article in reply if all you are going to do is add "I agree" at the end. Even people who don't have to pay the cost of the extra space get annoyed at having to troll through page after page of the same thing.
4. Don't use more than four lines for your signature unless it is absolutely necessary.

My view is, 1 is ok, 2 is your own lookout, 3 just means learning to use your editor properly, and learning to extract relevant info, and 4, well I can't say too much there, can I? - though I have seen some that just go toooo far!

I'd be interested to know how others in this group feel.
Cheers all,

Bazza
--

==*=

1873. Re: What are the best games for the ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 10:26:29 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.34.000A7153@cam.ac.uk>
Source record: 171945
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

In article <D3KtLw.B9F@festival.ed.ac.uk> emdu02@castle.ed.ac.uk (Alan Swanson) writes:
>In article <3gr0h7$mpt@uwm.edu>, krieg@allmalt.cs.uwm.edu (Andrew Krieg: Man
or Android?) writes:>|> Toad Computers has a deal going now where you can get
10 games for $25 for>|> the ST. Which of these games are considered 'must
haves' by the ST gaming>|> arena? Now's your chance to plug your favorite
games!
>Any similar place in the Uk selling these games as I can't find it?
>If not, how much would it cost to send an order for an order of these ten games to the UK
from
>Toad Computers?

Toad have a WWW page at www.charm.net/~toad/ the page is ordergames.html
the cost is 1-5 games 5 dollars
6-9 4 dollars
10-25

1874. Re: IDE for the ST

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 10:47:49 UTC
From: hofer@iamexwi.unibe.ch
Message-ID: <3h7j4l$g4b@aragorn.unibe.ch>
Source record: 171947

In article er@dunlop.cs.strath.ac.uk, cmckinno@cs.strath.ac.uk (Colin McKinnon ITS94) writes:
> I've seen IDE adaptors advertised for the ST. I phoned
> up Gasteiner (UK) about them but the 'TECHNICAL' rep I
> spoke too didn't know diddly-squat. He thought he did though
> and talked a lot of *^$#!
>
> what I want to know is:
>
> Where it plugs into my ST - I know there is an external version
> that takes up the cartidge slot, but what about the INTERNAL one-
> I've already got extra stuff shoved in my MMU and shifter.
>
> Does it autoboot?
>
> Do they come with OS patches?
>
> Would my PSU (in a STFM) cope with a 3.5" HD or would I have to
> run off a seperate supply?
>
> Is anybody out there using one?
>

I have an ATBUS TOS CARD from Hard&Soft Germany. This card is soldered onto the CPU. I have a 2.5 IDE HD and it works fine with the internal PSU. The internal PSU is probably not strong enough for a 3.5 IDE HD. The card comes with TOS 2.06 and the HD will autoboot under TOS 2.06.

Sacha

____
| |
| II II II _O/ Hello World! It's just my opinion. "You can't say |
| II II II | it's impossible when you can't prove the opposite" |
| II II II / \ A T A R I F O R E V E R !!! :-) |
| II II II Sacha Hofer(hofer@iamexwi.unibe.ch), proud owner of |
| II II II 2 800XL, 1 130 XE, 1 VCS 2600, 1 520 STFM (1MB), 2 Lynx, |
| II II II 1 1040 STF(4MB,TOS 2.06) and a 486 PC. I'll get a Jag! |
| |
| And remember: the Atari is more than a computer, it's a way of life... |
|____|

1875. Re: What are the best games for the ST? IGNORE MY LAST POST

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 10:48:14 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.35.000ACE2B@cam.ac.uk>
Source record: 171946
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

In article <D3KtLw.B9F@festival.ed.ac.uk> emdu02@castle.ed.ac.uk (Alan
Swanson) writes:
>>In article <3gr0h7$mpt@uwm.edu
>, krieg@allmalt.cs.uwm.edu (Andrew Krieg: Man or Android?) writes:
> Toad Computers has a deal going now where you can get
>10 games for $25 for the ST. Which of these games are considered 'must
>haves' by the ST gaming arena? Now's your chance to plug your favorite
>games!
>>Any similar place in the Uk selling these games as I can't find it?
>>If not, how much would it cost to send an order for an order of these ten games to the UK
from
>>Toad Computers?

Toad have a WWW page at www.charm.net/~toad/ the page is ordergames.html
the cost is 1-5 games 5 dollars
6-9 4 dollars
10-25 2.50 dollars
and I think it was 15 dollars shipping

(sorry about the last post I pressed a wrong key)

Adrian

1876. Hollywood Hustler Retailers

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 11:26:18 UTC
From: "G.R.Keen" <G.R.Keen@dcs.hull.ac.uk>
Message-ID: <3h7lcq$kta@wimbledon.dcs.hull.ac.uk>
Source record: 171919

Hello,
We here at Desert Star Software are still looking
for retailers to sell the ATARI ST version of Hollwood
Hustler. We still need retailers in most European countries
and would like to hear from anybody who would be interested.
Please Email me if you are interested.

Cheers
Glenn Keen.

1877. FORSALE: Atari ST/TT Software & Magazines

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 12:00:12 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <3h7ncc$kq3@canopus.cc.umanitoba.ca>
Source record: 171920
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
======================================================================
SOFTWARE
======================================================================
Assempro Assembler Language.....$ 28.00 (no box)
OSS Personal Pascal.............$ 28.00 (no box)

Night Shift.....................$ 13.00 (cute fun Lucasfilm platform/action)
Paladin (rpg)...................$ 10.00 (excellent rpg game)
Firezone........................$ 5.00 (strategic war game)
TV Sports Football..............$ 5.00 (xlent Football game 1 or 2 players)

Michtron BBS....................$ 1.00 (classic bbs software, no box&docs)

======================================================================
MAGAZINES
======================================================================

Atari Interface Disks of the Month:
Oct'91 - Oct'92
*** 14 disks total with a wealth of useful & fun programs ***
Note: these are only the disks, not the magazines
Only $15 + shipping!

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Other items FORSALE! For a list, send e-mail with the *subject* "SEND INDEX"
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will give first
priority to those offering my asking prices. If you are interested in any of
the items, please reply via e-mail as soon as possible. Questions are
welcome. All prices are in US dollars. Buyer pays shipping. Shipping costs
are non-negotiable. Volume discounts available.
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

--
<Trevor_Cordes@umanitoba.ca> $ AtariTT030/8 48Mhz $ cds,comics,s/wr,videos,
3rd Year CompSci Honours $ PreludeVTEC Techno $ 4 SALE: E-mail me with
University Of Manitoba, Canada $ Dr.Who SCTV Unix $ the subject: SEND INDEX
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
```

1878. Re: JV-1080 Patch Editor v1.1

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 12:01:11 UTC
From: fk5a005@rzaixsrv1.uni-hamburg.de
Message-ID: <3h7ne7$mhi@rzsun02.rrz.uni-hamburg.de>
Source record: 171921
Cross-posted to: rec.music.makers.synth,alt.binaries.sounds.midi,comp.sys.atari.st

```
: He's not kidding! I love using it
yes, it is great!! i 'v got a 1080 and it helps you.
did someone try it on the atari-emulator for the mac?

--
wwww email: kopf@rrz.uni-hamburg.de wwwwwwwwwwwwwwwww
http://www.math.uni-hamburg.de/~fk5a005/homepage.html
wwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwww
```

1879. Contacting Monitor magazine?

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 12:08:08 UTC
From: cpbs@ukc.ac.uk
Message-ID: <11815@gos.ukc.ac.uk>
Source record: 171923
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Does anyone know how I can contact the editor or published of the (now defunct) Monitor magazine? I've tried writing to their P.O. Box, but have had no reply. I'm trying to get permission to reproduce programs from the magazine.

Alternatively, does anyone know if the contents of Monitor have been put into the public domain?

Thanks,

--
Charles Briscoe-Smith
3rd Year student of Computer Science
University of Kent at Canterbury, United Kingdom, European Union.
World Wide Web: http://aurora.etsiig.uniovi.es:3080/~~pippin/

1880. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 12:14:18 UTC
From: djs@jet.uk
Message-ID: <djs.792159195@gen-off-1>
Source record: 171922

apb25@cam.ac.uk (BRIDGETT A.P.) writes:

>I think it was in ST Format (I KNOW) they had an article on the 040 a while
Oh well, if it's in ST Format is _must_ be true. After all they do seem to
have the sharpest editors and most technically-aware contributors.

NOT!.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

1881. Re: wanted: programme to expand atari .zip files

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 12:49:33 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3h7q8t$pkm@sat.ipp-garching.mpg.de>
Source record: 171932

```
Andreas Sterbenz (asterbz@PROBLEM_WITH_INEWS_DOMAIN_FILE) wrote:
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
Please contact your system administrator to fix this.

> Is there anybody out there who knows where I can get a programm which can
> expand atari st .zip files. The problem is that this programme should not
> be an atari .zip file (programmes which can be expanded with the help of
> ms-dos are o.k.)

Search Archie for STZIP (don't know latest version, though). GEM interface,
expands/compresses zip files, makes self-extracting archives, ...

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */
```

1882. Re: NVDI (worth it?)

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 13:14:46 UTC
From: brenjb@hg.uleth.ca
Message-ID: <3h7ro6$3me@holly.cc.uleth.ca>
Source record: 171927

In article <3gol4s$v46@news.nevada.edu>, gaghon@nevada.edu (GEORGE GAGHON) writes:
>Help...
>
>I seem not to be able to get NVDI to work in any True Color mode, in either
>VGA or RGB, 40 or 80 col. I only have NVDI in the AUTO folder and
>Control Panel as an acc.
>
>Also, is NVDI supposed to turn off the blitter in 256 color modes...

What .SYS files do you have in your drivers folder? The installation
programme should set everything up correctly.

>
>Vince
>

1883. Re: Simple xterm where?? (thought xqt or something)

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 13:19:51 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3h7s1n$c86@whitbeck.ncl.ac.uk>
Source record: 171924

In article <D3DInw.Iz5@cs.vu.nl>, fvkampen@cs.vu.nl (Kampen van F) writes:
>I saw some postings about a stripped down version of xterm to
>use with the X11 port. Does anybody know where I can find it?

It's not a stripped down xterm, it's a totally different program by a
different author.... it's called xvt, and the atari version can be
got from http://www.ncl.ac.uk/~n08z7 or ftp phlem.ph.kcl.ac.uk

Craig
(the guy who did the atari port)

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
-------------------------------- o ----------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

1884. Re: Falcon serial-port speed?

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 13:20:41 UTC
From: brenjb@hg.uleth.ca
Message-ID: <3h7s39$3me@holly.cc.uleth.ca>
Source record: 171928

In article <792044614snz@bassland.demon.co.uk>, simon@bassland.demon.co.uk (Simon Williams) writes:
>Okay, so I now have my pretty smart Falcon sitting in my bedroom, connected
>to my USRobotics 14,400baud modem. Question is can I get more than 19200 bps
>out of my serial port? Apparently, speeds of up to 115000bps are possible
>with a little hardware upgrade. *A software patch would be ideal*
>I'm looking for 38400, or 57000bps......

Using the CoNnect telecommunications package, speeds up to 153600 are
selectable, with no additional software.

>
>Cheers
>--
> /\
> | Simon Williams |
> | simon@bassland.demon.co.uk |
> | ATART STF-2.5Mb/52Mb, ATARI FALCON-4Mb/127Mb, Macintosh 4Mb/20Mb |
> |---|
> | "Them girls, them girls, they love me" - Zig n Zag |
> \/

1885. Re: help with X11R5 installation!

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 13:29:37 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3h7sk1$ccp@whitbeck.ncl.ac.uk>
Source record: 171925
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3h5549$mgj@agate.berkeley.edu>, tkk@uclink2.berkeley.edu (tkk) writes:
>When I did this the first time, I got a couple of file not found errors,
>and Mint is exited.
>
>Noticing that the lines exec X11\bin\kbd and
> exec X11\pty\pty were a little weird, I change these
>to exec X11\usr\local\bin\kbd, and
> exec X11\usr\local\bin\pty since that's where I found kbd, and pty.
>
>So I again reboot the computer, and now it says:
>
>xinit: file not found (error 33): no server "X" in PATH
>Help!! What are the right entries to have in my mint.cnf file? And how
>should the files in X11R5.zoo be placed in my directory?

Everyone seems to get this problem. xinit searches your PATH for the
executable file X (which is the X server) if this isn't in your PATH,
xinit won't work. One way to fix this is to do the following:

In MiNT.cnf :

INIT=login

In passwd, set your shell to be init (the really simple shell that originally
came with MiNT - 'coz it uses little memory).

Put an INIT.RC file in your home directory which sets up your path properly
so that X is found, then runs xinit.

Viola - X Windows.

Craig.

-- -
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

1886. Re: Is Atari Alive???

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 13:43:11 UTC
From: rappleye@felix.kodak.com
Message-ID: <rappleye-070295083644@150.102.161.162>
Source record: 171926

In article <3h65o7$19q2@quartz.ucs.ualberta.ca>,
dhohenst@gpu.srv.ualberta.ca (Doug Hohenstein) wrote:

> What is the current status of Atari? Do they still exist? Do they still
> make or sell computers?

Basically, they are out of the computer business...trying desperately to
survivie as a game company.

> Should I bother upgrading, or should I bail?

That's a tough one...I've got an old single floppy 1 meg ST with TOS 1.0.
To make it usable for anything other than pretty basic memo making and
gaming, I'd have to upgrade memory, upgrade TOS, and add a hard drive...but
then I've still got an 8mhz 68000 computer...quite frankly it ain't worth
doing, but I'm not getting rid of it either. I'll get by until PREP
machines are available...buy some HW, pick the OS that best runs the SW,
and get on with it...

RevDrFreak
'foot soldier

1887. Re: Uniterm and Simon Poole

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 13:52:50 UTC
From: mkhst4+@pitt.edu
Message-ID: <3h7tvi$a9h@usenet.srv.cis.pitt.edu>
Source record: 171929

[No readable article body recovered]

1888. Re: HTML -> 1st Word Plus Converter

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 13:54:56 UTC
From: Leon Brocard <lglb@doc.ic.ac.uk>
Message-ID: <3h7u3g$ocb@frigate.doc.ic.ac.uk>
Source record: 171930

neptune@galaxy.teuto.de (Hendrik Mylius) wrote:

> > Almost every couple of days I seem to notice a request for an
> >HTML reader. Now, while Lynx is fine, it doesn't quite do the job in
> >being user-friendly. I know that various people are working on GEM
> >HTML readers, but I've just had a thought.
>
> Nicely put. But are those folks really working on it?

I think so. How about it guys, any development?

> How about an HTML to 1st Word Plus format converter? I've thought
>
> A converter sounds fine. But why in the world to WP-forat? That doesn't make
> sense to me at all. I'd rather have a HTML-2-ST-Guide converter. That would
> have much more sense, IMHO. Both being hypertext and somewhat of a standard.

Well, every single Atari owner in the world has a copy of 1st Word. Neat
idea, actually, but I haven't really messed around with STGuide. I'll
have a butchers.

>about it, and it's totally workable. Before embarking on the project,
> >I'm just wondering if anyone would have a use for it? Is this something
> >people would like? Have you got any other ideas?

> Definetely useable, most definetely appreciated,

Especially if I did a 1stWord -> HTML converter - meaning I won't just
have to guess whenever I write HTML on my Falc.

> > Oh, and would anyone send me HTML files that they think are within
> >the HTML standard, yet still a tad weird. You know what I mean...
>
> I have some textfiles re. HTML which I can mail out to you, if you want. One
> can request HTML-pages from certain servers.

Oh, thanks, but I meant HTML files that are slightly trickier than normal -
I have full Web access at Uni...

Cheers, Leon.

--
.. Leon Brocard, lglb@doc.ic.ac.uk
.. Ian Malcolm: Yes, John. But when the Pirates of the Caribbean breaks
.. down, the pirates don't eat the tourists.

1889. Wanted: Programme to expand ATARI ST archives!

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 14:02:15 UTC
From: asterbz@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3h7uh7$e20@balu.kfunigraz.ac.at>
Source record: 171880

hi folks!

I am looking for a programme to expand atari st archives. I have got some
.zip files and some .arc files.
So if you know such a programme please mail me. Perhaps you could even send
me such a programme.

I'd be grateful for any advice.

see you...

--
****
** THIS IS ANDREW ST FROM A DIFFERENT DIMENSION **
** IF YOU WANT TO REACH ME THEN GO ON TRY IT **
** mail asterbz@gewi.kfunigraz.ac.at **
****

1890. Re: More PAK3 questions.

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 14:03:58 UTC
From: koehne@katmandu.informatik.uni-dortmund.de
Message-ID: <3h7uke$et9@fbi-news.informatik.uni-dortmund.de>
Source record: 171931

In article <davehD3Lq56.7Mz@netcom.com>, you write:
|> Ok I know quite alot about the PAK3 but still have a few questions.
|>
|> 1) Does anyone sell the board in kit form (I wish to minimise cost)
|>
|> 2) What Fast Ram options are there and how much do they cost?
|>
|> 3) Are there any graphics boards available yet if so what are they,
|> are they compatable with NVDI ET4000 drivers if not what SW is
|> available and the good old how much would they cost.

Hi Dave

There's a german speaking newsgroup called maus.sys.atari.hardware.
In this newsgroup one of the developers of the PAK is supporting his work!
Perhaps, if you are friendly, you can try your question again in that newsgroup
-- even when it's in English!

to 1.> Yes, here in Germany there's a distributor who sells it in a kit
form! (I
get it there).

to 2.> You mean FAST RAM or the CACHE on the PAK?? There's also a FAST-RAM card
available from the developers where you can put in 4 normal SIMMs!
The Cache on the PAK is very necessary to speed up the PAK but I don't know the
prices anylonger.

to 3.> Yes, you can buy a card where you can put in normal ET4000 grafik-cards!

Bye

...Patrick

Patrick Koehne, Irisweg 9, 59439 Holzwickede, Germany

e-mail: koehne@ls10.informatik.uni-dortmund.de

1891. Re: Robinson's Requiem Question

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 14:16:15 UTC
From: jdp4@aber.ac.uk
Message-ID: <3h7vbf$ka9@osfb.aber.ac.uk>
Source record: 171933

In article <3h4sci$h71@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
: Alexander Clauss (aclauss@rbg.informatik.th-darmstadt.de) wrote:
: : > But still... I can't kill the damn dinosaur on the amazon level - ANYONE?!?!
:
: : You'll need the distress pistol. The dinosaur can't stand the light, so it
: : hunts only at night. After you fired the distress pistol (use the USE-Icon,
: : not the Weapon-Icon) the dinosaur is paralyzed (after a few seconds) because
: : of the bright sky. Now it is easy to kill the dinosaur.
:
: Where on earth do I get the distress pistol from???? This must be
: something I haven't seen yet. Just out of interest do the Amazon women
: give you anything nice once the dino is dead? Oh and should I kill the
: _other_ dino or not? (the big lumbering one that just eats grass). I was
: hiding behind it hoping that the big nasty dino would kill it and in the
: scuffle I could whack a f...etc

I've found the distress pistol but have not tried this yet - it can be found in
the desert world out of the bottom of the dinosaur cave past the smaller dinos
as I described in article Robinsons Requiem 030 - there is a robinson who is
nuts near the bottom left hand side of the map!!!!

Off to try this now

The HipSTer

1892. Re: Uniterm and Simon Poole

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 14:23:42 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <3h7vpe$l1v@mailer.fsu.edu>
Source record: 171934

zrollinso@cc.curtin.edu.au wrote:
> Did you experience that irritating thing where the default settings never came
> up when you start uniterm? No matter what I do I get an error-reading-default
> error box and I have to load the defaults manualy - or does this vanish if
> you register?

If you name the file UNITERM.SET, it will be autoloaded when you run the
program. There is no registration involved with Uniterm.

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

1893. Re: Robinson's Requiem Question

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 14:29:08 UTC
From: aclauss@rbg.informatik.th-darmstadt.de
Message-ID: <3h803k$ois@rs18.hrz.th-darmstadt.de>
Source record: 171935

> Where on earth do I get the distress pistol from???? This must be
> something I haven't seen yet. Just out of interest do the Amazon women
> give you anything nice once the dino is dead? Oh and should I kill the
> _other_ dino or not? (the big lumbering one that just eats grass). I was
> hiding behind it hoping that the big nasty dino would kill it and in the
> scuffle I could whack a few arrows into its face. Oh well...

You can find the distess pistol in the world with the walkers and robots.
Here lives another robinson who searches his bike. I think, I've got the pistol
from him (I' not sure).

Alexander

1894. Okami Newsreader

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 14:31:46 UTC
From: jtace@prometheus.hol.gr
Message-ID: <2f378f429bafb0@prometheus.hol.gr>
Source record: 171950

It's really fantastic !
I just finnished the Okami Newsreader setup in my computer and i can
say that it is really the best Off Line reader for ST i have ever
tried before !!!!
First of all, it works with Soup & UUCP mail package's which can be
easily created using the famous UQWK proram for Unix, Linux e.t.c.
I suggest to use Soup format..its the best format for offline reading
of Usenet Newsgroups and private mail. The configuration is easy and
the documents included in the package (Engl. & German) are very good.
From now on, i can say that i will never have to read the newsgroups
using rn, tin, pine or anything like this...ST is the best solution!
As i said before you will need : UQWK program for Unix (can be found
on most ftp sites) and Okami Newsreder (version 026) found on Hensa,
Umich and mirrors. Read the nice docs, setup okami and you are ready!

P.S. I Just want to say a great THANKS to OKAMI Writer :
Wolfram Roesler <wr@bara.oche.de>
This is a great job !

--

----------Friendly----------
Jim Sourmelidis * jtace@prometheus.hol.gr *
----------Athens, Greece----------
The important thing is never to stop questioning.....
Albert Einstein

Okami Newsreader Version 0.26
--

----------Friendly----------
Jim Sourmelidis * jtace@prometheus.hol.gr *
----------Athens, Greece----------

1895. Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 15:16:33 UTC
From: g.m.hockney@sussex.ac.uk
Message-ID: <g.m.hockney-0702951616330001@edbtech.central.susx.ac.uk>
Source record: 171940

I picked up a message that you are looking for a Spectre
GCR. I have same v3 for sale if you are still interested. I would like
£175.00 UK for it & also have a quantum 160Mb SCSI drive full of the
latest software. That would cost you another £100 UK.

Geoff

--
Geoff Hockney
Snr Computer Technician
Institute of Continuing and Professional Education
Education Development Building
University of Sussex
Falmer
East Sussex. BN1 2DB
Tel: (0273) 606755 ext 2535
(Overworked & underpaid)

1896. Re: Dead sectoring

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 15:34:03 UTC
From: clausb@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <3h83tb$sl0@hpscit.sc.hp.com>
Source record: 171936

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
> >I guess you're talking about marking bad sectors, right?
>
> No Claus, this is often refered to as a Disk Format, that will load
> faster, they have a bad sector at the end of the track...

Oh, that. Yes, this is described in my book as a tricky format
which can be created using a special interleave/number of sectors
combination in the Flopfmt() call. I didn't give it a name way
back then, though, but I may have been the first in Germany to
discover it. The trick is to write 11 sectors to the disk,
with the standard gaps between the sectors. The 11th sector will
not be completely written, but there's enough space for its
sector header. The boot sector, however, claims that there are
only 9 sectors per track.

To understand why this speeds up disk access, imagine what happens
if you load a big file, i.e. several full, successive tracks.
When the disk head moves to the next track, the controller normally
tries to verify that it has reached the correct track by reading
the next sector header that it finds on the current track. On a
standard non-twisted disk, this will be sector 1. After
verification, the next read command follows, i.e. BIOS tries
to read sectors 1 through 9 of the current track - starting with
sector 1. But sector 1 is already gone now, and we have to wait
a full revolution until we can start reading the track.

On a disk formatted as described above, the 11th sector's header
will be found when the controller tries to verify the track position,
and when the BIOS issues the track read command, sector 1 is
exactly the next sector - no time is lost.

Standard disk "Dead sectoring"
---
1) Position in track
after reading track n
vv vv
track n 1 [...] 7 8 9 1 [...] 7 8 9 10 11

2) Position in track
after seeking to track n+1

vv vv
track n+1 1 [...] 7 8 9 1 [...] 7 8 9 10 11

3) Position in track after
track verification

vv vv
track n+1 1 [...] 7 8 9 1 [...] 7 8 9 10 11

4) Position in track before
the track read command

vv vv
track n+1 1 [...] 7 8 9 1 [...] 7 8 9 10 11

There are some issues with this format, though. First of all, you cannot
create a fast 10-sector format using the standard Flopfmt() function.
Second, for some drives this may actually be *too* fast because the
heads will still be swinging when they arrive at the next track.
(I've seen such drives.)

--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>--

1897. Re: PD Wysiwyg W.P ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 15:41:44 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.138.000AB268@cfcsc.dnd.ca>
Source record: 171854

>In article <D3815s.HE1@lincoln.gpsemi.com>
> jon_w@oldham.gpsemi.com "Jonathan Walker" writes:
>> Is/are there a/any copies of a PD Wysiwyg W.P for a 1meg mono STE with 2
>> 720 drives ?? It would be handy if it had a spel cheker.

>The age old, if a little slow, 1st Word would do, although it has no
>checker; there are one or two PD checkers around. Marcel (shareware) is
>excellent. Several other free/share-ware WPs have appeared of late, but I
>can't give you much on them as I use Marcel, Protext or WriteOn for most
>work.
>Barry Heath
>barheath@heathen.demon.co.uk
>noli carborundum illegitimi

You might want to consider dbWriter. I am not sure about wysiwyg, but it has a editable spell checker, and it is free.

1898. Re: Looking for FPU 68881/68882

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 15:56:22 UTC
From: wlamar@acca.nmsu.edu
Message-ID: <3h8576$hie@dns1.NMSU.Edu>
Source record: 171937

Doug Hohenstein (dhohenst@gpu.srv.ualberta.ca) wrote:
: Does anyone know where I can get a FPU for the Mega STe or Falcon?

From your local Motorola distributor, or from TOAD computers in Severna Park, MD, USA. Their phone numbers are: 800-448-8623 or (410) 544-6943

: BTW, does Atari still exist?

I think so, at least the Jag division:-)

walter

1899. Re: Looking for Fax Softw

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 16:20:19 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.139.000B5706@cfcsc.dnd.ca>
Source record: 171857

>In message #188, chrisw @perth.DIALix.oz.a writes:
>> Anyone know of PD or shareware fax s/ware that supports Class1? My fax
>> needs are VERY few and far between.
>> [Ah well, the modem was priced right anyway]
>> Chris Whitelock
>> Perth, Western Australia
>Me too, if anyone can help. Mine's only class 1 and I've never found
>anything that will work on it.
>Bye for now,
>Kev.
>Kevan@empyr.dircon.co.uk

You might want to try Junior Office, shareware from Germany, I DO NOT know if
it supports Class1. Straight FAX supports Class 1 :-)
-ken

1900. PONG 2000 released 18-february 1995 in Schiedam

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 16:22:13 UTC
From: vdleij@phil.ruu.nl
Message-ID: <vdleij-0702951722130001@ana-dyn-22.mac.phil.ruu.nl>
Source record: 171943

Press release:

At the Atari Show in Schiedam 18-2-1995 we will present and release the final version of PONG 2000, the commercial Falcon only game. It will feature 101 levels in 6 sectors in True Colour graphics with CD-quality sound. You can play PONG 2000, PONG DUEL and PONG Classic. Shortly after we will release a final demo version for PD libraries etc. We also have then a review version for magazines ready. Interested dealers and retailers can get their address in our ordering textfile. Just get in touch with us.

Joost van der Leij.

--
Joost van der Leij,
Holland Game Design,
's Gravelandseweg 127,
1217 ER Hilversum,
The Netherlands.

e-mail: Joost.vanderleij@phil.ruu.nl

1901. Re: Supra Internal Megadrive Question

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 16:49:48 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.140.000BD4D6@cfcsc.dnd.ca>
Source record: 171858

>From: sxp17@po.CWRU.Edu (Sanjay Parker)

>Hi- I just bought a used Supra Mega internal hard drive kit for my Mega 4.
>It came without the drive- just the internal host adapter. Does anyone
>know what kind of drives I can use with it? I would like to use a 105MB
>Quantum SCSI, but I read in STart (1989) that this originally came with a
>30MB RLL drive . . .
>Also, I have an SLM804 Laser printer . . . The STart article says that it
>can be used with an external cord that hooks to the DMA connector of the
>SLMC box of the laser. Toad Computers says that this can't be done . . .
>Any help would be greatly appreciated . . .
>Thanx!

I am not familiar with the SupraMega kit, so I couldn't tell you whether or not it will work, but it sounds like a similar configuration to Ataris host adapter. But I have a good idea of what will work - an ICD adSCSI, adSCSI+, or Link2 adapter. Cable from your DMA port to the SLMC box, then to your adSCSI, then to your SCSI drive. With the Link2, which normally attachs to you DMA port, you mave have to hook it in to your SLMC box between the box and your SCSI drive as I am not sure that your SLM or SCSI will work if the Link2 is between the DMA port and your SLMC box. The adSCSI hookup is the one I use, as Link would not work for me as I could not disable the parity of my SCSI drives, and I purchased them before Link2 came out :-(- which does not need the parity disabled. Re: the Link2-DMA-SLMCbox question - check with ICD. Sounds like you got such a good deal on the SupraMegs kit that you didn't check out compatability 8^)
Maybe you can find someone to trade an adSCSI for you SupraMega!
plus tard
-ken

1902. Re: SKYLINE CD

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 17:07:31 UTC
From: alfasoldt@aol.com
Message-ID: <3h89cj$2em@newsbf02.news.aol.com>
Source record: 171942

> Was the Skyline CD ever released?

Yes. My copy arrived a few months ago. It was VERY disappointing. The front-end software didn't work properly and was obviously a beta of something the authors hope to turn into a useful product; the search engine was inadequate, and the contents in terms of files were unexceptional. It does have a nice collection of MOD files, and that's about it.

The software collection on the disk is a hodgepodge of old and new. Some of the software was very long in the tooth.

Al Fasoldt, Systems Editor, Syracuse Newspapers

1903. Re: Falcon Prices...

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 17:10:27 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HMRMPTFDQQAATYNA@SNYONEVA.CC.ONEONTA.EDU>
Source record: 171941

Pekka:

Your points regarding the Falcon's prowess as a musical computer are
well taken. I never claimed that the Falcon was bad at making music, etc.

In fact, I have a friend who owns his own recording studio and is very
disappointed with the PC in the control room. He wants a computer that
is adept at digital editing and easy to use. Because I used to own a
Falcon, I suggessted that he buy one since many of the local music
stores here still support Ataris and I'm well aware of the Falcon's
digital capabilities.

Still, my original point was that the Falcon's pricing is ridiculous for
what you get. Not every Falcon owner bought his/her machine for
making music - the machine had promising video enhancements as well.
Many, like myself got one because it promised to be better than the older
16bit STs at doing many things. Unfortunately, due to a variety of
circumstances the machine didn't deliver all that was promised.

PC's do stink at music applications but they are cheap and can do alot w/o
alot of hassle (at least if you're an experienced computer user). If something
breaks on my PC I can replace it for very little and get the parts I need
almost anywhere - even in this tiny hick town where I go to college.

Again, the Falcon is what the STe was intended to be and always should have
been, except that it doesn't (unfortunately) carry the STe's price.

Regards,

Ari

New Model Army - Ride - Ned's Atomic Dustbin - My Bloody Valentine
---
"Life is a crap shoot and someone's been messing with my dice!"

1904. Re: Uniterm and Simon Poole

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 17:40:16 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <3h8ba0$o7j@usenet.INS.CWRU.Edu>
Source record: 171944

>Did you experience that irritating thing where the default settings never came
>up when you start uniterm? No matter what I do I get an error-reading-default
>error box and I have to load the defaults manualy - or does this vanish if
>you register?
>
>If this is so and Simon Poole can be located I will pay up and get a registered
>copy.
>
Actually, the defaults must be saved in the form "UNITERM .SET" file. When
it asks where to save the defaults, type UNITERM <then hit "."> then type
SET. Notice the space after the word UNITERM. It is not obtained by
hitting the space bar, but by hitting "."

It would be nice to register, anyway, if he still has an available address.

1905. Re: EAGLE

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 19:27:38 UTC
From: guenther@cabal.shnet.org
Message-ID: <FBHSCJWTUP@cabal.shnet.org>
Source record: 171852

In <FBFKDDYQUP@galaxy.teuto.de> Hendrik Mylius wrote:
HM> I'd say currently not available at all.

Correct.

HM> AFAIK, not a single _working_ Eagle has been shipped yet. Some folks over here
HM> are _really_ *angry* with GE. Promises, loads of promises, but nada, zip,
HM> zero, nothing, nuffik, was held until now.

But defective boards have been shipped, e.g. to Betz in Hamburg. A
production fault, not a fault of the design, but ... :-(.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- .signature still under construction - _
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)

1906. Re: help with X11R5 installation!

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 19:52:36 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D3nB7p.Btr@watserv2.uwaterloo.ca>
Source record: 171948
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3h7sk1$ccp@whitbeck.ncl.ac.uk>,
Craig Graham <Craig.Graham@ncl.ac.uk> wrote:
>
>In article <3h5549$mgj@agate.berkeley.edu>, tkk@uclink2.berkeley.edu (tkk) writes:
>>When I did this the first time, I got a couple of file not found errors,
>>and Mint is exited.
>>
>>Noticing that the lines exec X11\bin\kbd and
>> exec X11\pty\pty were a little weird, I change these
>>to exec X11\usr\local\bin\kbd, and
>> exec X11\usr\local\bin\pty since that's where I found kbd, and pty.
>>
>>So I again reboot the computer, and now it says:
>>
>>xinit: file not found (error 33): no server "X" in PATH
>>Help!! What are the right entries to have in my mint.cnf file? And how
>>should the files in X11R5.zoo be placed in my directory?
>
>Everyone seems to get this problem. xinit searches your PATH for the
>executable file X (which is the X server) if this isn't in your PATH,
>xinit won't work. One way to fix this is to do the following:
>

Another common source is unZooing with a Zoo which screws around
with filenames so case isn't preserved. The X exec must be a
capital X and not a lowercase one. It is a good idea to print
out an archive listing and compare your directories to make
certain all case/lengths of filenames has been preserved!

Sam

1907. mint documenters

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 20:19:10 UTC
From: dogman@svpal.svpal.org
Message-ID: <3h8kju$93t@borg.svpal.org>
Source record: 171853

If one of you did actually write a complete txt file for
mint/minixfs/mintnet setup, as well as recommendations for utils, terms,
etc. I would be VERY grateful. I suppose that's not a whole lotof
encouragement, but its the best I can do :)

--
---
* "My Pancreas may be green, but its the last living thing on this *
* ugly rock you call a planet." *
* *
* dogman@svpal.org "Have you played Pettyland yet? *

1908. Re: Wanted! a program that shows '.' & '..'

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 20:33:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199502072233.a14399@iz.maus.de>
Source record: 171851

In <R007T8b.lmcclure@delphi.com>, lmcclure@delphi.com (Lonnie McClure) wrote:

LM>The only program I myself have seen that does that is the GEMINI
LM>replacement desktop. I believe the latest version is something like
LM>1.999

1.a.

cu... Ole
--
ï¿½ï¿½ï¿½ï¿½ï¿½ Usenet: Ole_Pahl@iz.maus.de ï¿½ï¿½ï¿½ AmPR: DK1LP@DB0RDB.#SLH.DEU.EU
ï¿½ï¿½ï¿½ï¿½ï¿½

1909. Re: Hensa and WWW

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 21:38:07 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3h8p7v$gg6@golem.wcc.govt.nz>
Source record: 171855

In article <3gtbvs$6a2@brigitte.forthnet.gr>, jtace@PROBLEM_WITH_INEWS_DOMAIN_FILE (Sourmelidis Dimitris) writes:
>Hi Guys !
>I would like to know if any of you had any problem, the past 4 days, in
>order to make a lynx http connection with Hensa server. The last 4-5 days,
>i get the message 'Permission denied' or something like that, when i am
>trying to establish a lynx connection with Hensa.
>
> ---------------------Friendly-----------------------
> Jim Sourmelidis * jtace@prometheus.hol.gr *
> -----------------Athens, Greece---------------------

They have decided to cut of the rest of the world, only -7 FTP users can use it now...

I think one Atari site that has gone by the way side, I think Amiga users can still get on though...!!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1910. Re: New Files at HENSA (03 Feb)

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 21:45:07 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3h8pl3$gg6@golem.wcc.govt.nz>
Source record: 171856

In article <3h5bcb$hup@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
>: In article <D3FM45.9o5@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta)
writes:
>: >Go on...log in
>: >Download and enjoy!
>: >Danny
>
>: No we can't so Please explain the reason for this International post...
>
>: I have not seen any restrictions being posted on a Amiga group, so why
>: has Atari being picked on...???
>
>WHAT ARE YOU ON? Danny bothers to spend his valuable time looking after
>an extremely good FTP site (providing you have gopher/web!) and all you
>can do is moan? God, what is the world coming too? It was an
>International post because ANYONE with FTP/GOPHER/WEB access can get at
>it - regardless of the country they sit in. Man you need to change
>service provider and quickly.

PLEASE READ THE ARTICLE THAT DANNY POSTED REGARDING NO MORE GOPHER/WEB
access and only 6 FTP users....

We don't have FTP access here only Gopher and Web, but we have been locked out
of this site, plus it being the Web site for Atari...!!!

>
>RiCH
>PS Keep up the good work Danny and don't let this kind of s**t put you
>off please.

No some Facts if you can read....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1911. Re: Uniterm and Simon Poole

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 23:04:00 UTC
From: henk@elrond.Simplex.NL
Message-ID: <FBHWAGVWUp@elrond.Simplex.NL>
Source record: 171810

In <1995Feb7.105047@cc.curtin.edu.au> zrollinso@cc.curtin.edu.au wrote :

>In article <FBEKFAVUUp@elrond.Simplex.NL>, henk@elrond.Simplex.NL (Henk van der Griendt)
writes:
>> In <Pine.SUN.3.91.950201012122.1312J-100000@PEAK.ORG> James Wood wrote :
>>>
>
>> I still use it. And am rather content with it. I only wished it did
>> not store all the escape sequences during file capture.
>> It use a ZMODEM program with it. It seems to keep up well with
>> 19200 bps/14K4 modem with compression.
>
>Did you experience that irritating thing where the default settings never came
>up when you start uniterm? No matter what I do I get an error-reading-default
>error box and I have to load the defaults manualy - or does this vanish if
>you register?
>
Maybe you should save the settings tot uniterm.set as well as the numbers
to uniterm.tel after you have set/changed them. I experienced no problems
at all. I got your message only the first time.

Henk

--
Henk van der Griendt, Student Library Sciences
Dordrecht Email: henk@elrond.Simplex.NL or
The Netherlands griendt@Simplex.NL

1912. Re: Scanning software for TOS...

Newsgroup: comp.sys.atari.st
Date: 1995-02-07 23:53:01 UTC
From: Lexicor@world.std.com
Message-ID: <D3nMCD.78H@world.std.com>
Source record: 171859

In article <3gvr3q$1ok@newsbf02.news.aol.com>,
LOutumuro <loutumuro@aol.com> wrote:
> Is there anyone out there who is familiar is scanning software
>(commercial and/or shareware, etc.) that runs under TOS. I recently
>bought a HP flatbed scanner and would actually like to use it! Any info
>would be greatly appreciated. Thanks in advance. Ciao...
>
>Luis

For the Epson GT series and the american 600/800/1200 series there is
GT Look II. If you would like more information about this product please
feel free to email me for further questions :) it complements all the
Digital Arts touch up and retouching software too..

Cheers

Yat @ Lexicor

1913. cli?

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 00:04:38 UTC
From: CRKREIDER@news.delphi.com
Message-ID: <3h91qm$ad5@news2.delphi.com>
Source record: 171860

I have used Beckmyer's csh for a long time when I needed a cli, but
I find it won't run on the new Falcon. Any suggestions for a replacement?

Carl

1914. KA9Q Questions --

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 00:09:57 UTC
From: kerkhoff@mail.utexas.edu
Message-ID: <3h924l$8de@geraldo.cc.utexas.edu>
Source record: 171861

After reading the newsgroup for a while, I may be a little behind the times but I'll ask anyway. I'm interested in getting KA9Q (or some other software) functioning so I can connect with the 'net. I have a slip account with the University and I think I'm close to getting the NOS functioning. I have a couple of questions, though.

I downloaded the STNET110.TOS software and have done quite a bit of configuration on it. The dialer works, and I am (apparently) saying the right things to the system at UT to get a slip connection going. The BOOTP command doesn't appear to working in NOS, however. Here's an listing of what I'm doing:

```
#startup file for KA9Q-NOS (version .41)

log \nos\spool\nos.log

hostname s10

attach asy AUX: 0 slip s10 32767 1500 19200
dial s10 dial.txt

ifconfig s10 netmask 0xffff0000 broadcast 255.255.255.255
route add default s10
route add 255.255.255.255 s10

#here's the one that doesn't work---
#returns the error message "command not recognized"
bootp s10 noisy

ip ttl 64

#etc......
```

I suspect that I'm missing something obvious in the setup but the docs are truly daunting! Also, if I type the commands in manually line-by-line, I can watch them complete. When I set them up in the startup.nos file, the "dial" command is skipped and a number of errors are generated since "s10" hasn't been defined. "Dial.txt" contains my account and password as-well-as the lines:

```
terminal download
slip default
```

To which the UT machine responds with "Your IP address is..."

Has anyone configured NOS this way before? Any help would certainly be appreciated!

Jim Kerkhoff
INTERNET: kerkhoff@mail.utexas.edu U.S. MAIL: Performing Arts Center
CAMPUS MAIL: Performing Arts Center University of Texas
PAC 2.302 P.O. Box 7818

E3300 Austin, TX 78713-7818
PHONE: 512-471-0392
"Networks are Us!"

1915. Re: Adding memory

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 00:16:36 UTC
From: kghashgh@nermal.santarosa.edu
Message-ID: <3h92h4$nmh@floyd.santarosa.edu>
Source record: 171862

Colin McKinnon ITS94 (cmckinno@cs.strath.ac.uk) wrote:
: Kayvon Ghashghai asked about 9-bit/8-bit SIMMS:

: Strange.

: The ST does not use Parity checked memory, so only uses 8 bits at each
: location on the SIMM. Sounds like the 8 chip SIMMS don't want to play.
: If this were a different computer I'd say they were WAY TOO SLOW but the
: 8MHz ST is quite happy with 100nS memory - I've got an STFM with two
: 8 bit 100 nS SIMMs on a daughter board and they have been working fine
: for a year now. I beleive that Apple used a non-standard SIMM for a
: while - is this where you got yours?

To all who responded, thanks for the suggestions. However, I took all the chips back to where I got them (my brother). They are now all working happily in other peoples (non-Atari) WDocomputw~ers. There

1916. Re: ST Software on CDROM mag!

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 00:16:55 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D3nnG8.ELE@cix.compulink.co.uk>
Source record: 171868

In message <3go7ns$j56@newsbf02.news.aol.com>, alfasoldt@aol.com said:
> > Very few Atari users have an Atari based CD-ROM unit
>
> Roland, I don't have any way of knowing what the typical Atari user
> has, but I do know a LOT of Atarians with CD-ROM drives hung on the
> back of their computers.

Well the typical user in the UK most certianly doesn't have a CD-ROM drive hung on the back of their ST. Most of them have 1Mb RAM, but thats about all. Hard drives are more common than they were - but still my no means universal. I think its fair to say that most CD-ROM drives are connected to hard disk host adaptors or are owned by hard disk owners. Taking these factors into account - its only a small percentage of users who have CD-ROM.

I know several people who do have a CD-ROM and *many* that don't. Most of the people I know have hard drives as well - so this isn't a fair sample of the market anyway.

Roland.

@CiX

1917. Re: softpc <-> dos 5.0

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 00:16:58 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D3nnGA.EM4@cix.compulink.co.uk>
Source record: 171869

In message <9502011431.AA02224@ilmen.lanl.gov>, hutch@ilmen.lanl.gov said:
> In a previous article, rstolk@intgp12.ih.att.com (Richard Stolk) wrote:

> SoftPC was never released by Insignia Software (don't know of an email
> address) for the Atari. Any copies floating around are illegal beta
> units, AFAIK.

Although it *is* on the COMPO Power CD Vol 1.

Its legality is questionable (as is its usability ;-) though I've heard
said that Insignia themselves don't mind.

Roland.

@CiX

1918. Re: Network a TT030 with a Macintosh?

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 00:17:01 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D3nnGD.En0@cix.compulink.co.uk>
Source record: 171870

In message <3h37e6$9td@nyx10.cs.du.edu>, japolis@nyx10.cs.du.edu said:

> It is my understanding (perhaps erroneously?) that the "network"
> connector on the TT030 works very much the same as AppleTalk on a

The LAN socket is supposed be be an Appletalk socket AFAIK.

> Macintosh. Has anybody successfully networked a TT with a Mac? I
> assume that additional Atari software would be nessecary, does anyone
> know where it may be had? Commercial or PD or shareware? What sort

Never saw any software for this purpose. Never saw any software to network
2 TTs or a TT and MSTE together via this port either :-(

Roland.

@CiX

1919. Re: ST Software on CDROM mag!

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 00:17:04 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D3nnGG.Eny@cix.compulink.co.uk>
Source record: 171871

> most of us use Anodyne's. The group has about 15 or so active
> members. Maybe a third is very few in your books - but its significant

I still stand by my statement. Your group will not be a group of average Atari owners. For every 1 person you have with a CD-ROM, there will be dozens of Atari users not in the group who don't.

Out of the Atari users who use the CiX system in London - quite a few do have CD-ROMs, but this is not a group of average users either.

Roland.

@CiX

1920. Re: ST Software on CDROM mag!

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 00:17:06 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D3nnGI.Eor@cix.compulink.co.uk>
Source record: 171872

In message <3gumk3$qn4@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz said:
>] > Very few Atari users have an Atari based CD-ROM unit]
>] Roland, I don't have any way of knowing what the typical Atari user
> has,] but I do know a LOT of Atarians with CD-ROM drives hung on
> the back of] their computers.
>
> Why? Why spend hundreds on a drive and hardly be able to put anything
> in it that can't be obtained via FTP? Besides, he said "Atari based"
> CD-ROM unit, I presume that means one without SCSI adaptors and host

Actually I meant 'connected to the Atari' as opposed to an Atari owner who
also has a PC or MAC CD-ROM drive to read CD-ROMs from.

> controllers etc. but a semi-made-for-atari one. Some exist, but the
> only CDs I've seen for the ST have been full of PD & Shareware stuff,
> hardly worth forking out large amounts of cash for, as you've probably
> already got all the good stuff.

But I agree with everything else you say.

I dare say that if we took a survey here that many people wouldn't have
an Atari based CD-ROM, and this is a pretty elite group anyway. Not many
people here without hard drives or 1Mb upgrades for starters.

:-)

Roland.

@CiX

1921. Re: IMPORTANT NOTICE ABOUT HENSA ACCESS

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 00:17:09 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D3nnGL.Epp@cix.compulink.co.uk>
Source record: 171873

> > Atari Hensa R.I.P.....
>
> IMHO it is by no means RIP - its just starting to get good, and using
> FTP is no trouble - I've never grabbed files using anything else.

A very valid point. Though I will be slightly disapointed to not be able to look at the Atari HENSA WWW page - this change in no way affects my ability to get files from the HENSA site.

Long live HENSA - more like.

:-)

Roland.

@ciX

1922. Re: Atari files read by Amiga/PC?

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 00:25:45 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3h9329$37c$1@mhadf.production.compuserve.com>
Source record: 171864

The Atari ST uses almost exactly the same floppy disk format as the PC, so if you still have access to the ST you can transfer files to a PC with no additional software needed at all.

The "secret" is to format the floppy disk on the PC as a 720 K disk.

Then you can just write the files on it with the ST and read them directly on the PC.

The reason you need to format the disk on the PC is that some versions of the Atari operating system don't create a fully MS-DOS compatible disk.

The reason you need to be sure to format it as 720 K is that standard ST disk drives won't read or write High Density floppies.

IF YOU DON'T have access to an ST any longer, but still want to read ST disks that were formatted by an incompatible version of the Atari OS, there are a number of PC programs which will let you read the files. One is called ST2PC.EXE... It may be available on IBM ftp archives. I do know it's available on CompuServe.

Additionally you can use a disk sector editor to directly change the incorrect bytes in the floppy boot sector to make the disk readable by a PC, but that's a bit ticklish, especially if the disks are valuable.

Sorry.. I don't know squat about Amigas.. :)

BobR

1923. Re: Adding memory

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 00:27:13 UTC
From: kghashgh@nermal.santarosa.edu
Message-ID: <3h9351$nmh@floyd.santarosa.edu>
Source record: 171863

Kayvon Ghashghai (kghashgh@nermal.santarosa.edu) wrote:
: Colin McKinnon ITS94 (cmckinno@cs.strath.ac.uk) wrote:
: : Kayvon Ghashghai asked about 9-bit/8-bit SIMMS:

: : Strange.

: : The ST does not use Parity checked memory, so only uses 8 bits at each
: : location on the SIMM. Sounds like the 8 chip SIMMS don't want to play.
: : If this were a different computer I'd say they were WAY TOO SLOW but the
: : 8MHz ST is quite happy with 100nS memory - I've got an STFM with two
: : 8 bit 100 nS SIMMs on a daughter board and they have been working fine
: : for a year now. I beleive that Apple used a non-standard SIMM for a
: : while - is this where you got yours?

: To all who responded, thanks for the suggestions. However, I took all the
: chips back to where I got them (my brother). They are now all working
: happily in other peoples (non-Atari) WDocomputw~ers. There

That is to say, they are now all working happily in other people's
(non-Atari) computers. There hasn't been a local Atari dealer in my area
for about 4 or 5 years now, and I can't afford to spend any money on this
computer, anyway. I'll try again sometime later, when I get more money (I
just spent all my money buying a Mac).

Somebody mentioned that the power supply might be faulty. If so, what can I
do about it? Also, a couple people mentioned the MMU, but I think those who
did were unsure if the ST has one. Anyone know if it does?

Me far. You near.

1924. Re: NVDI e-mail address

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 00:31:06 UTC
From: jpb3@ukc.ac.uk
Message-ID: <10839@falcon.ukc.ac.uk>
Source record: 171865

STIRRE31@MAINE.MAINE.EDU wrote:
: Well, I still cannot get NVDI to print properly after many hours and
: countless sheets of paper. I would like to ask the authors of the
: program about my problem. Does anyone have an e-mail address where
: I could reach them?

Can't help you here...

: In the meantime, is there a way that I could put Speedo on a floppy
: drive (in an AUTO folder) and have the Falcon bypass NVDI at bootup?
: I was trying to do this but could not figure out how. Doubleclicking
: on Speedo from the desktop results in bombs. Changing the printer
: driver via driver.prg causes NVDI to have to reinstalled (as far as I
: can see).

How about using a program like Xboot, or Superboot, and have a set of
different configurations.

Alternatively NVDI will be bypassed (according to the manual haven't tried it)
if you hold told both shift keys when you start up

My news feed has been really slow, so you'll probably get this way too late,
but never mind eh... :-)

: -scott tirrell
--
+===+
| John Beranek | Second Year Computer Systems Engineer, University of Kent. |

1925. Re: Is Atari Alive???

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 00:32:22 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3h93em$37c$2@mhadf.production.compuserve.com>
Source record: 171866

>What is the current status of Atari?

For all intents and purposes, Atari Corp is out of the computer business.

All their resources are currently devoted to the Jaguar video game system.

A small number of TT030 computers were manufactured during 1994 as Jaguar development systems.

BobR

1926. Re: Where is Alcyon C compiler?

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 00:46:11 UTC
From: kghashgh@nermal.santarosa.edu
Message-ID: <3h948j$obp@floyd.santarosa.edu>
Source record: 171867

hofman@31.30.dnet@god.bel.alcatel.be wrote:

: In article <3grcul$9ni@floyd.santarosa.edu>, kghashgh@nermal.santarosa.edu
: (Kayvon Ghashghai) writes:
: >James Wood (jamesw@CSOS.ORST.EDU) wrote:
: >

[Schloop]

: Sozobon C is at ftp.uni-stuttgart.de

: /pub/systems.atari.programming/C/sozobon_c/

: That's germany, but you are in the US?
: I do not know a site overthere
: --
: --
: Peter Hofman
: --
: 1) Do not make someone curious, and then not give all information
: 2) Do not send replies, only followups, because more poeple might have the
: same question as me

Thanks. I got it from some site in the UK. I got version 2.0, which is from 1991. In the doc, they said that a goal was to sometime make it comply to the ANSI standard. Know if they ever got around to it? Also, what files do I need to use it? I got scbin20.lzh and sozodlib.arc. I didn't see anything else that looked relevant, yet with what's in those, I don't seem to be able to compile an extremely simple program. Also, if anyone reading this uses it: cc.ttp doesn't do crap for me. it can't find any of the other programs. I have 'em all in the same directory, which the doc says is okay. I have to use each program. It's not that bad, but kind of a pain.

May your cheez-wiz never grow feet

1927. Re: Mega Archive CD v2

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 02:09:12 UTC
From: hoshi@sra.co.jp
Message-ID: <HOSHI.95Feb8110912@ext221.sra.co.jp>
Source record: 171875

In article <1995Feb2.184406@phlem.ph.kcl.ac.uk> sjg@phlem.ph.kcl.ac.uk (Simon Gornall) writes:

> If anyone has stuff they want put onto the disk (demos etc. that aren't
> publically available) then get in touch, and I'll see what I can do.
> Scorpions - are you listening :-))

I'd suggest you to put demo version of Atari emulators for
Mac, DOS, etc. so that your CD will appeal to non-Atari users.

What I really want to see is MacMiNT stuff on the CD...

hoshi

1928. Re: Looking for Fax Softw

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 02:25:43 UTC
From: abstract@wam.umd.edu
Message-ID: <3h9a37$gui@cville-srv.wam.umd.edu>
Source record: 171874

Ken Macdonald (macdonald@cfcsc.dnd.ca) wrote:
: >In message #188, chrisw @perth.DIALix.oz.a writes:
: >> Anyone know of PD or shareware fax s/ware that supports Class1? My fax
: >> needs are VERY few and far between.
: >> [Ah well, the modem was priced right anyway]
: >> Chris Whitelock
: >> Perth, Western Australia
: >Me too, if anyone can help. Mine's only class 1 and I've never found
: >anything that will work on it.
: >Bye for now,
: >Kev.
: >Kevan@empyr.dircon.co.uk

: You might want to try Junior Office, shareware from Germany, I DO NOT know if
: it supports Class1. Straight FAX supports Class 1 :-)
: -ken
IMHO Straight Fax II is an excellent package, works with Class 1 & 2 FAX
Modems, and has drivers for Speedo and many word processors. Have you
talked to TOAD Computers?
--Adam

1929. FLASHPAT

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 02:26:27 UTC
From: banderso@edcen.ehhs.cmich.edu
Message-ID: <3h9a4j$cos@edcen.ehhs.cmich.edu>
Source record: 171876

Some time ago someone posted information about a program to allow RTS/CTS
for Flash 1.6. I would like to know where I can get the program.

--

1930. Re: softpc <-> dos 5.0

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 03:24:55 UTC
From: ianm@jolt.mpx.com.au
Message-ID: <3h9di7$gb2@inferno.mpx.com.au>
Source record: 171877

Richard Stolk (rstolk@intgp12.ih.att.com) wrote:

: B.T.W What is AFAIK ????? :-|

As far as I know, it stands for... umm...

--
_--_|\ |
/ \ Ian Mackereth | His .sig bore this strange device:
_.--._/ |
v | "Excelsior!"

1931. Re: Things Sheppard's Wrong O

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 05:04:05 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3h9jc5$k7i@golem.wcc.govt.nz>
Source record: 171878

In article <226_9502032305@tor250.org>, Dan.Dreibelbis@balmybeach.gryn.org (Dan Dreibelbis) writes:
>S > Go bite your Bum, and post a list of the number of things that
>S > I am wrong on....
>
> "28.8 baud modems are useless - they only run at 9600 baud".

Why do you have post lies all the time, Dick Head..

I stated that 28.8 modems do not work to well here in NZ,
go read comp.dcom.modems and find out for your self, not many
people are getting 28.8 connections, unless may be you get a Zyxel...

>
> "GEnie is going into Chapter 11 - and it was reported in ST
>Report." ^^

Please note the word "is"

I stated that I had put 2 and 2 together from the article in STR that
I had read..

More lies from you...Please get a brain...

> "I never said GFA Basic was crap, and used mostly by teenagers".

I stated that FZDT was programes in GFA, not the best language for a Terminal
Program and I do have Codeheads to back me up on that...

> "I tell the TRUTH, and keep you all in line"
>
> "You're going to grow old before you get any output from
>Ghostscript".
>
> Gee, Roger - you'd better not make challenges like this here,
>you'll crash your net-server..... :)
>
>S > May be you should move to a Fido group or BBS, as this is were
>S > your comments belong...

Well it looks like you are in one of those Dick Head Fido groups..

> Maybe YOU should leave us all alone - or get YOUR facts
>straight.

My facts are ok, but the problem is you can't read...!!!

May be you should not add your thoughts to my posts...

My thoughts that you need a Brain, or get a far better computer......

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1932. NVDI doesn't work on my Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 06:54:07 UTC
From: georg@scylla.math.mcgill.ca
Message-ID: <3h9pqf$32q@sifon.cc.mcgill.ca>
Source record: 171881

NVDI 3.0? doesn't work on my Falcon. on booting, all the programs in
the auto foldor seem to run correctly, but ass soon as it gets to the part
where it should load the desktop, the screen goeas haywire (out of sync) and my
monitor goes into energy saver mode. I have even tried taking out the Blow Up
hardware, alll the auto programs and DAs, ass well as using the TV (where is
just displays garbage.

Any help would be greatly appreciated.

Bye, Bruno Schmidt
brunos@mafalda.math.mcgill.ca

1933. Re: What are the best games for the ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 06:56:02 UTC
From: <>
Message-ID: <3h9pu2$5vv@btmplq.god.bel.alcatel.be>
Source record: 171879
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

```
could you please move this games-shit to rec.games.video.atari????
--
------------------------------------------------------------------------
Peter Hofman
------------------------------------------------------------------------
```

1934. Re: Is Atari Alive???

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 07:34:06 UTC
From: kghashgh@nermal.santarosa.edu
Message-ID: <3h9s5e$sae@floyd.santarosa.edu>
Source record: 171885

BobR (76702.1466@CompuServe.COM) wrote:
: >What is the current status of Atari?

: For all intents and purposes, Atari Corp is out of the computer business.

: All their resources are currently devoted to the Jaguar video game system.

: A small number of TT030 computers were manufactured during 1994 as Jaguar
: development systems.

: BobR

What's this?! Is this true? I mean, I know the ST, etc., series has never done considerably well, but Atari persisted for so long, I never thought they would actually give up on the computers. Assuming that it is true, will 3rd party hardware companies and software companies still support the system?

While I'm asking about it... How're the ST/TT/F030 doing in various countries? I thought they were doing okay a few years ago in some European countries.

Also, was there ever an 040 upgrade for any Atari computers? I assume they never made a Falcon040, or such. (I saw an article, again, recently, from 1992. In Jan., they were expecting an 040 system out by 1993. Heh:)

good night, a ding ding ding ding

1935. Re: Downloading Questions

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 08:02:45 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D3o90M.Iqv@cix.compulink.co.uk>
Source record: 171883

>OK Troops, here's my problem: I'd like to download some ST programs and
>utilities off the net, but my only real access is through my Mac at work.
>So how do I get executables from the Mac onto the ST? I got some uuencoded
>files which decoded (on the Mac) into zip files...where do I go from here?

Format your disks as 720k MSDOS disks using PC Exchange on the Mac.
Alternatively, if you have TOS 1.04 or later, you could format them on the ST
and the Mac should be able to read/write to them using PC Exchange, DOS
Mounter or a similar util. If you have earlier TOS you could use one of the
many PD and Shareware formatters available that write an MSDOS boot sector.

Ofir ogal@cix.compulink.co.uk

1936. Re: IMPORTANT NOTICE ABOUT HENSA ACCESS

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 08:08:31 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3h9u5v$luf@golem.wcc.govt.nz>
Source record: 171884

In article <791998032snz@bigbox.demon.co.uk>, bjb@bigbox.demon.co.uk (Ben Bell) writes:
>> >Just informing all Atari users out there that gopher and WWW access to
>> >HENSA is now totally restricted to all except ac.uk domain users.
>
>Allow me to introduce you to a program called ftp. It allows you to grab file
>from ftp sites (hence the name), without using WWW.

Yes its OK for people that have FTP, but we don't only Gopher and Lynx..

Also why only Atari, the Amiga people don't have restrictions...

One thing you have seemed to have forgot, Hensa is the Web for Atari,
so how do we access these Web pages now....??

>+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
>| /// | < Space for rent - £1 per character per week > |
>| bjb | email: bjb@bigbox.demon.co.uk |
>| _/ |Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England|
>+---+

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1937. Re: SKYLINE CD

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 08:32:00 UTC
From: Oliver_Michalak@bi.maus.de
Message-ID: <199502081032.a36826@bi.maus.de>
Source record: 171882

Hi Victor,

it's was released several months ago! To be bought at the ProTOS in Bonn at the end of Nov. '94.

ciaou Oliver

1938. Old Infocom games wanted

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 09:37:59 UTC
From: keith@atlantis.actrix.gen.nz
Message-ID: <D3oDFC.FM0@actrix.gen.nz>
Source record: 171889
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm

WANTED THE FOLLOWING ORIGINAL INFOCOM GAMES

Wishing to purchase the following original INFOCOM games
MUST have ALL original packaging and be in good condition

Any computer format is acceptable

"Bookshelf format"i.e foldout box with plastic cover inside over disks etc
Deadline
Sorcerer

The following each packaged as three separate games in a slide container)
Enchanter Trilogy (3 games)
Classic Mystery Library (3 games)
Science Fiction Classics(3 games)

ALso looking for Infocomics
ZorkQuest II: The Crystal of Doom

Willing sellers please e-mail details for negotiation

THanks

Keith Stewart

PS I already have Lost Treasures of Infocom I & II

1939. Re: What are the best games for the ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 09:47:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3ha3uk$7g9@m1.cs.man.ac.uk>
Source record: 171886
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

In article <3h0fcj$ena@taco.cc.ncsu.edu>, jlwoodal@unity.ncsu.edu (Jeffrey Lee Woodall) writes:
|> Chris Whitelock (chrisw@perth.DIALix.oz.au) wrote:
|> : Jeffrey Minter (llamaman@ix.netcom.com) wrote:
|>
|> : : - well, ST Format in the UK voted my own Llamatron the Second Best St
|> Game of
|> : : All Time, and it's yours by FTP! If you llike Robotron, go for it...

And if you like gameplay!!! :)

|> : And the much-maligned ST Format got it 99.9% right.
|> : The only doubt (0.1%) is whether Llamatron was in fact the best game.

Yep, bat that was before Llamazap....

|> : I'm just getting into Llamazap now, Jeff!
|>
|> Are LlamaZap and Llamatron available for PC? If so, where could I find
|> them?

Llamatron is available for the PC, but I didn't think it was anywhere near as good. (Using keyboard limits the control severely due to only three keys at once...)

Llamazap is only available on the Falcon - it was comissioned by Atari I believe.

Never mind, you'll just have to get a Falcon :)

Anthony

BTW Can anyone get past "Continual Hassle" in Llamazap - Gridrunner the second time around....

1940. Re: Gif file problem.

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 09:56:13 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3ha4ft$7sr@btmplq.god.bel.alcatel.be>
Source record: 171887

In article <95030.181643HARRIS@SLACVM.SLAC.STANFORD.EDU>,
<HARRIS@SLACVM.SLAC.STANFORD.EDU> writes:
> Hi,
> I am having trouble displaying an ST Gif file on UNIX. I
> am using xv and get the message "corrupt Gif file (screen discriptor).
> unable to load Gif file." The file was created using touchup. Has
> anyone done this?
> Fred

No but I've had TIFFs which were generated on a Mac and which GEMview
could display but xv couldn't. Maybe GEMview is just better than xv?

And speaking of viewers: GEMview is an excellent swiss army knife of a
program, but the viewers which come with Apex Media are FAST. :>>

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

1941. Re: Network a TT030 with a Macintosh?

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 10:07:31 UTC
From: harun@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3ha553$onq@mars.fb1.fhtw-berlin.de>
Source record: 171892

The connector is mechanically the same as on Mac, but electrically is a small difference: The Mac has _no_ termination resitors, the TT has. (and this is bad, if you like to link more than two computers in the LocalTalk-way of linking it.)

I believe there is no (working) LocalTalk-Software for the Atari.

But I have two Ataris and one Mac in a Net via MIDI_COM. That is not LocalTalk and it is only running on the Mac, when MagiCMac runs on the Mac :-)

Regards, HS

1942. Re: Where is Alcyon C compiler?

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 10:08:30 UTC
From: sbrown@cee.hw.ac.uk
Message-ID: <D3oEu7.Fv2@cee.hw.ac.uk>
Source record: 171893

hofman@31.30.dnet@god.bel.alcatel.be wrote:

: Sozobon C is at ftp.uni-stuttgart.de

: /pub/systems.atari.programming/C/sozobon_c/

: That's germany, but you are in the US?
: I do not know a site overthere

Simply atari.archive.umich.edu.

+--+
| Stuart Brown BSc Computer Science IV, Heriot-Watt University |
| e-mail: sbrown@cee.hw.ac.uk WWW: http://www.cee.hw.ac.uk/~sbrown/ |
+--+

1943. Re: Is Atari Alive???

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 10:12:56 UTC
From: harun@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3ha5f8$onq@mars.fb1.fhtw-berlin.de>
Source record: 171894

My impression: Atari still exists, but it develops only video games.
Falcons are still produced. But I can not recommend upgrading any
other 16/32-Bit Atari to a Falcon. If you need computing power and
if you have "clean" applications, by a 68040-Mac and run MagiCMac on it.
The Performa 475 has (in Germany) at the moment the best price/performance
ratio.

Regards, HS

1944. Re: Contacting Atari?

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 10:15:17 UTC
From: Ian Pashley <pij@fs2.ee.umist.ac.uk>
Message-ID: <3ha5jl$t5r@yama.mcc.ac.uk>
Source record: 171888

Caroline@dunian.demon.co.uk (Caroline Price) wrote:
>
> In article: <3eagg1$d56@lucy.infi.net> joneil@infi.net (John O'Neil) writes:
> >
> > Could someone please post a phone number and/or
> > address for Atari Computers. I'd like to get product
> > info and local dealer info from them. Is Atari on the
> > net?
> >
> > Thanks!!
>
> I used to have a leaflet containing Atari's contact addresses and phone
> numbers but I'm afraid I've misplaced it. However if you ring the atari
> help line on 031 332 9323 they should be able to point you in the right
> direction.
>
> Wan't to know something funny (well I thought it was funnny...) Anytime
> I get a question that I can't answer myself (rare!) I refer people to the
> helpline. The other day I had a call from a customer and during the
> conversation I did just that and he said the the Atari helpline are
> about 'as useful as an ashtray on a motorbike' - I thought that was
> hilarious myself.
>
> Anyhow, this gentlemen was probably a little rattled because they
> couldn't sort out his particular problem but I'm ensure they can give
> you the relevant phone numbers.
>
> As for dealers - SDL seem to be the Atari one to go for, I got my
> Falcon from them. I said that I was a tade company (which I am) who
> wished to buy a machine to deicde whether or not it was worth stocking
> - which of course wasn't quite true....we use out Falcon to support
> Falcon PD customers but I'm drifting off the subject here....
>
> Caroline Price
>
> /***\
> * New Age PDL - the best PD for ST and Falcon *
> * E-mail me for the latest FREE catalogue.... *
> * INTERNET: caroline@dunian.demon.co.uk *
> ***/
>
>

1945. Re: Can old 1040ST run w/9600 baud Modem?

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 10:15:47 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3ha5kj$ms6@golem.wcc.govt.nz>
Source record: 171896

In article <H.ekBL.IyAhZytuhTo@icon.pp.se>, root@icon.pp.se (Daniel Eriksson) writes:
>In <3geu8i$9is@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard..)
writes:
>>
>> The best program TSR to remove bugs in the OS is HSMODA04, there is no other
>> TSR or program to touch it....
>
>The "facts man" has striken again! ;-)

PLEASE TRY AND GET A NEW BRAIN...

Or move to a Fido BBS, your comments are just what they like their..

MY STATEMENT WAS A FACT FACT FACT..

HSMODA05 had not been releast out of Germany when my article was posted...

FACTS AGAIN....

>Current version is HSMODA05...

All theese stupid posts just shows the level of People that use Ataries,
I hope soon to change all that...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1946. Re: Contacting Atari?

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 10:21:14 UTC
From: Ian Pashley <pij@fs2.ee.umist.ac.uk>
Message-ID: <3ha5uq$t5r@yama.mcc.ac.uk>
Source record: 171890

I tried to contact atari, but they didn't seem to care.
They sent my ste away to holland to fix the dma fault,
but it came back with the same fault, and a smashed case.
Screws were rattling about inside, and i had £270 worth
of useless hard drive kit (which Gasteiner luckily accepted
back, less cancellation fee).

So, don't contact atari over anything - they don't give a
toss about their customers..

1947. Re: Falcon Questions

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 10:21:17 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3ha5ut$hka@mercury.dur.ac.uk>
Source record: 171809

Kim Andersen (kim@dksoft.ping.dk) wrote:

: >1. What is the highest screen resolution a standard Falcon can do?
: >I heard that it covers all three standard ST resolutions plus 640x480x256 and
: >640x480x64k. But does it go above 640x480 with out any extra hardware?
: 640x480 on VGA. And you can't go beyond without exstra hardware/software.

Before I got a ScreenBlaster, I took my monitor up to over 800x600 quite
happily only using FalconScreen (PD software) without any extra hardware.

ATB,

Martin

--
****
* ---------------- M.J.Maisey@durham.ac.uk -------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

1948. FS: TT 4 Meg Ram Board

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 10:30:58 UTC
From: mtaylor@perth.DIALix.oz.au
Message-ID: <3ha6h2$h2q$1@perth.DIALix.oz.au>
Source record: 171891

Hello

I have just purchased a third party TT ram board as I need more memory. I therefore have an original Atari TT 4 meg ram board for sale. I am in Perth, Western Australia. I want about $300 AUS for this board O.N.O.

If interested please E-Mail me at mtaylor@perth.dialix.oz.au

Regards
Mark
--

Mark Taylor || TT030/TTM194/PTC1426/170HD/88SYQ/14.4K
Western Australia || InterNet: mtaylor@perth.dialix.oz.au

1949. Re: File at UNI-KL.DE..

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 10:35:27 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3ha6pf$7sr@btmplq.god.bel.alcatel.be>
Source record: 171895

In article <3gvgus$q7@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard..) writes:
> Can some one Please explain why people are allowed
> to place files on a site with a name like this...

> 6. cannon_fodder_cheat.prg.

This is a valid filename in Unix and VMS.

If you want to download it to a filesystem which only accepts 8+3 filenames then you need to tell ftp to

get cannon_fodder_cheat.prg canfodch.prg

or something like that -- RTFM for your ftp implementation.

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

1950. cheap matari games for sale

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 10:59:22 UTC
From: mfeil@ix.urz.uni-heidelberg.de
Message-ID: <3ha86a$god@sun0.urz.uni-heidelberg.de>
Source record: 171829

starglider, magic fly, chuck yeager, starwriter, captain blood and other games for sale.
each $7.-

1951. Re: NVDI e-mail address

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 11:22:24 UTC
From: nj1@ukc.ac.uk
Message-ID: <10841@falcon.ukc.ac.uk>
Source record: 171813

STIRRE31@MAINE.MAINE.EDU wrote:
: In the meantime, is there a way that I could put Speedo on a floppy
: drive (in an AUTO folder) and have the Falcon bypass NVDI at bootup?
: I was trying to do this but could not figure out how. Doubleclicking
: on Speedo from the desktop results in bombs. Changing the printer
: driver via driver.prg causes NVDI to have to reinstalled (as far as I
: can see).

I had that problem too - in fact, it doesn't de-install NVDI as far as I can tell, it just erases that nice screen font leaving you with that big, ugly screen font you had before you installed NVDI! Keep a backup copy of the assign.sys file to copy the important lines back across from when you change drivers, and when you have a setup that works, leave it alone! :)

>How about using a program like Xboot, or Superboot, and have a set of
>different configurations.

Or you could try the shareware boot manager 'STOOP' - falcon specific!!

Neil.
--
Neil Jones-Rodway
University Of Kent

1952. Re: softpc <-> dos 5.0

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 11:34:22 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBIMBDUUUP@galaxy.teuto.de>
Source record: 171824

In <9502032205.AA02771@ilmen.lanl.gov> Hutch wrote:

[SoftPC]

>Hmmm... very interesting. Just because ACN is selling it doesn't mean
>it's legit, of course. I understand it was posted on a LOT of boards
>in Europe. But maybe Insignia has changed their mind and went ahead
>and released it as freeware or something.

>Hendrik... Do you know anything about this?

AFAIK, Insignia decided to release it as PD. However, Atari itself did not
agree with that.

I would consider the available SoftPC copies as being pirated.

Hendr!K

Just my 0.0199958756$ (Pentium style :-)

1953. Re: File at UNI-KL.DE..

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 11:36:16 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBIMBDUXUP@galaxy.teuto.de>
Source record: 171823

In <3gvgus$q7@golem.wcc.govt.nz> Roger Sheppard.. wrote:

>Can some one Please explain why people are allowed
>to place files on a site with a name like this...
>6. cannon_fodder_cheat.prg.

:-)

>How about some Standards Thanks...

This is a standard. UNIX-standard ;-)

Bye.

/Hendr!K/

1954. Re: Anybody have Supradrive 30MB?

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 11:42:35 UTC
From: julian@loose.apana.org.au
Message-ID: <3haanb$mq9@loose.apana.org.au>
Source record: 171897

I have a Supra Hard disk and it works fine.

I started with a 48 meg and am now running a 105 meg Quantum SCSI 1.
In the last few days I have found out the hard way that with the OLD
Supra SCSI to DMA adaptor in the drive, I can only use a SCSI 1 and NOT a
SCSI 2 drive like all of the new ones seem to be:-(

If you want to upgrade to a bigger size, (like I do) either get a SCSI 1
or a new ICD adaptor.
Regards,
--
/| |\ o _, /"" o |\ |\ _ ,_ _|
| | | | |/ | / | /|/| (_ | |/ |/ / _/ | / |
\|/ \/|_/|_/|/\/|_/ | |_/ _| |/|_/|_/_/ |/\/|_/
(| julian@loose.apana.org.au |) |)

1955. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 11:46:56 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBIMBDVAUP@galaxy.teuto.de>
Source record: 171825

In <FBDWDCURUP@dksoft.ping.dk> Kim Andersen wrote:

>>NOT clock doubled in the same -fashion- as the DX2 machines. That is just
>>Apple (and Motorola) propaganda, my friend. Yes, technically speaking, it
>>does run at a faster clock rate internally but that does not double its

>I'm only stating what i've been told by people i trust. Could be they're
>wrong, but i sure doubt that.

Wanna bet? I might risk one bottle of good ol' Scottish Malt-Whiskey of your favourite brand :*)

Hutch, are you in on this :-)?)

BTW, one might consider this address as a possible source of information:

Motorola Ltd.
European Literature Center
88 Tanners Drive
Blakelands
Milton Keynes MK14 5BP
UK

Unfortunately I'm not aware of any phone, fax, or e-mail connections. If anyone has s. th., please drop me a note. TNX.

>>And one more thing... the 68040 33MHz chip has been available for quite
>>awhile as it was used in the Apple Mac Quadra 650 and other machines. And

>I'm talking about 040's in general.

What do you think APPLE equipped their 68040 MAC's with? Aplle used the *XC* mask-revision for a loooong time. The final *MC* version (with the unique Motorola "M") came out late 1994.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

1956. Re: softpc <-> dos 5.0

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 11:47:53 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3hab19$1ke@lyra.csx.cam.ac.uk>
Source record: 171812

hutch@ilmen.lanl.gov (Hutch) writes:
>I would certainly -hope- not! :) But I now understand that evidently
>Insignia -did- in fact release the Atari version of SoftPC into the
>public domain. Atari Corp wasn't very happy with this, for some reason,
>but it seems that Insignia did it anyway, AFAIK.

Does this mean it is available via FTP?
If so, any idea where from and the file name?

Thanks,
Phil

--
[E-mail pd@mole.bio.cam.ac.uk]

Never offend people with style when you can offend them with substance.

1957. Re: New Files at HENSA (03 Feb)

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 12:37:45 UTC
From: vctec@westminster.ac.uk
Message-ID: <D3oLqy.ErE@westminster.ac.uk>
Source record: 171898

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:

: : No we can't so Please explain the reason for this International post...

You can, if you know how to. :-) Mail me for more details...

: : I have not seen any restrictions being posted on a Amiga group, so why
: : has Atari being picked on...???

No restrictions were posted in the Amiga or other groups, because their
moderators do not really bother with usenet postings, and are not as
active as me on Usenet. Have you seen file postings in the other
groups, from HENSA?

: an extremely good FTP site (providing you have gopher/web!) and all you
Thanks Rich, but the truth is that people outside the ac.uk domain
cannot access hensa directly. :-(I do apologise, but it had to be
done, to save the load on the machine....and I had no say in it.

: International post because ANYONE with FTP/GOPHER/WEB access can get at
Not directly now. Only indirectly. ftp and telnet are direct
connections. ftp has some restrictions, but you can get in. Telnet has
no restrictions, but you have to use kermit to transfer. gopher and WWW
and e-mail downloads.....there is an indirect way of doing this.

: PS Keep up the good work Danny and don't let this kind of s**t put you
: off please.
It doesn't put me off, Rich. Thanx for sticking up for me. :-)
However, I must say that I am now used to Roger's ramblings on the
net....but he has always helped me with uploading files from other
sources such as Genie.

As I have already said elsewhere...if it was up to me, then there would
be no restrictions....but it is not. Maybe a new ftp site shpould open
up....

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

1958. Re: IMPORTANT NOTICE ABOUT HENSA ACCESS

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 12:56:16 UTC
From: vctec@westminster.ac.uk
Message-ID: <D3oMLt.FL7@westminster.ac.uk>
Source record: 171816

Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:
: Can any please explain what was point of have a Atari WWW and Gopher
: that only UK people can use..

Well, we are a funded site...and according to our funders, the ac.uk users come first...providing them with a better service. We are not supposed to allow other users to use the system, but being the nice people we are, we thought we'd see how things went, by giving restricted access via ftp, and unrestricted via telnet/gopher/www.

The restrictions is placed on us by our funders. Don't ask me to comment more on this, as I will have to pass with 'no comment'...seeing as I am representing them ATM.

Please bear in mind that I do not have to think like them, even if I don't say so here. But that is for you to work out.

: Does this affect all other Computer users or Just Atari ones..??
All computer users.

: All the raving in the last few weeks regarding the Atari Web pages,
: to me this just stinks...
hey, I did not know this was gonna happen. No one did. However, would you prefer a dead machine to a live one? If the restrictions were not placed, it would have been goodbye HENSA, till our budgets allowed us to buy another machine. I am sure you would not like that.

Who knows, maybe there will be gopher and www access in the near future. I don't know.

: To me Danny you might as well close the Atari section for good, if you can't
: support the world what is the point...

My job''s primary objective is to support the ac.uk users....and for my section specifically, the Atari and mac users in the ac.uk. It's a different matter, however, that there are not that many people in the uk who have Ataris.....which is my main concern right now, as most of the Atari logins were from abroad.

I will definitely not close the Atari section. No way. It has taken me so long to bring it up to what it is. Do you know that the Atari section here stank before I arrived here? I never even used it in the time I was on the net. It just was not worth it. When I got the job, my main concern was to get the section going again. The last new piece of software that wrnt on-line was a year before that. That just plain stinks....and now you tell me to shut the section....after so much hard work? If you do not like HENSA, then why d you use it?

Actually, I know you like hensa, it's the fact that you can't access it directly...

FWIW, I would like to see no restrictions at all. That is my personal view in Danny clothing (with all the HENSA insights)....not in HENSA clothing.

: Atari Hensa R.I.P.....
This is going too far, Roger.

: it will not be International in what Hensa is doing, or should Hensa
: be removed fron Internet....??
Why should it be removed from the internet? You can think of HENSA as a subscriber only BBS, where people who subscribe to the Janet network, can gain access....unless you can think of a way of coming through a Janet address....

: Time to buy that PC Clone so I can get better suport...!!!

So what I have been doing has been worthless?
[FX...Danny walks off, sulking, and thinking where he went wrong, and totally hurt by Roger's comments]

: **
: * R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
: * +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
: **

--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

1959. Re: IMPORTANT NOTICE ABOUT HENSA ACCESS

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 13:01:26 UTC
From: vctec@westminster.ac.uk
Message-ID: <D3oMuE.Gq4@westminster.ac.uk>
Source record: 171817

steve wells (wells_s@ix.wcc.govt.nz) wrote:
: at any stage unless otherwise specified. I don't mind waiting a few days
: while systems are upgraded before flaming them so much that they _are_

The system is not being upgraded. :-(But please be patient. As I have
said, there are other ways of getting in...and if you see another of
Roger's posts about gopher, you will see what I mean.

Regards
danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

1960. Re: IMPORTANT NOTICE ABOUT HENSA ACCESS

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 13:07:38 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1995Feb8.130738.6260@bay.cc.kcl.ac.uk>
Source record: 171820

In article <3h1b1b$913@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz (steve wells) writes:
>] Is this the way that Internet is going, or should I say Net as it looks lik
>] it will not be International in what Hensa is doing, or should Hensa
>] be removed fron Internet....??
>]
>] Time to buy that PC Clone so I can get better suport...!!!
>
> Note: I may use the same site, but my opinions bear no relevance to Rogers
> at any stage unless otherwise specified. I don't mind waiting a few days
> while systems are upgraded before flaming them so much that they _are_
> shut down.... (Assuming it is being upgraded or some such thing.)

Hmmm. Best to now download every possible useful file! Still
ftp 146.169.43.1 will still be online - a mirror site containing atari
stuff; I get most of my files from here. I find Hensa a tad slow anyway.

-Al, udem148@bay.cc.kcl.ac.uk-

1961. (Req) SCSI Conroller?

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 13:21:58 UTC
From: starkrl@aston.ac.uk
Message-ID: <D3onsn.Cnx@aston.ac.uk>
Source record: 171899

Hi there,

Is anybody out there selling a SCSI controller of any kind?

From what I've seen, the Top Link controller is pretty good, as it consists of simply a cable to go between the atari and hard drive with a bit of circuitry in one end of the lead, and it apparently works well.
The only thing is, I can't believe how expensive they are! (I haven't found one for cheaper than 55 quid so far, although I'm yet to phone The Upgrade Shop which may be cheaper)

So, if anyone can enlighten me on this subject, or even better, if anyone is selling a controller, then please reply (either to comp.sys.atari.st or to me at starkrl@aston.ac.uk).

Thanks!

ROB.

P.S. I've got a 1MB STFM and will soon have a 260MB SCSI drive!
I hope it all works OK....

```
----------------------------------------
| There are holes in the sky |
| Where the rain gets in, |
| The holes are small |
| That's why rain is thin. |
| |
| Spike Milligan |
| |
| It's my favourite poem, |
| I hope he doesn't mind :-) |
----------------------------------------
```

1962. FTP sites

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 13:56:39 UTC
From: py4sdh@bath.ac.uk
Message-ID: <Pine.SUN.3.91.950208135519.29184A-100000@ss1.bath.ac.uk>
Source record: 171802

For those moaning about HENSA try these sites, one in Brittain and the other is in france, and I'm sure there are others about if you can be bothered to look for them.

FTP Site src.doc.ic.uk (Very Fast-for me anyway, loads of stuff)
http://src.doc.ic.ac.uk/public/computing/systems/atari/umich

FTP Site ftp.cnam.fr (Not so fast and a bit sparse)
ftp://ftp.cnam.fr/pub/Atari

Atari Jaguar Homepage (Buy one! They are good!)
http://www.bucknell.edu:80/~svensson/

Sim. Live long and prosper - with ST's!

1963. Re: Possible to put 720k drive in SF 354 ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 14:00:15 UTC
From: chrisw@perth.DIALix.oz.au
Message-ID: <3haipfclb1@perth.DIALix.oz.au>
Source record: 171826

: In article <3h5u9f$dt0@sunserver.lrz-muenchen.de>, jwilhelm@Physik.TU-Muenchen.DE (Jan Wilhelm) writes:
: |> Hi,
: |>
: |> I have an old single sided Atari SF 354 floppy drive and a spare 720k drive
: |> from a dead 1040STF. I replaced the single sided drive in the SF 354 with
: |> the 720k drive. Problem: it's working only as a single sided drive, I can
: |> neither read nor format 720k floppies. Is this a problem with the
: |> electronics found in the SF 354? Or might my drive be broken?
: |>

I quote from the Data-Becker book "ST Disk Drives Inside & Out":

Pin 32 [of the 34 pin drive connector] Side Select
This line selects the desired side of the disk. A low level selects side 1
and a high selects side 0. This line is unused for single sided drives

Unquote.
Perhaps in their infinite commercial wisdom Atari did not wire this line
in the SF354 cable???

Chris

1964. Re: New Files at HENSA (03 Feb)

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 14:23:26 UTC
From: rtor@ansa.co.uk
Message-ID: <3hak4v$1oq@plato.ansa.co.uk>
Source record: 171900

Denesh Bhabuta (vctec@westminster.ac.uk) wrote:
: No restrictions were posted in the Amiga or other groups, because their
: moderators do not really bother with usenet postings, and are not as
: active as me on Usenet. Have you seen file postings in the other
: groups, from HENSA?

From here, it looks as if all of the HENSA/Micros archive is now restricted - according to the (no longer working) link from HENSA/Unix, this includes Commodore Amiga, Acorn Archimedes, Atari ST, IBM PC and compatibles, and Apple Macintosh. I can also confirm that the restriction is to ac.uk and *not* uk - we in co.uk are excluded too :-(

: As I have already said elsewhere...if it was up to me, then there would
: be no restrictions....but it is not. Maybe a new ftp site shpould open
: up....

Is there any chance of getting "SunSITE Northern Europe" to mirror the archive - being at src.doc.ic.ac.uk they can get to you easily, and they already mirror the Atari archives at umich and uni-paderborn.

--
Regards,
Owen Rees <rtor@ansa.co.uk>
Information about ANSA is at <URL:http://www.ansa.co.uk/>.

1965. Re: Okami Newsreader

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 14:45:41 UTC
From: koehne@katmandu.informatik.uni-dortmund.de
Message-ID: <3halel$nsk@fbi-news.informatik.uni-dortmund.de>
Source record: 171815

In article <2f378f429bafb0@prometheus.hol.gr>, jtace@prometheus.hol.gr
(Hellas OnLine SA, *User*) writes:

|> As i said before you will need : UQWK program for Unix (can be found
|> on most ftp sites) and Okami Newsreder (version 026) found on Hensa,
|> Umich and mirrors. Read the nice docs, setup okami and you are ready!

How did get SOUP packets imported into O ??

uqwk made some files named control.dat, message.dat and some *.ndx but when I
started the importer for O he says that he can't the file named AREAS???

Bye

...Patrick

1966. Re: Downloading Questions-Summary

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 15:12:23 UTC
From: rappleye@felix.kodak.com
Message-ID: <rappleye-080295100720@150.102.161.162>
Source record: 171827

> >OK Troops, here's my problem: I'd like to download some ST programs and
> >utilities off the net, but my only real access is through my Mac at work.
> >So how do I get executables from the Mac onto the ST? I got some uuencoded
> >files which decoded (on the Mac) into zip files...where do I go from here?
>
OK troops, here's my (actually your) solution:

I was ftp'ing files onto a Sun, then using Fetch to move them to my mac.
Fetch in automatic mode made everything into a Microsoft Word file (it
shouldn't but it did). Once I forced Fetch to binary mode and picked up
starter.tos I had no more problems...this will help me keep the old ST
going for a while longer...

Thanks again for all the advice and suggestions...I had dozens of people
respond to me privately and many more on the newsgroup. You're an
impressive bunch...the type of people who got me into Ataris in the first
place.

RevDrFreak
'foot soldier

1967. Re: Sundog

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 15:19:20 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HMSXC8NDRMAAU12K@SNYONEVA.CC.ONEONTA.EDU>
Source record: 171801

Hi. I used to own SunDog and remembered that the manual that came w/the game was basically just there to show you how the game works. Half of the pages were used to describe how to get the game started on TOS boot-disk systems (yes, the game is way old!).

In short, its not needed to play the game as all control is done with the mouse and the manual gives you no serious hints on how to succeed at the game.

BTW, the game runs on the STe (1040STe) and ran on my Falcon w/Backwards.

Ari

1968. MagicMac Demo ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 15:21:01 UTC
From: eyfrig@ieh.etec.uni-karlsruhe.de
Message-ID: <eyfrig-0802951621010001@iehmac10.etec.uni-karlsruhe.de>
Source record: 171770

Angeblich soll eine Demoversion von MagicMac existieren. Hat irgend jemand
'ne Ahnung ob das tatsaechlich so ist ? Wenn ja, ist diese Demo auch per
FTP erhaeltlich, und was kann man damit anfangen ?

Gruss

Dirk

--
Dirk Eyfrig
Nï¿½rdliche Hildapromenade 10
76133 Karlsruhe

Tel: 0721 / 85 53 52
e-mail: eyfrig@ieh.etec.uni-karlsruhe.de

1969. Re: What are the best games for the ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 15:21:14 UTC
From: "C.J.Davis" <daviscj@ee.port.ac.uk>
Message-ID: <3hanha$gs3@hawk.ee.port.ac.uk>
Source record: 171803
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

Here is my top 10 list of the best games for the ST.
They are in no particular order.

1) Kick Off II
2) Powermonger
3) Player Manager
4) Frontier Elite II
5) Supercars II
6) Civilization
7) Populous II
8) Thunderhawk
9) IK+
10) Sensible Soccer

What do you think of my list?
It was created off the top of my head so I have probably left some
out. Don't flame me.

```
_-------------------------_
| C.J.Davis |
| daviscj@ee.port.ac.uk |
_|-------------------------|_
|x| "Justice shall prevail" |x|
|x|-------------------------|x|
|xxxxxxxxxxxxxxxxxxxxxxxxxxxx|
-----------------------------
```

1970. Re: Packer with header ATM5???

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 15:34:40 UTC
From: geoff@damp.apana.org.au
Message-ID: <3haoag$6no@frisbee.damp.apana.org.au>
Source record: 171782
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

diehl@bonk.io.org (Eric March) writes:

>Richard MORRIS (richard@stingray.manawatu.gen.nz) wrote:
>: Could someone please tell me what sort of packer is used that creates files
>: with the first 4 characters as: ATM5?

>: Is this some AuToMation packer?

>It's Atomic Packer version 5.

Try version 3.5!!!

>: Richard.

>--
> _____________________________ _____________________________
> _____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
> _________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
>_
________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
##

--
\|/ ____ \|/ | Answers, abuse, comments, and flames to: | \|/ ____ \|/
@~/ ,. \~@ | | @~/ ., \~@
/_(__/)_\ | geoff@damp.apana.org.au | /_(__/)_\
__U_/ | | _U__/

1971. Re: The Best ST Games..."

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 15:36:06 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HMSXGWX6EGAAU12K@SNYONEVA.CC.ONEONTA.EDU>
Source record: 171804

As I mentioned before, Llamatron for the PC is virtually identical to the ST version! The gfx are the same, the screen effects are the same, and the sound is largely the same if you have a SB or better. The only difference is that it runs on an Intel based system and that it supports the keyboard on the PC AS WELL as joysticks. Joysticks aren't as common with PC users than with Ataris so the keyboard option was added.

Oh yeah...as for the best ST games...add these to the list:

* Their Finest Hour (if run on a fast ST - 16mhz or better)
* Spider Tronic
* Speedball
* Deluxe Asteroids
* Midi Maze
* Gods
* Andies Attack (another Minter Production)
* Defender of the Crown (loved the catapult scenes)
* Kid Kong (Dave Munsie's exact clone of Donkey Kong)
* Flight Simulator
* Major Motion

Ari

The Celtic Sound! - Enya - The Proclaimers - Big Country - Dexy's Midnight
---
"A Generation Xer who doesn't think Cobain is God, doesn't where his hair greasy, doesn't where my grandmother's sweaters, and who remains free of body piercings in unusual places..."

1972. Re: PGP version 26

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 15:37:58 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBIPFIYJUP@galaxy.teuto.de>
Source record: 171832
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <Pine.A32.3.91c.950204094509.47577B-100000@homer18.u.washington.edu> Bent Meyer wrote:

> I am looking for a compiled copy of PGP version 26. The binary
>is at ftp.tu-clausthal.de. Since I don't have a compiler, nor the skill

Errm, do you mean the source is at Clausthal? If the binary were there, your problems were _almost_ solved.

However, it is not legal to re-import certain versions of PGP back into the united states.

The US-versions use a RSA-licensed library, which is not to be exported. The international version does not use RSA directly, and can be used legally outside the US. But the import of this non-RSA-version into the US is restricted.

>to use one, I'm hoping someone has already done it. I would be grateful,
>to be able to download it.

There are several Atari-version around, I'm using it for sometime now. Perhaps you can find an appropriate version somwehere at *atari.archive.umich.edu*.

```
--
/Hendr!K/
''~``
( o o )
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
\_) ) /
(_/
```

1973. Re: SKYLINE CD

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 16:11:45 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.146.000B327F@cfcsc.dnd.ca>
Source record: 171764

>Did this CD ever get released? I heard it was being planned several months
>ago, and I even sent in the registered version of a shareware program of
>mine, but it ended there...Anybody know more about this?
>Thanks,
>Victor Bruhn
>vicb@clark.edu

Yes, it has been released. I know several people here on To who are using it,
quite happily! :^)
Here are some addresses of the folks who did it
cyrel@cybercube.com
cyrel@interlog.com
cybercub@genie.geis.com

prends soins/take care
-ken

1974. Re: SKYLINE CD

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 16:30:00 UTC
From: Gerrit_Meyer@ol2.maus.de
Message-ID: <199502081830.a7376@ol2.maus.de>
Source record: 171805

Hi Vic,

VB>Did this CD ever get released? I heard it was being planned several
VB>months ago, and I even sent in the registered version of a shareware
VB>program of mine, but it ended there...Anybody know more about this?

Yes, it was released few months ago. (I got mine free 2 months ago)
Michael is a little bit slowly... ;-)
BTW: He is planning a *3rd* CD at the noment... I recommend writing him a PM,
offering a/some progs for his 3rd one and asking by the way for the free
Skyline example ;-)

Best regards,

Gerrit

1975. Re: Low Prices on Falcon??

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 16:41:52 UTC
From: raei@ecid.cig.mot.com
Message-ID: <1995Feb8.163233@ecid.cig.mot.com>
Source record: 171806

In article <3h4s5f$h71@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
> Mark Baker (mnb20@cam.ac.uk) wrote:
> : In article <D3CI8K.HoJ@cix.compulink.co.uk>, sidcelery@cix.compulink.co.uk
> : ("Harry Sideras") wrote:
>
> : > > The head honcho of C-Lab was at the London Atari show before Christmas
> : >
> : > Head honcho? Hardly...
>
> : No, he was the "head honcho" of the UK distributers though wasn't he?
>
> Whatever, I am sure he has considerable influence.
>
> Hmmm those who seem to be skeptic about the C-Lab Falcon (hey Hutch hope
> you're reading this) ought to check out the latest issue of ST Format and
> in the News section there is (surprise surprise) a little box detailing
> information about the C-Lab Falcon, when it will be out and future
> developments from C-Lab.
>
> RiCH

Ummm... just becuase ST Format say something does not mean it is true. In fact the opposite is quite often true. Anyway, I guess the guys at ST Format probably got the rumour off the 'net like we did, confirmed the existence of a C-Lab machine and then just made the rest up...

Not that I have a lack of respect for the facts presented in ST Format, oh no :)

--
Ian Rae, DSP Firmware Engineer, | Tel No: +44 1793 545159
Motorola ECID, 16 Euro Way, | Fax No: +44 1793 541228
Blagrove, Swindon, England, SN5 8YQ.| E-mail raei@zeus.swindon.rtsg.mot.com

1976. Re: Is Atari Alive???

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 16:48:41 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.147.000BD00F@cfcsc.dnd.ca>
Source record: 171753

>What is the current status of Atari? Do they still exist? Do they still
>make or sell computers? Should I bother upgrading, or should I bail?
>==
>Without Questions, there is no Truth. Doug Hohenstein
>==

This is, of course, a personal decision. I'll tell you my decision.
Atari has, according to rumours/facts(depending on who you believe:^), "abandoned" the Computer field. Why do I continue to use Atari products therefore?

1)I have software that does what I need it to do (CalamusSL, Cubase, Das Repro,etc)that is state of the art. (I work in the graphics field, using MAC and Windoze/OS/2 software [CorelDRAW, Illustrator, Photoshop, Quark] on a daily basis in my full-time jo
2)I have support, my local users group, the Net, Dealers,programmers.
3)The Atari market is not "growing" - Falcons and TT's are still being sold, just not in the same quantities as MACS for example BUT neither is it shrinking 4)3rd parties are expanding the field - the "Medusa" and the "Eagle" from Germany, and the C-Lab

It depends on what you want to do and what you do do with your computer. If you want to just write, any computer will do that, same with spreadsheets, databases, etc. for MIDI Atari can't be beat price wise. Graphics software for the Atari is unknown by e

We often feel at the mercy of "market forces", advertising hype take its toll, peer pressure is not something to which even I am immune, but I will not throw away great software, skills and abilities just to hop on the "bandwagon" File format compatibilty

So there you have it. My decision and why. As to upgrading, it depends on what you have. I'd say get a Falcon instead of upgrading, but it all depends on what you want to do
plus tard/later
-ken

1977. Re: Atari files read by Amiga/PC?

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 16:55:08 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.148.000BEB98@cfcsc.dnd.ca>
Source record: 171752

>JDG>Help me! I am looking for a utility that reads Atari files and
>JDG>writes them to an Amiga/PC. Please help me!!

>Atari STs use the MS-DOS file format, sometimes you have to create
>an MS-DOS boot-sector using a virus killer.
or use DCFormat(or is it Diamond Format?) which will slap on a dos (boot?)
sector - just remember 9 sectors and 80 tracks for DSDD(720k) disks
>On the Amiga there's a
>utility called DOS2DOS allowing you to read MS-DOS disks.
But since you have an Amiga PC, you probably won't need/can't run an Amiga prg

>����� Usenet: Ole_Pahl@iz.maus.de ��� AmPR: DK1LP@DB0RDB.#SLH.DEU.EU ������

plus tard/later
-ken

1978. Re: Farewell ST Review

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 16:57:28 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.149.000BF594@cfcsc.dnd.ca>
Source record: 171754

```
>Craig Oldfield (Craig@thebrink.demon.co.uk) wrote:
>: In article: <D31nB0.K5y@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir
>Gal") writes:
>:
>: > >> I will not be surprised to see a new Atari magazine appear...
>: > >The names of Gal and Lennerd wouldn't be involved would they? :)
>: > I wouldn't be surprised if they are :-)
>: In that case I might well be purchasing said new Atari magazine (sorry
>: about the typo Vic if you're reading) :)
>: --
>Well I hope that they do, STF is not bad but has nothing like the
>range and spread of articles.
>Rod
>Rod McCall, President, Lip Theatre Company
>// email: rmccall@mcs.dundee.ac.uk

I second that. I'd GLADLY subscribe to a decent ST mag (i already subscribe to
CN) especially one that honours its subscriptions (unlike STFormat)
-ken
```

1979. Re: Falcon serial-port speed?

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 17:00:12 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.UTbi35agCpU@icon.pp.se>
Source record: 171834

In <792044614snz@bassland.demon.co.uk>, simon@bassland.demon.co.uk (Simon Williams)
writes:
> Okay, so I now have my pretty smart Falcon sitting in my bedroom, connected
> to my USRobotics 14,400baud modem. Question is can I get more than 19200 bps
> out of my serial port?

Yes, definately!

> Apparently, speeds of up to 115000bps are possible
> with a little hardware upgrade.

No need for hardware-hacks on the Falcon. To get more than 19k2 on a
ST, MegaST or STE will however require a small HW-hack.

> *A software patch would be ideal* I'm looking for 38400, or 57000bps......

No problems at all. Just get a file called HSMODA05.LZH and follow
the instructions. It will replace the current serial drivers with new
bug-free ones and will let you run at up to 115Kbps.

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

1980. Re: Network a TT030 with a Macintosh?

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 17:06:54 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.OIEdnec9SOk@icon.pp.se>
Source record: 171835

In <792044262snz@bassland.demon.co.uk>, simon@bassland.demon.co.uk (Simon Williams)
writes:
> I would also be very interested in knowing about networking to a mac, except
> I have a Falcon030. Both have lovely LAN ports, but can I get software for
> the Falcon to network it to the Mac?

No, there are no such packages available that I am aware of. I _guess_
this is because a very large part of the MacOS would need to be
"copied" in such a package in order to make it run. AFAIK the AppleTalk-
protocol is rather complex and it would be hard to implement it on top
of TOS due to the fact that TOS lacks many of the features MacOS has.

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

1981. Re: Everything needed for X-Windows

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 17:12:58 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.NqI75aZcKfE@icon.pp.se>
Source record: 171837

In <3h3uks$f7@elaine38.Stanford.EDU>, darmok@leland.Stanford.EDU (Philips Dilworth Patton) writes:
> I would like to get X-Windows and the whole bit running on my Falc030/14
> What exactly do I need (compiler for MiNT,etc.) and does any of it cost?

I would recommend you to install Linux68k on your box instead of MiNT
if X-Window is what you want to run. X for MiNT currently only works
in mono and since MiNT doesn`t support VM you will probably run short
on memory even with 14MB.

As for what you need, I know someone is preparing a FAQ on the subject.
Just wait and see...

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

1982. MultiTos: Ctrl-Alt-Key-Commands

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 17:15:53 UTC
From: abro@amath.unizh.ch
Message-ID: <1995Feb8.171553.17728@rzu-news.unizh.ch>
Source record: 171807

Hi Folks!

MultiTOS supports some Ctrl-Alt-Keys I know about Ctrl-Alt-Tab for
switching application?

Are there other Key strokes? Especially one for switching tofrom
APPLICATIONS to ACCESORIES???

Thenaks for an answer!

Ciao, Arnt

-------------------------------- |
Arnt Broska, Uni Zuerich, Schweiz | --
-------------------------------- | Does anybody know an Email-address of God?
EMail-Adress: abro@amath.unizh.ch | --
| Newest answer: 44...45...46...47...48...

1983. Re: TIA for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 17:17:58 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.WddlE3NgoY2@icon.pp.se>
Source record: 171836

In <SCOTT.95Feb6094655@sfi.santafe.edu>, scott@santafe.edu (Scott D. Yelich) writes:
>
> has anyone had any experience running MiNT in 1MB?

It shouldn`t give you any problems. However, you will not be able
to make much use of the multitasking with only 1MB.

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

1984. Re: Downloading Questions

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 17:39:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199502081939.a43882@m4.maus.de>
Source record: 171808

>Simple mon amigo... just format your DSDD disks as PC, download your
>Atari files onto the Mac hard drive, copy 2 floppy, take home, insert
>said floppy(s) into faithful Atari drive and play away. Certainly saves
>uuencoding all this stuff. The only problem I can see is if the file is
>too big to fit onto said PC formatted floppy.

BZZZZZZZZT. Wrong answer.

Hyperdrive equipped Macintosh computers can format and write a DOS-compatible
HD disk, but _not_ DD disks.

1985. FS: 1040ST w/ 2meg, mono & color monitors, 204(?) HD shoebox

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 18:06:44 UTC
From: pickle@nocturne.cs.ucla.edu
Message-ID: <3hb17k$q1i@nocturne.cs.ucla.edu>
Source record: 171811

Howdy--I've got an old 1040ST with an Atari-certified-chimpanzee
installed 1 meg upgrade board (thus, 2megs) that I'd like to sell
or donate. The floppy drive interface is flaky: I had swapped in
a new drive (and had to hack the case), but the problems didn't go
away, so I think it's something on the motherboard. Other than
the floppy, I think it's ok.

Also, I've got one each color and mono monitor, and an Atari
hard disk shoebox (I think it's a model 204; originally came with
20 meg?) but the disk has been removed.

It's been sitting in my closet for a couple of years, and it's time
for it to go. If anyone has use for it, and will offer something on
the order of shipping costs + an incentive for me to take it to the
post office, you can have it.... If there's an LA area charity that
would like it, I'd be happy to cart it over to them.

Send me email if you're interested.

Thanks,

Patrick H. Madden
pickle@cs.ucla.edu
"Now I guess I'll have to tell 'em That I've got no cerebellum
Gonna get my PhD I'm a teenage lobotomy"

1986. Re: New Files at HENSA (03 Feb)

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 18:12:56 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3hb1j8$1bkp@sat.ipp-garching.mpg.de>
Source record: 171821

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
> We don't have FTP access here only Gopher and Web

If you have a WWW client, you can use FTP from within the client.

Just open this URL:

ftp://<whatever the address of hensa is>/

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

1987. is atari alive? repost

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 18:22:45 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.150.000D6183@cfcsc.dnd.ca>
Source record: 171756

I decided to repost this as my first post got mangled beyond recognition.
Actually this properly belongs in comp.sys.atari.advocacy, right :^)
This is, of course, a personal decision. I'll tell you my decision.
Atari has, according to rumours/facts(depending on who you believe:^),
"abandoned" the Computer field. Why do I continue to use Atari products
therefore?
1)I have software that does what I need it to do (CalamusSL, Cubase, Das Repro,
etc) that is state of the art. (I work in the graphics field, using MAC and
Windoze/OS/2 software [CorelDRAW, Illustrator, Photoshop, Quark] on a daily
basis in my full-time job. I freelance using my Atari at home running
graphics/DTP software and I KNOW it is as good as the other stuff, especially
das repro vs Photoshop!
2)I have support, my local users group, the Net, Dealers,programmers.
3)The Atari market is not "growing" - Falcons and TT's are still being sold,
just not in the same quantities as MACS for example BUT neither is it
shrinking
4)3rd parties are expanding the field - the "Medusa" and the "Eagle"
from Germany, and the C-Lab machine for MIDI are *NEW* explorations of the
Atari hardware scene. Someone thinks there is money to be made still.

It depends on what you want to do and what you do do with your computer.
If you want to just write, any computer will do that, same with spreadsheets,
databases, etc. for MIDI Atari can't be beat price wise. Graphics software for
the Atari is unknown by even graphics pro this side of the pond, but it is top
knotch. Video work? an amiga is the only low end station I've seen, though
I've heard of some good Video prg coming out now for the Atari able to use the
Falcons hardware.

We often feel at the mercy of "market forces", advertising hype take its toll, peer
pressure is not something to which even I am immune, but I will not throw away
great software, skills and abilities just to hop on the "bandwagon" File
format compatibilty is NOT an issue, I've never experienced those problems. An
postscript file is a postscript file whether produced on a MAC, Atari, or IBM.

So there you have it. My decision and why. As to upgrading, it depends on what
you have. I'd say get a Falcon instead of upgrading, but it all depends on
what you want to do
plus tard/later
-ken

1988. Atari A to Z book

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 18:27:48 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <D3p1yC.9Ku@cix.compulink.co.uk>
Source record: 171814

The Atari A to Z book
by Mark S Baines

Jargon, terminology and acronyms are the staple diet of any professional, technologist and hobbyist. The world of computing is no exception and to the uninitiated home or small business user, magazines, manuals and books can be very daunting. Written by someone who understands these frustrations and needs, "The Atari A to Z" is an encyclopaedia of modern computer terminology specifically pertaining to Atari computers.

Whether you play games on an ST, run your business on a TT or write music on a Falcon, this book is aimed at helping you get to grips with magazines and books that are more perplexing than enlightening. In it, you will find definitions, explanations, mini-articles, tables and lists to help you gain a better understanding of your Atari computer. The material in this book was written with all Atari users in mind. There are simple definitions for the uninitiated and technical data for the experienced. You take what you want, when you want it. "The Atari A to Z" is an invaluable addition to any Atari user's library.

The Book
"The Atari A to Z" is a high quality book, produced in A5 format, 340 pages long and comb bound for convenience. It contains 2,238 entries, 101 tables and 128,000 words. There are 5 appendices - Addresses, Book List, Connectors, Extensions, Atari ASCII set, ANSI Character Set.

Firstly, this is a comprehensive general computing dictionary, there being entries for all the common terms and acronyms found in modern day computing. Like any computer user, Atari users require help with terms not specific to their particular machine. They should be able to find what they want here.

Secondly, there are entries of Atari-related terms and acronyms which cover all the Atari computers and consoles. There are expanded explanations and essays, tables and lists which together form a comprehensive inventory of material that "The Atari Compendium" left out and not found elsewhere. The table of System Variables is more accurate than that in "The Atari Compendium". There is a list of Exception Vectors, Atari Cookies and their meanings, Memory Maps for all Atari computers (and more accurate than that in "The Atari Compendium"), a full Breakdown of the DESKTOP.INF and NEWDESK.INF files (not found in ANY other publication), Errors Messages and Bombs, Pin Connections of all the ports on all the machines, Technical Specifications of the whole Atari range, a Breakdown of the TOS Versions and the differences between them, an explanation of GDOS, MultiTOS, the VT52 emulator and codes, all the main chips, viruses, a light-hearted look at computer laws, a list of common file extenders and their meanings, a list of contact addresses, a bibliography... this is just a *little* taster of some

of the important aspects of this book. "The Atari A to Z" is thorough!

The Author
Mark S Baines is a highly experienced computer user having bought his first computer in 1982, been on the communications networks since 1983 and the Internet since 1993. Holding Bachelor and Masters degrees, Mark was once a secondary school teacher of Biology, Computer Studies and Information Technology, a network manager and school administrator. He left the profession after 12 years to move to his beloved Highlands to pursue a more benign lifestyle. He currently runs Linnhe Computing, carrying out training, consultancy, freelance writing and journalism and anything else that takes his fancy. Mark has written regular columns and other articles in various magazines for several years, including more recently ST Applications and ST Review.

Availability
The book is only available from:

Linnhe Computing
Linnhe, Shore Street
Inver, by Tain
Ross-shire
UK
IV20 1SF

Price
UK
The cost is a very reasonable £10.99 including postage and package.
Payment is by Cash, Cheques (drawn on UK banks only) and Postal Orders only.
Cheques must be made out to "Mark S Baines".

Europe
Add £1.00 postage - total £11.99

US and Canada
Add £2.75 postage - total £13.74

Australia
Add £3.40 postage - total £14.39

PLEASE NOTE: Only UK cash, cheques and postal orders (available in Canada and Australia) are accepted. DO NOT send anything else!

Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

1989. Draft FAQ: How to install MiNT and friends (was Re: MiNT, etc...)

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 18:51:41 UTC
From: cpbs@ukc.ac.uk
Message-ID: <11842@gos.ukc.ac.uk>
Source record: 171831
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[Note: Followups are directed to comp.sys.atari.st only]

In article <791779302snz@bassland.demon.co.uk>,
Simon Williams <simon@bassland.demon.co.uk> wrote:
>? "Wouldn't it be nice if at least one person actually sat down and wrote a
>complete guide, to setting up MiNT/Minix/Lynx, etc" - I know I'm not the
>only person who needs to know.

I accept your challenge! Below is my outline of a possible "How to
Install MiNT" document.

I would appreciate comments. Particularly, I have experience of
setting up MiNT on only one system -- my own. Please mail me about
your system, giving details of what hardware and software you have, any
problems you encountered and how you solved them (if you have solved
them!) I will try to look for patterns, and add the details to the
FAQ.

I will fill in as much as I know or have experience of in the next few
days, and add anything of relevance that I receive in e-mail or read on
Usenet. I can't, however, guarantee that I'll see items posted here;
if you want it in this document mail it to me directly. My e-mail
address is in the header of this posting.

I will try to keep the names of authors attached to the information
they've submitted, but if this becomes impractical, I'll just put all
the names in one big lump at the end.

I expect to have a useful amount of information in this document in
about a week's time, and will post it again then, and whenever there is
a substantial amount of new information. I welcome suggestions as to
how often it should be posted when it has reached a stable state.

I have tried to include the questions that are often asked here, and
topics that are likely to be asked. However, if there is a topic that
you feel should or shouldn't be covered in this document, let me know
about that, too.

Thank you all for your help!

==========

How to Install MiNT and Friends
or
Making Your TOS Computer Into a Unix Machine

Frequently Asked Questions With Answers

Draft outline:

I. Introduction
A. Assumptions and system requirements
B. Gradual installation

II. Installing the kernel
A. What is MiNT?
B. Installing it
1. Known conflicts with other AUTO folder programs
2. Redundant AUTO folder programs
C. Kernel versions
D. The MINT or MULTITOS folder
E. The MINT.CNF file

III. Adjusting GEM to work smoothly with MiNT
A. Replacement desktops
B. Replacement file selectors
C. MiNT-aware applications

IV. Installing MinixFS
A. What are Minix and MinixFS?
B. Suitable hard disk drivers
C. Initialising a Minix partition
D. File system consistency checking

V. Making it look like Unix
A. What is MiNTos?
B. Installing it
C. Shells and Unix

VI. Installing GCC
A. What is GCC?
B. Installing it
C. Recompiling other software

VII. Networking
A. What is MiNTnet?
B. Installing it

VIII. The X Window System

IX. Summary of special files
X. Summary of system programs

XI. Dependencies between packages

==========

--
Charles Briscoe-Smith
3rd Year student of Computer Science
University of Kent at Canterbury, United Kingdom, European Union.
World Wide Web: http://aurora.etsiig.uniovi.es:3080/~~pippin/

1990. Re: Scanning software for TOS...

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 19:19:19 UTC
From: dcohen@cix.compulink.co.uk
Message-ID: <D3p4C7.Fo6@cix.compulink.co.uk>
Source record: 171818

In message <3h1eu1$cmf@usenet.INS.CWRU.Edu>, em129@cleveland.Freenet.Edu
said:

> Please post if/when you get your scanner working. I've often wondered
> if it was possible to hook up a standard flat-bed scanner to an Atari.
> I'd be especially interested in knowing if you could connect one
> to a Falcon.

The Epson GT-6500 and 8000 work with the Falcon. I got mine from CGS
Computerbild in London. The 8000 has both SCSI and parallel connection,
the 6500 has a choice of one or the other. They recommended the parallel,
as they've had troubles with the SCSI interface.

Also Migraph in the USA are supposed to be bringing out a flatbed scanner
for the Falcon. Don't know if it exists yet, but they have it in their
catalogue.

Daniel Cohen
e-mail: D.E.Cohen@qmw.ac.uk or dcohen@cix.compulink.co.uk

1991. MiNT 1.12 - Baud Rate Settings?

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 19:30:26 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D3p4uq.407@watserv2.uwaterloo.ca>
Source record: 171819
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have been trying to set the baud rate of my PPP connection
using pppd on a TT/serial2/HSMOD05 to 57600. Mint runs
after the HSMOD stuff and pppd sazs 57600 not supported.
If I try 134 (remapped value for 57600) i get a 19200
connection. 38400 is accepted as a baud rate

I tried running HSMOD stuff after Mint (and in various combos)
but pppd complains 'tcgetattr: invalid function number' This
tells me Mint must have some routines that are overwritten
bz HSMOD05 that are necessary. Does anzone know how to get
Mint to accept 57600?

It makes me wonder how musch HSMOD actually does if run before Mint.
I tried running DRVIN before mint and SCC after. SCC complained
the RSVF cookie was not found. Does Mint screw up the cookie jar?

Thanks,
Sam

1992. Re: FS: STe + C-Lab Creator - $100

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 21:01:46 UTC
From: Kyle.Heflin@f79.n105.z1.fidonet.org
Message-ID: <792287151.AA05341@jina.rain.com>
Source record: 171800

JN>> From: joe@zirconium.mcc.com (Joe Newman)
JN>> FOR SALE: ATARI 1040 STe / C-Lab Creator v. 3.149
JN>> Joe Newman
JN>> MCC/Experimental Systems Lab jnewman@mcc.com

Hi Joe,
I'm interested in the package.
If you want to keep the monitor and save shipping costs that's
O.K. Please call (503) 727-3532 (24 HR Voice Mail) and leave a
phone number that I can call to reach you and make future
arrangements. To sweeten the deal I'll pay shipping.

1993. Atari Ste/C-Lab Creator V. 3.149

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 21:08:08 UTC
From: Kyle.Heflin@f79.n105.z1.fidonet.org
Message-ID: <792287151.AA05340@jina.rain.com>
Source record: 171799

Hi Joe,
I'm interested in your package deal.
You can keep the monitor if this will be less trouble for you.
To sweeten the deal I'll pay shipping.
Pleaser call (503) 727-3532 (24HR Voice Mail) and leave a
phone number where I can call you to make arrangements with you.
Thanks for your post. Hope to hear from you soon.

1994. Au sound format

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 21:17:12 UTC
From: faucheux@int-evry.fr
Message-ID: <3hbcco$pos@news.cict.fr>
Source record: 171822

```
Does anyone know an application (preferently public domain)
that is able to play and/or to convert samples in the .au format.
```

FFFFFF FFX is faucheux@int-evry.fr and on
FF
FF FFFFFF http://www.int-evry.fr/~faucheux/menu1.html
FFFF FF or menu1eng.html
FF FF XX XX
FF FFFF XX XX
FF FF XX XX
FF XXX
FF XX XX
XX XX in real life :
XX XX Fr&#65533;d&#65533;ric FAUCHEUX
Fre'de'ric !

```
--+ Falcon 030 = 4 / 120 + VGA monitor (snif...) +--
```

1995. Re: KA9Q Questions --

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 21:25:42 UTC
From: simon@kingres.demon.co.uk
Message-ID: <792278742snz@kingres.demon.co.uk>
Source record: 171828

In article <3h924l$8de@geraldo.cc.utexas.edu>
kerkhoff@mail.utexas.edu "Jim Kerkhoff" writes:

> I suspect that I'm missing something obvious in the setup but the docs are
> truly daunting!
> Also, if I type the commands in manually line-by-line, I can watch them
> complete. When
> I set them up in the startup.nos file, the "dial" command is skipped and a
> number of errors
> are generated since "s10" hasn't been defined. "Dial.txt" contains my account
> and password

All the above lines which currently say s10 should read sl0.

I'll have a look through my startup file later and see what the differences
are.

>

--

/ | / Snail-mail E-mail
\ |< 216 Scarborough Avenue simon@kingres.demon.co.uk
/ imon | \ ing Stevenage. Herts SG1 2HW

1996. Re: Joystick/Mouse extenders HELP!!!

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 22:11:14 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950208Z221114.963barheath@heathen.demon.co.uk>
Source record: 171838

In article <3gqg5m$sf6@hawk.ee.port.ac.uk>
daviscj@ee.port.ac.uk "C.J.Davis" writes:

> <clipped>
>
> If anyone knows of a decent make of extenders or has made their own
> could you please mail me the details.
>
I've been using the same set of extenders for about two years! There again,
I don't play that many games since my daughter got married. (She was hell on
joysticks - broke four)

I bought them at "System 2000" in Nottingham ,which is probably the least
useful information to you. If I remember correctly they were made by
"Lightwave" (or similar) who do all sorts of leads and extenders for all
sorts of platforms.

BTW the ones I'm talking about are the 9" or so long ones designed to save
the ports from damage. If you want the gianormous things so's you can play
from the other side of the park, then I think Tandy are your best bet

Best of luck

Bazza
--
==*=

1997. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 22:13:14 UTC
From: ercorp@aol.com
Message-ID: <3hbflq$k25@newsbf02.news.aol.com>
Source record: 171830

Will Magic Mac run on a 68030 Powerbook Duo 210 or 230.
Tom Ferreira

1998. Gopher and A.A...

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 22:15:17 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3hbfpl$i8@golem.wcc.govt.nz>
Source record: 171848

I don't know who to e-mail at A.A.

But can some one fix up the Gopher server to we can get .tos files...

Thanks...........

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1999. Re: Falcon serial-port speed?

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 22:19:28 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3hbg1g$i8@golem.wcc.govt.nz>
Source record: 171849

In article <djs.792075624@gen-off-1>, djs@jet.uk (David Stevenson) writes:
>simon@bassland.demon.co.uk (Simon Williams) writes:
>
>>with a little hardware upgrade. *A software patch would be ideal*
>HSMODA05 (available from several ftp sites) allows faster rates without
>a hardware patch.

WRONG...!!!!

You still need the RSVE hardware mod on a ST/STE Mega ST, their is
no other way to get faster speeds, you need to clock the MPF faster
that meens a faster clock, this is what the RSVE mod does......

More Facts....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2000. SKYLINE CD

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 22:35:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <a9d_9502090157@tor250.org>
Source record: 171760

```
V > Did this CD ever get released? I heard it was being planned
V > several months ago, and I even sent in the registered version
V > of a shareware program of mine, but it ended there...Anybody
V > know more about this?

yes, it did - as a matter of fact, I picked it up around the
middle of December from a local Atari shop. It's a great resource of
Atari-related stuff and other things (like tons of .FLI and .MOD
files). The only bad thing about it is the navigation
software/database - it just doesn't work.

Cybercube Research is handling distribution in North America.

... I found a new friend underneath my pillow..... - TMBG
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.
```

2001. ACE '95 update #10/2

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 22:35:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <a9c_9502090157@tor250.org>
Source record: 171761

[Continued From Previous Message]

... Old McDonald had a computer with an EIA I/O.
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

2002. ACE '95 update #10

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 22:35:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <a9b_9502090157@tor250.org>
Source record: 171762

```
******************************************************
NEWS RELEASE 10: THE TORONTO ATARI FEDERATION PRESENTS....ACE '95!!
******************************************************
====================================================================
ACE '95 ACE '95 ACE '95 ACE '95 ACE '95 ACE '95 ACE '95
====================================================================
EXHIBITORS EXHIBITORS EXHIBITORS EXHIBITORS EXHIBITORS
CONTESTS CONTESTS CONTESTS CONTESTS CONTESTS
VISITORS VISITORS VISITORS VISITORS VISITORS
ATARI ATARI ATARI ATARI ATARI
USER GROUPS USER GROUPS USER GROUPS USER GROUPS USER GROUPS

_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
_/_/
_/_/ _/_/_/_/ _/_/_/_/_/
_/_/ _/_/_/_/_/_/ _/_/_/_/_/_/ Software Demos!
_/_/ _/_/ _/_/ _/_/ Hardware Demos!
_/_/ _/_/_/_/_/_/ _/_/_/_/_/ Membership!
_/_/ _/_/_/_/_/_/ _/_/_/_/_/ Phoenix Newsletter!
_/_/ _/_/ _/_/ _/_/ 16/32 Bit Library!
_/_/ _/_/ _/_/ _/_/ Monthly Meetings!
_/_/ _/ _/_/ _/ Flea Market!
_/ Seminars!
Raffles! BBS!
#*#*#*#*#*#*#*#*#*#*#*#*#*# Support! GRAPHICS!
Official Sponsor of ACE'95! SPREADSHEETS! DATABASES!
#*#*#*#*#*#*#*#*#*#*#*#*#*# DESKTOP PUBLISHING!
TELECOMMUNICATIONS! MIDI!
WORDPROCESSING! MUCH MORE!

~~~ THE TORONTO ATARI FEDERATION ~~~
Largest Atari User Group in North America!
~~~ (416) CALL-TAF (225-5823) For ACE '95 Information ~~~
~~~ TAF Online BBS (416) 421-8999 ~~~

The *GREATEST* Atari Exhibition in *YEARS* is happening on April
1st & 2nd, 1995, in TORONTO!! Look at this incredible *GROWING*
ACE '95 Exhibitors List!

LLLL Gribnif Software!
LLLLL TOAD Computers!
LLLLLL Branch Always Software!
LLLLLLL Cybercube Research (Cyrel)!
LLLLLLLL DMC Publishing!
```

LLLLLLLLL Scarborough Computers!
LLLLLLLLLL Missionware Software!
LLLLLLLLLLL ICD INC/4Play/Black Cat Designs!
LLLLLLLLLLLL It's All Relative!
LLLLLLLLLLLLL ABC Solutions!
LLLLLLLLLLLLLL Esquimalt Digital Logic (OMEN)!
LLLLLLLLLLLLLLL GEnie Information Services!
LLLLLLLLLLLLLLLL Suzy B's Software (& CDs)!
LLLLLLLLLLLLLLLLL chro_Magic!
LLLLLLLLLLLLLLLLLL Clear Thinking!
LLLLLLLLLLLLLLLLLLL Schauzmoll Software (Orbit BBS formerly
LLLLLLLLLLLLLLLLLLLL Oracle - the first GUI BBS for Atari)!
LLLLLLLLLLLLLLLLLLLLL Anodyne Software (ExtenDOS)!
LLLLLLLLLLLLLLLLLLLLLL Oregon Research Associates!
LLLLLLLLLLLLLLLLLLLLLLL Lexicor/Computer Direct! (Medusa?)
LLLLLLLLLLLLLLLLLLLLLLLL Binary Sounds!

*****
***** What a GREAT lineup!!! *****
*****
*****
***** THERE'S MORE TO COME!! *****
*****

We're looking forward to CGS Computerbild's presence
too, as well as COMPO, Migraph, C-LAB, Wizztronics,
Best Electronics and *many* more!!

=-=-=-=-=-=- This will be the premier Atari show of the '90s

=-=-=-=-=-=- User Groups from all over North America are attending

=-=-=-=-=-=- Continuous Seminars and Lectures

=-=-=-=-=-=- The ACE'95 Creativity Contest

=-=-=-=-=-=- Need something? It will be on sale at ACE'95

=-=-=-=-=-=- The BEST dealers and developers will be there

=-=-=-=-=-=- DMC Publishing, Beamscope, Lexicor, ABC Solutions,
Atari & several others, are providing an
unbelievable lineup of door prizes, creativity
contest prizes and the ACE'95 Grand Prize

=-=-=-=-=-=- MIDI, DTP, Wordprocessing, Graphics, Power
Computing, Accelerators, Emulators, Jaguar Stations,
User Group Center, INCREDIBLE SALE PRICES,
Software, Hardware

=-=-=-=-=-=- More Atari users in one place than is really safe =;^)

==========
Getting to ACE'95 is *easy*. Toronto is directly

accessed by Highway 401 or the Queen Elizabeth Way, or Highway 400/69. Crossing the US/Canada border at Detroit, Buffalo, Niagara Falls, Ft. Erie, Ogdensburg, Kingston, etc. will lead you directly to Highway 401 or the Queen Elizabeth Way. Take the Yonge St. Ramp north off the 401 and drive to 5110 Yonge St. If you take the Queen Elizabeth Way, follow the signs to get to highway 401. *ANY* AAA or CAA or other Motor League can provide you with a map of Toronto, Ontario & Canada. Please call us if you have any trouble! Pearson International Airport is only 15 minutes away! Toronto Transit subway access is direct, too - there's a subway stop at the Civic Center!

==========

Book your tickets in advance! Book your hotel in advance! Call or e-mail for a Show Kit: for your User Group or organization or group! The Show site (North York Civic Center, Memorial Hall Exhibition Facility) has hotel, shoppping, restaurants and more! NOVOTEL: $89 Cdn PER NIGHT
ACE'95 TICKETS: $6 PER DAY
$10 WEEKEND PASS

==========

Meet Dan Wilga, Darek Mihocka, Bob Luneski, Peter Zalesak, John Trautschold, Craig Harvey, Nathan Potechin, Mario Georgiou, Greg Kopchak, Al Fasoldt, Rick Ladage, Jim Fouch, David & Jennifer Troy, Michael Burkley, Roger Burrows, DARLAH, Craig Carmichael, Tom Harker, Chris Krowchuck, Jim Collins, Ralf Dowich, Shawn Tedder, Mike Wilhelm and plenty more of the greatest dealers, developers & supporters Atari users have ever seen!

==========

CALL US 416-225-5823 or 416-752-2744 *CALL US*

ACE'95 is being held at:
North York Civic Center
Memorial Hall Exhibition Facility
5110 Yonge St. (at Parkhome Ave.)
Toronto
April 1-2, 1995
Saturday 9AM - 6PM
Sunday 9AM - 5PM

~~ Howard Carson, ACE'95 Chief Organizer ~~~

[Length Exceeded - Message Split by Mountain Reader II]
--
| Fidonet: Dan Dreibelbis 1:250/422

| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

2003. Problem downloading in "connect"

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 22:43:22 UTC
From: hallvart@oslonett.no
Message-ID: <3hbhea$q94@hasle.oslonett.no>
Source record: 171758

I have experienced problems downloading data with Zmodem in "Connect".
I've sued it a lot transferring small text files and zipped programs, and
that works fine despite my slow (2400) modem.
But when I try to get bigger files, like 40Kbytes or something it *seems*
like everything is fine. No errors or anything, but after the job is done
and I check, I only get a small file with that name, with a size of 800
bytes or something! Why is this? What have i done wrong?
Is it because of my slow modem?
Please reply via email.

Hallvard, oslo, Norway

2004. Re: WWW with an Atari??

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 22:44:48 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950208Z224448.851barheath@heathen.demon.co.uk>
Source record: 171839

In article <Pine.SUN.3.91.950204013243.5107E-100000@PEAK.ORG>
jamesw@CSOS.ORST.EDU "James Wood" writes:

>
>
> As I'm a newbie, I don't even fully understand what a WWW site is, and
> how it differs from a FTP site, which I have used. (No, you don't have
> to explain to me if you don't want to...I'm sure there's an FAQ somewhere
> that will tell me).
>
> My question: What is necessary to get on one with an Atari? It has been
> my observation that some sort of software is necessary, which is only
> available for PC or MAC. Any suggestions? Thanx in advance.
>
> James
>
Welcome to the madhouse.
You got it right. Special software - a Web browser - is required. Lynx, which
is text only, is, I understand, available; I have also heard that a couple
of graphical browsers are under development. As and when anything definitive
appears, I'd like to know too!

regards
Bazza
--
==========*=*=*=========*=*=*=*=========*=*=*=*=========*=*=*=*=

2005. Re: File at UNI-KL.DE..

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 22:52:40 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950208Z225240.147barheath@heathen.demon.co.uk>
Source record: 171840

In article <H.ekBL.AxHgC&MWrko@icon.pp.se>
root@icon.pp.se "Daniel Eriksson" writes:

>
> <chopped>
>
> > 6. cannon_fodder_cheat.prg.
>
> What`s wrong with this filename? In my opinion it`s a great filename
> since you just CAN`T mistake it for something else. BTW, if you didn`t
> know Roger the Internet is one big anarchy which means we just don`t
> have to listen to you (thank god for that!).
>
> <even bigger chomp>
>
Would you like to tell me what's right with it? It may be acceptable to all
of you with Unix, Minix, Mint and all the other exotic stuff, but to poor
sods like me who actually USE an ST for net access, it's totally bloody
useless.
For once I agree with Roger. If you are going to post files for an ST, at
least the filename should be accessible by the machine!

Bazza

--
==*=

2006. Re: Atari mags...

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 22:55:12 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950208Z225512.399barheath@heathen.demon.co.uk>
Source record: 171841

In article <3h5ug5$iqe@bs33n.staffs.ac.uk>
cm3hirjd@bs47c.staffs.ac.uk "Requiem" writes:

> Jeff Apolis (japolis@nyx10.cs.du.edu) wrote:
> : Atari magazines for sale:
> : Current notes,
> : ST Informer,
> : Radical Type,
> : AtariUser,
> : Atari Advantage
> : About six inches deep of Atari news and ads and tips and tricks. Enough
> : reading to keep you happy for a year.
> : $20 which includes shipping
> : japolis@nyx.cs.du.edu or
> : jeffapolis@aol.com
>
>
> Bet that $20 doesn't include shipping to the UK, othewise I'd buy them all.
> *sigh*
>
>
If you get them, can I come over for a read now and again?
>
Bazza

--
==*=

2007. Re: Everything needed for X-Windows

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 23:13:22 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3hbj6i$cjr@whitbeck.ncl.ac.uk>
Source record: 171751

Patrice MANDIN (i2a06a@iut-nantes.univ-nantes.fr) wrote:
> Well, I got X11 on FTP, and I install it on my Falcon 4Megs, and the only thing it
> absolutely needs is Mint-Net (recent version, like the 0.70 I use).

It does work perfectly well with older versions as well.

> It is a little bit difficult to install because of the directories it
> needs to create. You need to run it in monochrome (I have a TV so I use

Granted, that is a limitation.

> 640x200 mono, configured with Bootconf from Uwe Seimet (Is it available
> on FTP ? I don't know).

You have to run it in mono, but why at 640*200? I'm running it on an
SVGA monitor at better than 800*600.

> A thing you must know is that it configures
> the Falcon's Keyboard in QWERTZ (deutsche thing !)

But you can change an X terminals key map using the xmodmap program.
I've written a short script for this that remaps the keyboard to
UK standard QWERTY & puts all the shift chars in the right place.

Run it at boot time & forget it, it takes no extra memory.

>It is really a pain
> when you type commands with a font 5x7 (the only font given with X11 for
> Mint+MintNet).

But you can use any X11 font, so there are hundreds free to download.

>It requires a lot of memory to run. 4megs is really just.
> I don't manage to get Outside running under Mint, and I can just run
> TWM , a, xterm , the xclock or the xeyes.

This is a problem, but xvt helps by using a lot less mem than Xterm.

> Also I didn't manage to get TWM running automatically at
> the boot time.

That's just you being crap :)
You should put twm in your .xinitrc file (but not first, due to a
quirk in the atari version - try running an xvt first then twm
as it makes twm work much better).

> Well, it could be something good that X for Mint uses the
> VDI for screen output.

I think because of the way X11 works you would find it almost impossible
to do a straight port & still use the VDI. You would end up having to
rewrite much of it (and it is a massive job).

> If someone could say me where to get X11R5 sources, I would be pleased
> to build a good version, who also uses it to scan the keyboard and use

MiNT-X is already a good version if you know how to use X, but
the sources are at src.doc.ic.ac.uk if you are a glutton for punishment.

> the GDOS fonts for output when available.

Don't do that - X already has it's own font standards (in fact, X11R5
comes with the same Speedo font technology as SpeedoGDOS anyway).

> Patrice Mandin
> i2a06a@iut-nantes.univ-nantes.fr

Oh - I see, he was french ;)

Craig.

2008. Re: What are the best games for the ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-08 23:24:42 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3hbjrqiqh2@mhade.production.compuserve.com>
Source record: 171833
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

Peter Hofman sez:

Why would you want anyone to post to the wrong newsgroup..?

BobR
>could you please move this games-shit to rec.games.video.atari????

could you please move your inappropriate-shit to wherever it belongs????

The games being discussed are *Atari ST* games.. this is comp.sys.atari.st

Games discussed in rec.games.video.atari are games for Atari video games
systems like the 5200 and Jaguar.

2009. Re: KA9Q Questions --

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 00:11:48 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950209Z001148.298barheath@heathen.demon.co.uk>
Source record: 171850

In article <3h924l$8de@geraldo.cc.utexas.edu>
kerkhoff@mail.utexas.edu "Jim Kerkhoff" writes:

> After reading the newsgroup for a while, I may be a little behind the times but
> I'll ask
> anyway. I'm interested in getting KA9Q (or some other software) functioning so
> I can
> connect with the 'net. I have a slip account with the University and I think
> I'm close to
> getting the NOS functioning. I have a couple of questions, though.
>
> I downloaded the STNET110.TOS software and have done quite a bit of
> configuration on
> it. The dialer works, and I am (apparently) saying the right things to the
> system at UT to
> get a slip connection going. The BOOTP command doesn't appear to working in
> NOS,
> however. Here's an listing of what I'm doing:
>
> #startup file for KA9Q-NOS (version .41)
>
> log \nos\spool\nos.log
>
> hostname s10
>
> attach asy AUX: 0 slip s10 32767 1500 19200
> dial s10 dial.txt
>
> ifconfig s10 netmask 0xffff0000 broadcast 255.255.255.255
> route add default s10
> route add 255.255.255.255 s10
>
> #here's the one that doesn't work---
> #returns the error message "command not recognized"
> bootp s10 noisy
>
> ip ttl 64
>
> #etc......
>
> I suspect that I'm missing something obvious in the setup but the docs are
> truly daunting!
> Also, if I type the commands in manually line-by-line, I can watch them
> complete. When

> I set them up in the startup.nos file, the "dial" command is skipped and a
> number of errors
> are generated since "s10" hasn't been defined. "Dial.txt" contains my account
> and password
> as-well-as the lines:
>
> terminal download
> slip default
>
> To which the UT machine responds with "Your IP address is..."
>
> Has anyone configured NOS this way before? Any help would certainly be
> appreciated!
>
> Jim Kerkhoff
> INTERNET: kerkhoff@mail.utexas.edu U.S. MAIL: Performing Arts Center
> CAMPUS MAIL: Performing Arts Center University of Texas
> PAC 2.302 P.O. Box 7818
> E3300 Austin, TX 78713-7818
> PHONE: 512-471-0392
> "Networks are Us!"
>
Look, you've got this a bit ass-backwards; one of your problems is that you
are confusing various terms.
"domain name" is that bit of your e-address that comes after the "@"
"username" is the bit before the "@"
IP address is the four number address which the net uses to identify you -
mine f'r instance is 152.158.93.65 You MUST have this to get anywhere ,this
is why the server tries to give it to you when you log on. Log on without
NOS and get your IP address before you try much else.

Much of the rest is parameters for the PPP connection. I suggest you ftp to
ftp.demon.co.uk and in the /pub/doc/atari directory you will find a set of
documents to help - you may already have them.

Bazza
--
=
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=
ps I've e-mailed you a copy of my startup.nos sample file that will give you
a better idea.

2010. Re: Joystick/Mouse extenders HELP!!!

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 00:23:48 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D3pIFp.70w@cix.compulink.co.uk>
Source record: 171842

In response to cm3hirjd@bs47c.staffs.ac.uk's message:
> C.J.Davis (daviscj@ee.port.ac.uk) wrote:
> : The extenders I buy keep breaking after a few hours. It isn't me,
> : I am a gentle games player. These things must be made of very poor
> : quality. I have checked my ports, joystick and mouse and they are
> : all working correctly.
>
> Whatever you do, DON'T buy the ones from ST Review (RIP) or Go Direct.
> I made this fatal mistake and the blasted things don't work at all,
> not because the connections are wrong but because the plastic coating
> on the leads is too big for the actual joystick port so it pushes
> itself out.

On mine, the plastic hole don't quite line up with the metal sheaths
inside. Result: jam the suckers into the ports while hoping you don't
push it out the other side.

I know this - I have two sets! Go figure... <g>

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%*%* # also: 100:1011/143.0@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%*%* # 90:102/143.0@nest.ftn #

2011. Re: What are the best games for the ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 00:23:52 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D3pIFt.71x@cix.compulink.co.uk>
Source record: 171843
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

In response to llamaman@ix.netcom.com's message:
> > I'm having a real problem trying to visualize anything BETTER than
> > Llamatron..!
>
> - well, 'Monkey Island' by Lucasfilm was first.
>
> Hell, I don't mind. I never created 'Star Wars' so I don't have quite
> the resources they did. <g>

Hey Jeff, when are you getting back over here. All your mail's expired!

I finally managed to get through the hanging/screeching problem with the
Llamatron version you mailed me. I clicked all over the place and waited
a fair while and it eventually turned the clock. Up to level 118 now!

So says "he who never plays games!"

> \
> (:-)
> |
>
> (Bent horn due to 4 pints of Guinness).

So what's new B^{)

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%*%* # also: 100:1011/143.0@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%*%* # 90:102/143.0@nest.ftn #

2012. Re: File at UNI-KL.DE..

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 00:46:26 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950209013732.16522E-100000@mars>
Source record: 171845

> In <3gvgus$q7@golem.wcc.govt.nz> Roger Sheppard.. wrote:
>
> >Can some one Please explain
> >6. cannon_fodder_cheat.prg.

You will have to rename it when you download it! Just give it some decent eight_char name when the filebox appears.

What? No filebox???? Get "uniterm" It's all I know so i can't recommend anything else. OK?

/Jens M. Andreasen

2013. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 00:59:30 UTC
From: kim@dksoft.ping.dk
Message-ID: <FBJAFIURUP@dksoft.ping.dk>
Source record: 171847

In <djs.792159195@gen-off-1> David Stevenson wrote:

>apb25@cam.ac.uk (BRIDGETT A.P.) writes:
>
>>I think it was in ST Format (I KNOW) they had an article on the 040 a while
>Oh well, if it's in ST Format is _must_ be true. After all they do seem to
>have the sharpest editors and most technically-aware contributors.
>
>NOT!.

But this time the article was right.

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

2014. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 01:07:38 UTC
From: kim@dksoft.ping.dk
Message-ID: <FBJAFIWBUP@dksoft.ping.dk>
Source record: 171844

In <FBIMBDVAUP@galaxy.teuto.de> Hendrik Mylius wrote:

HM> >I'm only stating what i've been told by people i trust. Could be they're
HM> >wrong, but i sure doubt that.
HM>
HM> Wanna bet? I might risk one bottle of good ol' Scottish Malt-Whiskey of your
HM> favourite brand :*)

Yep, i'm in. How much do you wanna loose ? 8-)

HM>
HM> Hutch, are you in on this :-)?)
HM>
HM> BTW, one might consider this address as a possible source of information:
HM>
HM> Motorola Ltd.
HM> European Literature Center
HM> 88 Tanners Drive
HM> Blakelands
HM> Milton Keynes MK14 5BP
HM> UK
HM>
HM> Unfortunately I'm not aware of any phone, fax, or e-mail connections. If
HM> anyone has s. th., please drop me a note. TNX.
HM>
HM> >I'm talking about 040's in general.
HM>
HM> What do you think APPLE equipped their 68040 MAC's with? Aplle used the *XC*
HM> mask-revision for a loooong time. The final *MC* version (with the unique
HM> Motorola "M") came out late 1994.
HM>

Sorry, i meant Motorola's 040ï¿½s only. I have no idea about others.

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-

\--/

2015. Re: Falcon Questions

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 01:10:08 UTC
From: kim@dksoft.ping.dk
Message-ID: <FBJAFIWEUP@dksoft.ping.dk>
Source record: 171846

In <3ha5ut$hka@mercury.dur.ac.uk> M J Maisey wrote:

>Kim Andersen (kim@dksoft.ping.dk) wrote:
>
>: >1. What is the highest screen resolution a standard Falcon can do?
>: >I heard that it covers all three standard ST resolutions plus 640x480x256 and
>: >640x480x64k. But does it go above 640x480 with out any extra hardware?
>: 640x480 on VGA. And you can't go beyond without exstra hardware/software.
>
>Before I got a ScreenBlaster, I took my monitor up to over 800x600 quite
>happily only using FalconScreen (PD software) without any extra hardware.
>

Yep, i'm sorry but my message was alot misleading. I meant you can use
software allright, but when running hardware you still need software as
well.

Hope this clear it up some more.

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

2016. Re: Farewell ST Review

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 04:11:09 UTC
From: VanMil@mindlink.bc.ca
Message-ID: <64729-792303069@mindlink.bc.ca>
Source record: 171755

Ditto....

BVM.

2017. Re: Possible to put 720k drive in SF 354 ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 04:45:40 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3hc6lk$4aj@golem.wcc.govt.nz>
Source record: 171757

In article <3h5u9f$dt0@sunserver.lrz-muenchen.de>, jwilhelm@Physik.TU-Muenchen.DE (Jan Wilhelm) writes:
>Hi,
>
>I have an old single sided Atari SF 354 floppy drive and a spare 720k drive
>from a dead 1040STF. I replaced the single sided drive in the SF 354 with
>the 720k drive. Problem: it's working only as a single sided drive, I can
>neither read nor format 720k floppies. Is this a problem with the
>electronics found in the SF 354? Or might my drive be broken?
>
>What's the purpose of the board in the SF 354 - it has a 40 pin chip labeled
>8048 on it.

Atari used some crappy 6 ms steping drives and the Atari outputs 3 ms,
so that is the reason for that CPU board..

You have to remove all the IC's and add a few links, also connect the Side
Select line (Pins 2-32) that only runs to a dead end on that PCB, its trickey,
you need the info on the Drive pins and the 14 way connector, but you will
find most are connected...

Do you have a meter or a buzzer that you can check the pins out with...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2018. This is how to fix Mint X keyboard map!

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 06:33:06 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D3pzJ7.A87@watserv2.uwaterloo.ca>
Source record: 171759

I"ve finally figured it out. The solution to the keyboard mapping
problem for english keyboards with MintX is quite simple.

Instructions to remap Mint X server keyboard to English:

1. ftp phlem.ph.kcl.ac.uk - get /pub/MiNT/X11/clients/client2.tar.gz
2. extract above archive and put xmodmap exec in a directory in PATH
3. cut the text at the end of this message and put in a file called
/etc/keymap (it doesn"t already exist, this is a name I chose)
4. edit .xinitrc - make the first line: 'xmodmap /etc/keymap' (no quotes)
5. reboot - the keyboard should be remapped

Notes:

The del and backspace seem to be the same - I don"t know the scancode
for del. The keypad period has the Xkeysym 'KP_separator' which turns
out to be a comma (I guess that's pretty European). It can be forced to
a period if desired.

Caps lock doesn"t work - again I don"t know the scancode (I figured
out most of them from 'xmodmap -pke')

I still don"t know what Ins, help, undo, clr home should be mapped to,
anyone who knows please send me any updates to the keymap file.

Enjoy being able to type again! (notice my proper y"s and z"s this time)

Sam

---------cut here ---------

```
keycode 131 = 2 at
keycode 132 = 3 numbersign
keycode 135 = 6 asciicircum
keycode 136 = 7 ampersand
keycode 137 = 8 asterisk
keycode 138 = 9 parenleft
keycode 139 = 0 parenright
keycode 140 = minus underscore
keycode 141 = equal plus
keycode 149 = Y
keycode 172 = Z
keycode 167 = semicolon colon
keycode 168 = apostrophe quotedbl
keycode 171 = backslash bar
keycode 179 = comma less
keycode 180 = period greater
```

```
keycode 181 = slash question
keycode 169 = grave asciitilde
keycode 154 = bracketleft braceleft
keycode 155 = bracketright braceright
```

2019. Re: What are the best games for the ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 07:45:29 UTC
From: ddhyett@freeman.jpl.nasa.gov
Message-ID: <DDHYETT.95Feb8234529@freeman.jpl.nasa.gov>
Source record: 171765
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

I like Armour Geddon - Good 3d arcade-strategy-simulation - a little too hard, but best overall IMHO. Carrier Command is similar, but easier to survive. Both should be studied by all game designers for good user interface and fast 3d frame rate.

--
Denman (Denny) Hyett

2020. ***** 520 STFM system and 8-bit Stuff For Sale *******

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 07:51:44 UTC
From: gathings@cs.utk.edu
Message-ID: <3hchihINNi93@duncan.cs.utk.edu>
Source record: 171769
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $120 (shipped )
with user manuals
(this is the model with
the internal floppy )
with st314 720k
drive

>>> For Parts ONLY <<<<

Atari 1027 Printer $10

Atari 1050 Disk drive $10

Atari 800xl $10

or take all parts for $25

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

2021. Re: IMPORTANT NOTICE ABOUT HENSA ACCESS

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 08:48:59 UTC
From: julian@loose.apana.org.au
Message-ID: <3hcktr$gqn@loose.apana.org.au>
Source record: 171766

Down to your usual level Roger.

At least you're consistent.
--
/| |\ o _, /"" o |\ |\ _ ,_ _|
| | | | |/ | / | /|/| (_ | |/ |/ / _/ | / |
\|/ \/|_/|_/|/\/|_/ | |_/ _| |/|_/|_/_/ |/\/|_/
(| julian@loose.apana.org.au |) |)

2022. Re: PGP version 26

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 08:51:28 UTC
From: zap@eskimo.com
Message-ID: <D3q5xt.2u0@eskimo.com>
Source record: 171767
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
--
Randall Dale Spreadborough
internet: zap@eskimo.com
uucp: zap@eskimo.celestial.com
```

2023. Re: Uniterm and Simon P

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 09:22:12 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950209101601.6928A-100000@mars>
Source record: 171717

On 7 Feb 1995 zrollinso@cc.curtin.edu.au wrote:

> >>What happened to Uniterm, and the author, Simon Poole?
>
>
> Did you experience that irritating thing where the default settings never came
> up when you start uniterm? No matter what I do I get an error-reading-default
> error box and I have to load the defaults manualy - or does this vanish if
> you register?

UniTerm defaults should be named "UNITERM.???" (Like "uniterm.set" etc.)
/Jens M. Andreasen

2024. Re: Robinson's Requiem Question

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 09:24:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199502091124.a61213@a2w.maus.de>
Source record: 171768

Peter Hofman, the new self appointed c.s.a.s moderator, wrote:

>Please move this discussion to rec.video.games.atari
Don't. r.v.g.a won't like it, it is for discussion of Atari *console*
games only, Jaguar and Lynx for example. Stay here, this *is* the
newsgroup for discussion about Atari ST games and other software
products as well as hardware.

What do you think of RR, is it worth the price?

Ian_Taylor@a2w.maus.de The hidden secret of life is

2025. Re: Joystick/Mouse extenders HELP!!!

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 09:45:15 UTC
From: Rod@ivecoft.demon.co.uk
Message-ID: <792323115snz@ivecoft.demon.co.uk>
Source record: 171771

>In article <3gqg5m$sf6@hawk.ee.port.ac.uk>
> daviscj@ee.port.ac.uk "C.J.Davis" writes:
>
>> <clipped>
>>
>> If anyone knows of a decent make of extenders or has made their own
>> could you please mail me the details.

Like Bazza and (probably) many other people I too have had trouble with
siblings and Joysticks. I got my self some extenders from STR (RIP). They only
lasted about 3 months and I vowed _NEVER_ to get extenders again. Trouble or
what!!! Instead I got a pair of plugs and sockets and some ribbon cable from
Maplin (UK supplier) and installed them on the back of the machine just above
the Modem port. This was shown in an STR/STF article. (i cant remember which)
Its very easy to do and just requires you to be able to wield a soldering iron
(_NO_ soldering inside the machine) and a cut hole(s) in the ST.
Piece of cake and much better than grovelling underneath to plug JS/M in.
This has been in use now for about 1+ years and works very well esp' if you
have printer/hdd/modem/power/tv/monitor(soon) etc etc plugged into the back
you dont want to lift it all up to get to the sockets.

Give it a try you wont regret it

|~~~

2026. Re: HTML -> 1st Word Plus Converter

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 09:56:26 UTC
From: Leon Brocard <lglb@doc.ic.ac.uk>
Message-ID: <3hcosa$iu4@frigate.doc.ic.ac.uk>
Source record: 171772
Body handling: HTML body converted to readable text

peters@damp.apana.org.au (Peter Sansom) wrote:

> It could be useful for getting stated in Authoring HTML. Just a thought.

Yup, it will definitely help me, as right now I just use Everest and have to take an educated guess as to the final result.

I've just had a look at ST-Guide, as it happens, and it looks very easy to use, and handy too (eg I can have local links).

Does everyone use ST-Guide? I might go for the 1st Word -> HTML -> ST-Guide combination.

Update: Now have and working! Some way to go tho'... (formatting et al...)

Cheers, Leon.

--
Leon Brocard - lglb@doc.ic.ac.uk
.. Inigo Montoya: Hello. My name is Inigo Montoya. You killed my father.
.. Prepare to die.

2027. <ad> GUARANTEED CREDIT REPAIR BY LAW FIRM

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 10:07:00 UTC
From: ccapc@cyber.sell.com
Message-ID: <3hcpg4$i0r@panix.com>
Source record: 171773

Consumer Credit Advocates, PC
11 Pennsylvania Plaza, Suite 2101
New York, NY 10001
(212) 629-5261 (telephone) (212) 629-4762 (fax)
E-MAIL: ccapc@cyber.sell.com

Our LAW FIRM offers direct guaranteed effective credit restoration services by experienced attorneys. THIS IS NOT A DO-IT-YOURSELF KIT.

What can we do?

We have successfully facilitated the removal of Late Payments, Charge-offs, Foreclosures, Repossessions, Collection Accounts, Loan Defaults, Tax Liens, Judgments and Bankruptcies from our clients' credit reports. WE GUARANTEE THAT YOUR CREDIT CAN BE RESTORED!!!

Who needs our services?

Anyone who has experienced the inconvenience and embarrassment of being turned down for a credit card, a lease or a purchase of an automobile.

Anyone who is unable to buy the house of their dreams due to denial of a mortgage application or who has to pay thousands of dollars more in mortgage interest than someone with good credit.

Anyone who has been turned down for a job or promotion due to derogatory credit items on a credit report.

Anyone in business who has lost a deal because a person or firm wanted to see his/her credit report before doing business.

Anyone who has been unable to establish credit.

THE FOUR GREAT MYTHS OF CREDIT:

Myth #1: It is illegal or immoral to have your credit report cleared.

Fact: It is not illegal nor immoral. In fact, that is what the Fair Credit Reporting Act is all about. The act was enacted by Congress in 1971. One of its purposes as to give consumers the protection of the law and to help guard against

any unwarranted invasion of a consumer's right to privacy.

Myth #2: The information on a credit report cannot be changed.

Fact: Actually, the opposite is true under the Fair Credit Reporting Act. Federal and State laws require that items be removed if they are not 100% accurate or cannot be verified in a timely manner.

Myth #3: It is impossible to get a bankruptcy off a credit report.

Fact: Bankruptcies can come off credit reports like any other derogatory item. The nature of the derogatory item has nothing to do with its removal under the Fair Credit Reporting Act.

Myth #4: Credit Reporting Agencies are empowered with some kind of governmental authority.

Fact: Absolutely Not!! They are simply large corporations whose primary goal is to make a profit like any other business.

If you have ever applied for or received credit, a file exists in one or more of the credit bureaus. These companies collect, store and distribute as much credit information as they can find, retaining negative information on a credit report for 7 to 10 years. This information is evaluated by potential creditors to determine your credit worthiness.

Credit reporting agencies are in business to protect the interests of the creditors. the LAW FIRM's goal is to help and protect the individual consumer from inaccurate credit reporting.

The president of our LAW FIRM has been practicing consumer law since 1984. The staff of our firm has successfully processed, disputed and challenged thousands of client credit reports.

Our legal fee is based o the number of negative items that appear on a client's credit reports, issued b the three national credit bureaus. Our retainer agreement offers a MONEY BACK GUARANTEE stating that if any negative item is not deleted, upgraded or corrected from a client's credit file, it will give the client a full refund for that item or continue to process the client's file at no additional fee until that item is

corrected, upgraded or deleted. THE ONLY THING YOU HAVE TO LOSE IS YOUR BAD CREDIT!!

PLEASE CONTACT THE LAW FIRM AND LEAVE YOUR FULL NAME, MAILING ADDRESS AND TELEPHONE NUMBER SO WE MAY FORWARD FURTHER INFORMATION AND INSTRUCTIONS TO YOU ABOUT OUR SERVICE.

Consumer Credit Advocates, PC
11 Pennsylvania Plaza, Suite 2101
New York, NY 10001
(212) 629-5261 (telephone) (212) 629-4762 (fax)
E-MAIL: ccapc@cyber.sell.com

2028. Re: Atari A to Z book

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 10:24:08 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3hcqg8$r93@epsilon.qmw.ac.uk>
Source record: 171774

Mark Baines (msbaines@cix.compulink.co.uk) wrote:
: The Atari A to Z book
: by Mark S Baines

As I understand it, My order was the first one that Mark got for his book. :-)

Regards
Danny
@HENSA

2029. Re: New Files at HENSA (03 Feb)

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 10:34:14 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3hcr36$r93@epsilon.qmw.ac.uk>
Source record: 171785

Owen Rees (rtor@ansa.co.uk) wrote:
: Is there any chance of getting "SunSITE Northern Europe" to mirror the
: archive - being at src.doc.ic.ac.uk they can get to you easily, and they
: already mirror the Atari archives at umich and uni-paderborn.

Well, if that happened, then hardly anyone would come to get stuff
from hensa, they would go to Imperial....Our funders would pick up on
the fact that the HENSA archive is not popular anymore, and would then
stop our funding. Then, as Roger said elsewhere, it would be HENSA
RIP. :-(

Danny
--
.signature.signature

2030. HD_FDC

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 10:39:05 UTC
From: ptucker@scu.edu.au
Message-ID: <D3qAx7.MFo@scu.edu.au>
Source record: 171775

Can anyone possibly point me to a site that has the patch HD_FDC
a programme to change the floppy seek rate. Have had a look at
umich but it does not seem to be there. Maybe I have missed it.
Any advice as to where it can be found (or a similar prog)
would be very much appreciated.
Thanks in anticipation
Peter

Peter Tucker
ptucker@scu.edu.au
--
Peter Tucker
ptucker@scu.edu.au

2031. Robinsons Requiem 030

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 10:40:39 UTC
From: jdp4@aber.ac.uk
Message-ID: <3hcrf7$urc@fileserv.aber.ac.uk>
Source record: 171776

I've done it - the T rex is now dead !!!!!!

You have to get him outside in the amazon world - use the flare gun and
it will paralize him - then bash him a few times with your axe or whatever

The amazons will give you a halogen lamp - makes it alot easier to move
arund in caves!!!!

The HipSTer

2032. Re : ST games decline. Producers fault?

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 10:44:28 UTC
From: "C.J.Davis" <daviscj@ee.port.ac.uk>
Message-ID: <3hcrmc$bh5@hawk.ee.port.ac.uk>
Source record: 171777

I know this subject has been discussed lots of times before but I must air my views before I die of frustration.

It is of my opinion that the reason for the decline in ST games is due soley to the games producers. I have spent many hours arguing with AMIGA (don't mention that word) owners about games on the ST. Amiga owners all think their machine is better because, i'll have to admit this, the games are better. I must aggree with them about the games though. The graphics seem to be about equal on both machines but the sound fx and the music is so much better (for most games) on the Amiga.

This is partly Atari's fault for putting that crap spectrum sound chip in their machines but it is mostly the producers fault who insist on using this chip in their games, who actually believe it can produce some decent sounds. I don't know about you but I just cannot believe that they are so stupid. Now I know games are meant to be centred around playability, but when the playability is coupled with dencent sound fx and a pumping backing tune then it makes the game a whole lot better to play.

This is why people stopped buying games for the ST. This is why it is so hard to find an ST game these days. Everyone knows the ST is a much better machine than the Amiga. It is just down to the fact that the sound effects and music on the Amiga games are samples, which makes the game sound a lot better.

Let's just look at some of the top selling titles for the ST shall we.

1) Kick Off 2 - uses samples
2) Sensible soccer - uses samples
3) Powermonger - uses samples
4) Populous I and II - both use samples
5) Thunderhawk - uses samples
etc...

All the best sellers are games which use samples. Although a lot have sold down to their playability. E.g Civilization, Midwinter II, etc... These type of games don't really need a lot of sound fx though.

The best thing Atari could of done was to never of put that bloody chip in their machine in the first place and I would have laid a bet that the ST would have been just as, if not more popular than the Amiga for games.

Please feel free to send in your thoughts on the matter.

I must apologise for using that word so many times in this article.
You know the one (Amoeba - ooopsss Amiga).

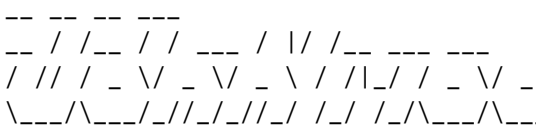
_-------------------------_
| C.J.Davis |
| daviscj@ee.port.ac.uk |
_|-------------------------|_
|x| "Justice shall prevail" |x|
|x|-------------------------|x|
|xxxxxxxxxxxxxxxxxxxxxxxxxxxx|

2033. Re: What are the best games for the ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 10:52:02 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3hcs4i$5n8@aggedor.rmit.EDU.AU>
Source record: 171779
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

: could you please move this games-shit to rec.games.video.atari????

WHY?????



s9205525@otto.bf.rmit.edu.au

2034. HP Laser Jet 4L

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 10:56:14 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3hcsce$83t@golem.wcc.govt.nz>
Source record: 171778

Can the HP Laser Jet 4L be used with the Atari..??

I have seen them S.H. for less than S.H. InkJets...

If so what are your thoughts on this Printer and what software supports it...

Thanks.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2035. Re: HP Laser Jet 4L

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 11:26:30 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3hcu56$r93@epsilon.qmw.ac.uk>
Source record: 171786

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
: Can the HP Laser Jet 4L be used with the Atari..??

Yup. I have had one for nearly two years now, and am very pleased with it.

: If so what are your thoughts on this Printer and what software supports it...

There is software that supports it...Timeworks 2 via FontGDOS does it very nicely. The timeworks drivers are fine too. Papyrus, NVDI, Speedo....and that is all you will need, as any program worth it's weight will use either NVDI drivers, or a variation of GDOS. Calamus prints out fine too, in LaserJet mode....and so does Pagestream.

The laserJet 4L doesn't come with any buttons to switch the internal fonts, or the amount of toner you want to print with (draft, right through to NLQ). However, I support a shareware program (CPX) which allows you to do this. very powerful program it is too, for controlling the printer...with the ability to save different defaults. This program is available at HENSA in tos/n096...and is in German. Registration brings you the English version.

Hope this helps...It is a very nice printer.

--
.signature.signature

2036. Re: Re : ST games decline. Producers fault?

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 11:30:42 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3hcud2$ral@turing.fwi.uva.nl>
Source record: 171780

"C.J.Davis" <daviscj@ee.port.ac.uk> wrote:

[snip]
:
:It is of my opinion that the reason for the decline in ST games is due
:soley to the games producers. I have spent many hours arguing with
[snip]
:though. The graphics seem to be about equal on both machines but the
:sound fx and the music is so much better (for most games) on the Amiga.
:
:This is partly Atari's fault for putting that crap spectrum sound chip
:in their machines but it is mostly the producers fault who insist on
:using this chip in their games, who actually believe it can produce
:some decent sounds. I don't know about you but I just cannot believe
[snip]
:
:This is why people stopped buying games for the ST. This is why it is
:so hard to find an ST game these days. Everyone knows the ST is a much

I dont think so. The fact that people stopped writing games for the ST
is: the ST is an OLD machine, too slow etc for modern games. And above
all: the market is WAY too small. You can't make a living with producing
ST games.

:better machine than the Amiga. It is just down to the fact that the
:sound effects and music on the Amiga games are samples, which makes
:the game sound a lot better.

Why are you comparing the atari with the amiga? I wouldn't compare
an A3000 (or whatever the latest model is) to a 1024ST.

:
:Let's just look at some of the top selling titles for the ST shall we.
:
:1) Kick Off 2 - uses samples
:2) Sensible soccer - uses samples
:3) Powermonger - uses samples
:4) Populous I and II - both use samples
:5) Thunderhawk - uses samples
:etc...
:
:All the best sellers are games which use samples. Although a lot have
:sold down to their playability. E.g Civilization, Midwinter II, etc...
:These type of games don't really need a lot of sound fx though.
:
:The best thing Atari could of done was to never of put that bloody

:chip in their machine in the first place and I would have laid a bet
:that the ST would have been just as, if not more popular than the
:Amiga for games.

nah, I dont think so.

:
:Please feel free to send in your thoughts on the matter.
:
:I must apologise for using that word so many times in this article.
:You know the one (Amoeba - ooopsss Amiga).

I really dont care how often you use the word Amiga. I am not a
religious atari fanatic.

--
Martijn Dekker +--- Ishido by PFF software ---+
University of Amsterdam | For info about this great puzzle game: |
Math department | finger -l mdekker@turing.fwi.uva.nl or |
E-mail: mdekker@fwi.uva.nl | http://www.fwi.uva.nl/~mdekker/home.html |

2037. PD Games..

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 11:34:58 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3hcul2$8i8@golem.wcc.govt.nz>
Source record: 171783

Well due to a Hardware problem on my Mega ST I lost a lot of
my PD games on the Hard Disk, well I think I have fixed it now touch wood..

I did a blanket resolder of all the Connections to do with the Hard Disk,
this is a internal one, I even replaced the ICD Micro Host, cables etc,
and resoldered all dry joints in the PSU, but then it would work for a few days
that start getting bootup problems and random crashing, it was very
intermitant, as tapping on the case would fix it for a few hours/days...

Well what I am after is a list of the better PD games, colour/mono
that will run from a HD on a ST/STE etc...

One that I did not loose was Starball, this would be one of the best around..

Thanks.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2038. Re: IMPORTANT NOTICE ABOUT HENSA ACCESS

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 11:48:56 UTC
From: sbrown@cee.hw.ac.uk
Message-ID: <D3qE5L.3H8@cee.hw.ac.uk>
Source record: 171781

What people don't seem to realise is that World Wide Web services put strain on the server machine on which the HTTP daemon is running. So computer managers restrict access (through stopping non ac.uk access for example, as in this case) so a machine they (or rather their employers) own is not weighed down by processes initialiased by users all over the world. The machine was likely as not bought for the purpose of providing WWW services, but for some function within the organisation - it's not fair for them to loose vital work time just because people all over the world happen to want to download some software.

WWW does not have any user number restrictions - that seems why HENSA are wanting users from outwith the UK academic community to use FTP instead - so the use of *their* machines is controlled. (The control is on two fronts, restricting WWW access to ac.uk and restricting FTP access to a certain number of people).

To understand their reasoning, imagine how you would feel if your machine slowed down during a busy work schedule just because somebody a couple of thousand miles away is wanting a piece of software. And does it really matter if you have a WWW interface to download? I wouldn't have thought so.

+---+
| Stuart Brown BSc Computer Science IV, Heriot-Watt University |
| e-mail: sbrown@cee.hw.ac.uk WWW: http://www.cee.hw.ac.uk/~sbrown/ |
+---+

2039. Re: Motorola CPU's

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 14:05:08 UTC
From: sperling@polly.ping.de
Message-ID: <H.ekBL.WdUTcgzzRU_@polly.ping.de>
Source record: 171784

In <FBFKDDYNUP@galaxy.teuto.de>, neptune@galaxy.teuto.de (Hendrik Mylius) writes:

>LAN is used by some shareware (PD?) applications to build smaller networks.
^^^^^^^^^^^^^^^^^^^^^^^
Can you tell me which?

>/Hendr!K/

-Gerhard
--
sperling@polly.ping.de

2040. Re: Pro music made with A

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 14:32:12 UTC
From: Dave.Thorson@starlinx.damar.com
Message-ID: <46a_9502090700@damar.com>
Source record: 171787

To: gaglianiw@vms.csd.mu.edu
g> >: > > Anyone know of any major CDs out that were produced with Ataris?

Tangerine Dream also used Atari systems on their _Optical Race_ CD (which I like a whole lot!). They used to tour with Six ST systems, running Steinberg-Jones software that became Cubase.

I also remember seeing an ST running in a Paula Abdul video a few years back.

* CQWK 2.2 *

2041. Help - MS-DOS formatting on ST/e

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 14:45:57 UTC
From: ontarget@admiral.uucp
Message-ID: <a8F0Zc1w164w@admiral.uucp>
Source record: 171788

Requesting help with regard to MS-DOS/Windows/ST/STe formatting problem. For
the past few years I have made considerable use of my public library's
wonderful CD-ROM resources, gathering hundreds of text passages and
source listings for future research forays. My initial move is to
download the file from the library's CD-ROM to my own 3.5" floppy disk.

In the past I've had no problem using my Atari 520STfm
(upgraded to 2.5MB of RAM, TOS 1.0) or Mega STe (4MB,TOS 2.05) to
format a floppy that could be read on an IBM or clone. I've used a
(fairly old) PD utility called IBMFMT.TOS that has always done well
to format a double-sided disk with 80 tracks, I think. I've always
understood that Atari STs were designed to be able to read MS-DOS
formatted disks with no problem whatsoever. This is important since
the library operates on a system of IBM clones.

Unfortunately, the last few times I tried to save library files to
my disks I encountered disk error problems. When the chief of the
library's computer system examined my disk in one of the (MS-DOS)
computers, it did not recognize the ST-formatted disks as MS-DOS
compatible. The chief reformatted one for me, but when I got home
with the disk, I couldn't read the disk on either Atari.

For those of you who operate IBMs or clones and Ataris, should I be
looking for help from newer formatting software? The library's units
are 486-based and operate under DOS 5 or 6 as well as Windows. Is
there anything about these units that would render my old IBMFMT.TOS
ineffective? If I format using a new program (please identify) will
my Ataris be able to read from AND write to disks formated for MS-DOS
after I've downloaded from a clone? I've not encountered this problem
before, and would appreciate any advice. Thanks. DF

Doug Finch On-Target Text
Address E-Mail to: ontarget%admiral.uucp@yale.edu (see below) or
D.FINCH7@genie.geis.com (GEnie) or 76337.1067@compuserve.com (CIS)

--
ontarget%admiral.uucp@yale.edu (Doug Finch) <yale!admiral!ontarget>
The Admiral's Public UNIX - System Administrators: Doug Fields & Dave Litchman
[HST/V32] (203) 661-2873 --- [PEP/V32] (203) 661-1279 --- [V32] (203) 661-0450
>FREE!!< Unix shell accounts, Usenet access, and Internet-style mail available

2042. DMJ software's address?

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 15:12:08 UTC
From: ied2@aber.ac.uk
Message-ID: <3hdbc8$pj2@osfa.aber.ac.uk>
Source record: 171789

About a fortnight ago I tried to register a shareware product called DMJGIF3
for the Atari ST. I sent the international money order etc to the address
which appears onscreen in the actual program. Today the letter was returned
to me marked "return to sender - A.P.O. no longer exists".

Does anyone out there know DMJ software's new address?
Or, failing that, does anyone know the email address of DMJ himself?
Damien M. Jones used to be a regular contributor to Atari Explorer Online
magazine but I've checked a few old copies and can't find any mention of his
email address.

Can anyone help me?

Thanks in advance.

-Ivan

/_/\
IED2@ABER.AC.UK (0 0) IVAN DIMBLEBY
+============================----oOO--(_)--OOo----==============================+
It's nobbut reight last thing at neet/ To kneel afore tha puts out t'leet/
To pass thi' thanks to God above/ For blessing thee wi' all his love/
By making thee o' Yorkshire stock/ A par above the rest o' t'flock/
But more so for the Yorkshire creed/ Thi' father med thi' sit and read/
So when tha' went out in t'world/ Tha' took all t'insults that were hurled/
And knew exactly what to do/ To mek a worthwhile bob or two/
Tha' kept repeating' t'Yorkshire creed/ It's here again for all to heed:/
Hear all - see all - say nowt/ Sup all - eat all - pay nowt/
An' if ever tha' does owt fer nowt/ Allus do it fer thissen/
+==+

2043. Re: Magic incompatibility list

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 15:32:35 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9502091429.AA03721@ilmen.lanl.gov>
Source record: 171790

In a previous article, neptune@galaxy.teuto.de (Hendrik Mylius) wrote:

In <FBDWDCURUP@dksoft.ping.dk> Kim Andersen wrote:

:>>NOT clock doubled in the same -fashion- as the DX2 machines. That is just
:>>Apple (and Motorola) propaganda, my friend. Yes, technically speaking, it
:>>does run at a faster clock rate internally but that does not double its

:>I'm only stating what i've been told by people i trust. Could be they're
:>wrong, but i sure doubt that.

:Wanna bet? I might risk one bottle of good ol' Scottish Malt-Whiskey of your
:favourite brand :*)

:Hutch, are you in on this :-)?)

Durn straight, Hendrik. I never turn down a sure thing. :) Even though I
don't drink, I could still round up a bottle of gen-u-ine bottle of good
ol' Kentucky Bourbon to add to the pot.

Remember guys... the truth ain't always what you read in the funny papers
-or- in those glossy ads. Hmmm... not much difference though. ;-)

-Hutch- @ Fair Dinkum Tech

2044. Re: ST Games decline... Producer's Fault?"

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 15:40:35 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HMUBTEWTC2AAU402@SNYONEVA.CC.ONEONTA.EDU>
Source record: 171792

When I was strictly an end-user, I used to have the naive belief that
the game development community was strictly biased against the ST community.

This changed when I eventually got involved with Shareware and commercial
ST game products. Its simply a matter of economics. There isn't a
huge market for ST specific products anymore - hasn't been for several years.
When you have an audience of 50 million potential customers such as the
MS-DOS market does you can afford to invest the time and financial resources
on a project and come out ahead even with rampant piracy.

However, with the decline in Atari oriented dealerships, magazines, and
mail-order outfits world-wide, it makes it very hard for a game publisher
to continue to support the platform. Simply put, people just don't know
your products are available, where to get them, etc.

On the PC market - you can create a shit game and still sell 10,000 of them.
On the Atari market you virtually have to invent the wheel and hope you can
sell 500 copies. On top of that, you still have to spend on advertising,
development, and production. It just isn't worth it anymore for many
individuals including myself.

I also agree that the basic ST series is really showing its age. 16 colors
, 720kb disks, and an 8mhz system no longer cuts it. Sure, due to the ST's
video architecture, a well-written arcade game w/lots of sprites can still
give many PC's a run for their money but the ST can't do much else.

The Falcon has amazing potential for games because of its superior speed,
RAM, processor, and sound & gfx capabilites. Unfortunately, its too little
too late (and priced way too much). Virtually all of the main developers
have left and the Falcon's potential will remain unused.

The ST has had an incredible influence on the gaming industry and many
classic titles first appeared on it. But now its dead and you can blaim
blame market forces for its death.

Just my opinion on this issue - flame me if you will but most of you will
see that I'm not that far off from the truth or reality.

Ari

2045. Re: Pro music made with A

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 15:40:40 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3hdd1o$400@matrix.fwi.uva.nl>
Source record: 171791

Dave.Thorson@starlinx.damar.com (Dave Thorson) wrote:

:
:I also remember seeing an ST running in a Paula Abdul video a few years back.
:

a running ST, hilarious!

;-)

--
Martijn Dekker +--- Ishido by PFF software ---+
University of Amsterdam | For info about this great puzzle game: |
Math department | finger -l mdekker@turing.fwi.uva.nl or |
E-mail: mdekker@fwi.uva.nl | http://www.fwi.uva.nl/~mdekker/home.html |

2046. Re: Hensa and WWW

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 15:41:01 UTC
From: lundquist@panam.edu
Message-ID: <3hdd2d$alf@spectre.techrscs.panam.edu>
Source record: 171711

In article <3h8p7v$gg6@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard..) writes:
|>In article <3gtbvs$6a2@brigitte.forthnet.gr>, jtace@PROBLEM_WITH_INEWS_DOMAIN_FILE (Sourmelidis Dimitris) writes:
|>>Hi Guys !
|>>I would like to know if any of you had any problem, the past 4 days, in
|>>order to make a lynx http connection with Hensa server. The last 4-5 days,
|>>i get the message 'Permission denied' or something like that, when i am
|>>trying to establish a lynx connection with Hensa.
|>>
|>> ---------------------Friendly-----------------------
|>> Jim Sourmelidis * jtace@prometheus.hol.gr *
|>> -----------------Athens, Greece----------------------
|>
|>
|>They have decided to cut of the rest of the world, only -7 FTP
|>users can use it now...
|>
|>
|>I think one Atari site that has gone by the way side, I think
|>Amiga users can still get on though...!!!
|>
|>
|>
|>
|>***
|>* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
|>* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
|>***
|>
|>

That is a real shame. It was one of my favorite sites. They had great Atari support. They will be sorely missed. Anybody out there interested in mirroring them? :)

--

Eric Lundquist S/W Systems Specialist|"There Ain't No Rules Around Here,
University of Texas - Pan American | We're Trying To Accomplish Something."
Edinburg, Texas 78539 USA Earth Sol | - Thomas Edison -
LUNDQUIST@PANAM.EDU - Internet --
PANAM::LUNDQUIST - THEnet | E.LUNDQUIST1 - Genie
(210)316-7198 - MaBellNet | (210)381-2164 - Fax
==

```
#include <std.disclaimer>
```

2047. (Req) SCSI Conroller?

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 16:00:22 UTC
From: starkrl@aston.ac.uk
Message-ID: <D3qpsn.65r@aston.ac.uk>
Source record: 171793

Hi there,

Is anybody out there selling a SCSI controller of any kind?

From what I've seen, the Top Link controller is pretty good, as it consists of simply a cable to go between the atari and hard drive with a bit of circuitry in one end of the lead, and it apparently works well.
The only thing is, I can't believe how expensive they are! (I haven't found one for cheaper than 55 quid so far, although I'm yet to phone The Upgrade Shop which may be cheaper)

So, if anyone can enlighten me on this subject, or even better, if anyone is selling a controller, then please reply (either to comp.sys.atari.st or to me at starkrl@aston.ac.uk).

Thanks!

ROB.

P.S. I've got a 1MB STFM and will soon have a 260MB SCSI drive!
I hope it all works OK....

```
----------------------------------------
| There are holes in the sky |
| Where the rain gets in, |
| The holes are small |
| That's why rain is thin. |
| |
| Spike Milligan |
| |
| It's my favourite poem, |
| I hope he doesn't mind :-) |
----------------------------------------
```

2048. Re: Second serial port on Falcon (take 2)

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 16:14:37 UTC
From: harun@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3hdf1d$13h@mars.fb1.fhtw-berlin.de>
Source record: 171794

```
: But can I use both the LAN-port and the normal serial port at the same
: time? I thought the SCC only could handle one at a time.

YES! The SCC has TWO independent ports.

HS
```

2049. Re: What are the best games for the ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 16:29:54 UTC
From: btomlin@crl.com
Message-ID: <3hdfu2$bpj@crl10.crl.com>
Source record: 171795
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

BobR (76702.1466@CompuServe.COM) wrote in rec.games.video.classic:
>Peter Hofman sez:

>Why would you want anyone to post to the wrong newsgroup..?

>BobR
>>could you please move this games-shit to rec.games.video.atari????

>could you please move your inappropriate-shit to wherever it belongs????

>The games being discussed are *Atari ST* games.. this is comp.sys.atari.st

>Games discussed in rec.games.video.atari are games for Atari video games
>systems like the 5200 and Jaguar.

Look at the Newsgroups line. This is also rec.games.video.classic.

Followups redirected (which PF should have done in the first place).

2050. Fast Ram for PAK3

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 16:31:18 UTC
From: bericd@bri.hp.com
Message-ID: <D3qr86.CGM@bri.hp.com>
Source record: 171796
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi All,

Is anyone using the TT Ram board along with the PAK board on their ST? If so is it worth getting? I have heard that it costs at least 100 UKPounds without any simms, which seems to me quite expensive :)

Yes - I know the PAK board itself is not cheap, but at least you get more than a few simm sockets for your money!!

Am I missing something here, (No flames please!!!) or is it simply paying for 4 simm sockets?

If anyone could enlighten me I would be very grateful.

Beric "puzzled" Dunn..

2051. Re: Everything needed for X-Windows

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 17:02:05 UTC
From: dsb@amazon.cs.duke.edu
Message-ID: <3hdhqd$2cg@amazon.cs.duke.edu>
Source record: 171797

From the Holy Book of <3hbj6i$cjr@whitbeck.ncl.ac.uk>
as spake by "Craig. Graham" <Craig.Graham@ncl.ac.uk> :

>Patrice MANDIN (i2a06a@iut-nantes.univ-nantes.fr) wrote:

[assorted useful info elided...]

>> A thing you must know is that it configures
>> the Falcon's Keyboard in QWERTZ (deutsche thing !)

>But you can change an X terminals key map using the xmodmap program.

Right, that goes in the .xinitrc, I think.

[more deletia...]

>> Also I didn't manage to get TWM running automatically at
>> the boot time.

>You should put twm in your .xinitrc file (but not first, due to a
>quirk in the atari version - try running an xvt first then twm
>as it makes twm work much better).

A quirk? I thought that's how all X's worked. The .xinitrc for the
SPARCstation in my office has twm as the very last thing run.

[zot...]

>> If someone could say me where to get X11R5 sources, I would be pleased
>> to build a good version, who also uses it to scan the keyboard and use

>MiNT-X is already a good version if you know how to use X, but
>the sources are at src.doc.ic.ac.uk if you are a glutton for punishment.

Yup, for R5 as well as R6. Now all we need are the patches for the R5
MiNT port. [Not that I could do anything with them ATM; my thesis
workload just jumped by an order of magnitude :-( ].

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1995 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

2052. Atari is still alive !

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 17:31:02 UTC
From: Xavier JOUBERT <i2b03a@iut-nantes.univ-nantes.fr>
Message-ID: <3hdjgm$bvo@caro.dsic.emn.fr>
Source record: 171798

BobR <76702.1466@CompuServe.COM> wrote:
> >What is the current status of Atari?
>
> For all intents and purposes, Atari Corp is out of the computer business.
>
> All their resources are currently devoted to the Jaguar video game system.
>
> A small number of TT030 computers were manufactured during 1994 as Jaguar
> development systems.

Tramiel said not long ago Atari is still manufacturing
Falcon 030 (not very important quantities) and that he never planned
to stop the prodution. Some rumors say that Atari will show a new
computer in the near future. It seems like they were waiting for money
from the Jaguar to release their new bomb (?).

Xavier Joubert (Xaz)

2053. Re: Gopher and A.A...

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 18:09:31 UTC
From: dancer@nntp.brisnet.org.au
Message-ID: <1995Feb9.180931.10547@nntp.brisnet.org.au>
Source record: 171701

Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:
: I don't know who to e-mail at A.A.
: But can some one fix up the Gopher server to we can get .tos files...

The problem with it would be at the client end, I would have thought,
Not the server. That isn't an authoratitive answer, though, I haven't looked
closely at the software system for gopher. Try email to baldrick, and ask
just in case, and get them to fix .tgz files in the bargain.

Dancer

2054. Re: Re : ST games decline. Producers fault?

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 18:53:47 UTC
From: lais@cs.man.ac.uk
Message-ID: <3hdobr$iam@m1.cs.man.ac.uk>
Source record: 171702

In article <3hcrmc$bh5@hawk.ee.port.ac.uk>, "C.J.Davis" <daviscj@ee.port.ac.uk>
writes:
|> I know this subject has been discussed lots of times before but I must
|> air my views before I die of frustration.
|>
|> It is of my opinion that the reason for the decline in ST games is due
|> soley to the games producers. I have spent many hours arguing with
|> AMIGA (don't mention that word) owners about games on the ST. Amiga
|> owners all think their machine is better because, i'll have to admit
|> this, the games are better. I must aggree with them about the games
|> though. The graphics seem to be about equal on both machines but the
|> sound fx and the music is so much better (for most games) on the Amiga.
|>
|> This is partly Atari's fault for putting that crap spectrum sound chip
|> in their machines but it is mostly the producers fault who insist on
|> using this chip in their games, who actually believe it can produce
|> some decent sounds. I don't know about you but I just cannot believe
|> that they are so stupid. Now I know games are meant to be centred
|> around playability, but when the playability is coupled with dencent
|> sound fx and a pumping backing tune then it makes the game a whole lot
|> better to play.
|>
|> This is why people stopped buying games for the ST. This is why it is
|> so hard to find an ST game these days. Everyone knows the ST is a much
|> better machine than the Amiga. It is just down to the fact that the
|> sound effects and music on the Amiga games are samples, which makes
|> the game sound a lot better.
|>
<stuff deleted>

Well, I was pissed off that the software companies insisted on producing for the
STFM and
fobbing us off with screenshots from other machines, making things that were
clearly too
ambitious for it (stating revolutionary claims of new standards in technical
achievement and
so forth) then saying that they're stopping because we weren't buying them. Why
? Because
we caught on and didn't take their shit. It's their own fault that they've lost
a market.
Although I doubt it will really affect them.

So many times I've been outraged at crap scrolling and shitty sound. Sure, the
STFM can't
mess with samples like the STE or Amiga, but programmed carefully, that old

Yamaha can
produce some *beautiful* noises.

It's not really fair to say that everyone knows the ST is much better. Both machines have
merits and weaknesses. However I do agree that whilst a game should be first and foremost
PLAYABLE, it has annoyed the hell out of me too that we were fed this constant rubbish by
the big companies. I'm sure that Sensible games are playable, but they really needed to
use STE or more powerful hardware (TT030, Falcon ?). Sensisoccer was a pretty good laugh
but could have been executed better. I was insulted by Cannon Fodder. ST Format's demo
version didn't even work on the MegaSTE, so I had to get the old STFM out - and it was
terribly jerky, with sound that made me want to cry.

I recently got Obsession for my STE, and I'm pretty sure that if even just half the ST
games of three years ago were always being produced to this standard, things would be
different now. Amiga games weren't any more playable, just executed better.

Just my opinion.

S.Lai

2055. Re: Adding memory

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 20:53:15 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.154.000FE3AD@cfcsc.dnd.ca>
Source record: 171703

>From: kghashgh@nermal.santarosa.edu (Kayvon Ghashghai)

>Somebody mentioned that the power supply might be faulty. If so, what can I
>do about it? Also, a couple people mentioned the MMU, but I think those who
>did were unsure if the ST has one. Anyone know if it does?
>Me far. You near.

I am not sure if the Mega had MMU or not (pretty sure NOT) I know the ST's
didn't have MemoryManagementUnits. I am pretty sure they could only be used
starting with 68030(or maybe 68020-but as this concerns Atari - that doesn't
matter) so that means the TT and Falcon.[and now Medusa, Eagle?]
have fun with your mac
have more fun with your atari :^)
salut
-ken

2056. Re: Falcon serial-port speed?

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 20:56:02 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D3r3HE.KzG@cix.compulink.co.uk>
Source record: 171704

>Okay, so I now have my pretty smart Falcon sitting in my bedroom, connected
>to my USRobotics 14,400baud modem. Question is can I get more than 19200 bps
>out of my serial port? Apparently, speeds of up to 115000bps are possible
>with a little hardware upgrade. *A software patch would be ideal*
>I'm looking for 38400, or 57000bps......

Yes, install hsmodem (PD) which allows for higher speeds. Also, Connect
(shareware) is the best program to use on the Falcon. It has a very fast
built-in zmodem and works with and without hsmodem.

Ofir ogal@cix.compulink.co.uk

2057. ET4000

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 21:12:12 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.155.00103493@cfcsc.dnd.ca>
Source record: 171705

Hello:
I've been looking around (casually) for TT's and other assorted hardware to
but while I save up some cash. I am a graphic artist, and while I own other
machines(MAC< IBM) I would like to make full use of CalamusSL and other
software which I can't really do on an STe. One of the video cards I was
looking at seriously was the Cyrel Sunrise video card, but I keep hearing
about ET4000. Would someone tell me about this card, and some specs would be
nice also.
Thanks.merci
-ken

2058. WTB: Sound Sampler

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 21:13:15 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Feb9.211315.16960@bradford.ac.uk>
Source record: 171706

I would like to buy a cheap sound sampler cartridge. Preferably
Mastersound II or Stereo Master.

Email me your offers...

--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \

2059. Re: FTP sites

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 21:35:34 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3he1r6$edu@golem.wcc.govt.nz>
Source record: 171707

In article <Pine.SUN.3.91.950208135519.29184A-100000@ss1.bath.ac.uk>, py4sdh@bath.ac.uk (Sim H) writes:
>
>For those moaning about HENSA try these sites, one in Brittain and the
>other is in france, and I'm sure there are others about if you can be
>bothered to look for them.
>
>
>FTP Site src.doc.ic.uk (Very Fast-for me anyway, loads of stuff)
>http://src.doc.ic.ac.uk/public/computing/systems/atari/umich
>
>FTP Site ftp.cnam.fr (Not so fast and a bit sparse)
>ftp://ftp.cnam.fr/pub/Atari
>
>Atari Jaguar Homepage (Buy one! They are good!)
>http://www.bucknell.edu:80/~svensson/

The reason that I am just fed up with this Hensa thing is because we only have Gopher and Lynx Web access here...

Their are only 3 sites that have some sort of Gopher support for Atari file extention formats, A..A. (but not .tos) Hensa and tu-Berlin..

All other sites have very poor or no support for Atari file extentions..

I can use a FTP Gopher server to access Hensa, but that does not give me access to the Atari files with Atari extentions, due to these Problems with Gopher, their are similar problems with using Lynx.....

The other problem with Hensa is only restricting Atari users and the limit of 6 users, why are Amiga users not restricted..??

Noteting the other sites listed here, cnam.fr is not up to date and the A.A. mirror is just that, Hensa has stuff that is not on most sites and has English versions of German software, plus its the home for the Atari Web...

>Sim. Live long and prosper - with ST's!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2060. Liest mich jemand?

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 21:53:00 UTC
From: bob@dg-box.lahn.de
Message-ID: <b54346c7@uucp-wz.zer>
Source record: 171708

To: Alle

Nachricht vom 09.02.95 weitergeleitet
Ursprung : /FIDO/ATARI_EXPERT.GER
Ersteller: Markus Smigelskis@2:244/4211.34

Hi,

Ich (eifriger ATARI anwender), aber mit der Pointsoftware auf PC.
Jetzt miene Frage:

LIEST MICH JEMAND?????

Ciao BOB
///////////////// B O B ////////////////////////////
// Internet: BOB@dg-box.lahn.de //
// FIDO: Markus Smigelskis @ 2:244/4211.34 /
// GerNet: Markus Smigelskis @ 21:491/1019.34 /
//

--- CrossPoint v3.02

2061. Re: ST REVIEW NEWS: ANY ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 22:00:38 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950209Z220038.307barheath@heathen.demon.co.uk>
Source record: 171710

In article <djs.791822035@gen-off-1> djs@jet.uk "David Stevenson" writes:

> et94drw@exeter.ac.uk (D.R.Woodley) writes:
> >net-battle of words between the ST Magazine Heavyweights.
> ST Format is not a heavyweight, at least in terms of content.

Heavyweight or not, it's all we've got! STF is now the ONLY mass circulation ST magazine left, in the UK at least. If you are so dissatisfied with the content, do something about it. When was the last time you had anything published in it - or anywhere else?

You know what they say - those who can, do; those who don't, criticise.

Bazza
--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

2062. ACE95 exhibitor question

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 22:25:56 UTC
From: ac382@freenet3.carleton.ca
Message-ID: <D3r7n8.5pJ@freenet.carleton.ca>
Source record: 171712

I noticed that the ACE 95 update has Oracle BBS listed as the first GUI Atari BBS. Can anyone give me any information about contacting the authors or disctributors of this software. Is there anyone that has actually seen or used it? I sent off a letter to 'somewhere' but I guess it never got to the right place :(. Anyone?

I posted a similar querry a few months ago but did not recieve any replies so if you know anything about it please let me know.

thanks

--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

2063. Re: (Req) SCSI Conroller?

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 22:38:28 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950209Z223828.384barheath@heathen.demon.co.uk>
Source record: 171735

In article <D3onsn.Cnx@aston.ac.uk> starkrl@aston.ac.uk "Rob Stark" writes:

> Hi there,
>
> Is anybody out there selling a SCSI controller of any kind?
>
> From what I've seen, the Top Link controller is pretty good, as it consists of
> simply a cable to go between the atari and hard drive with a bit of circuitry
> in one end of the lead, and it apparently works well.
> The only thing is, I can't believe how expensive they are! (I haven't found
> one for cheaper than 55 quid so far, although I'm yet to phone The Upgrade
> Shop which may be cheaper)
>
>

You could also try the Translator from System Solutions in Windsor. I can't
promise it'll be cheaper, but it works. I've had one on my 170Mb Minis drive
for nearly two years without problems.
I've not found The Upgrade Shop to be particularly cheap, but he's pretty
good on the service side

best of luck

Bazza
--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

2064. Re: STalker 3.02/Ansi

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 22:40:35 UTC
From: alfasoldt@aol.com
Message-ID: <3he5l3$6ri@newsbf02.news.aol.com>
Source record: 171713

> Would you happen to have an email address for Gribnif?

gribnif@genie.geis.com

Al Fasoldt, Systems Editor, Syracuse Newspapers

2065. Re: Magic incompatibility list

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 22:45:58 UTC
From: kim@dksoft.ping.dk
Message-ID: <FBJWDHVBUP@dksoft.ping.dk>
Source record: 171714

In <9502091429.AA03721@ilmen.lanl.gov> Hutch wrote:

>:>I'm only stating what i've been told by people i trust. Could be they're
>:>wrong, but i sure doubt that.
>
>:Wanna bet? I might risk one bottle of good ol' Scottish Malt-Whiskey of your
>:favourite brand :*)
>
>:Hutch, are you in on this :-)?)
>
>
>Durn straight, Hendrik. I never turn down a sure thing. :) Even though I
>don't drink, I could still round up a bottle of gen-u-ine bottle of good
>ol' Kentucky Bourbon to add to the pot.
>
>Remember guys... the truth ain't always what you read in the funny papers
>-or- in those glossy ads. Hmmm... not much difference though. ;-)
>

And what is suppose to be the difference in what you tell us, and what we
read. Are you telling what i read isn't the truth ?

Greets
kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

2066. Re: What are the best games for the ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 22:54:34 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FBJWFDUQUp@warpcon.ersys.edmonton.ab.ca>
Source record: 171709
Cross-posted to: comp.sys.atari.st,rec.games.video.atari

In <3hbjrqiqh2@mhade.production.compuserve.com> BobR wrote :

>Peter Hofman sez:
>
>Why would you want anyone to post to the wrong newsgroup..?
>
>BobR
>>could you please move this games-shit to rec.games.video.atari????
>
>could you please move your inappropriate-shit to wherever it belongs????
>
>The games being discussed are *Atari ST* games.. this is comp.sys.atari.st
>
>Games discussed in rec.games.video.atari are games for Atari video games
>systems like the 5200 and Jaguar.
>
(And to that end, the thread *IS* being discussed in r.g.v.atari!)
(grin)

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?
-- --

2067. STuff 4 Sale!

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 22:54:48 UTC
From: PJJH80A@prodigy.com
Message-ID: <3he6fo$2tm6@usenetp1.news.prodigy.com>
Source record: 171715

I have the following ST related hardware and software for sale. Please
send me e-mail with your offers:

HARD WARE

Atari Mega ST2 upgraded to 4 megs with Z-Ram upgrade
TOS 1.04
Hard drive in monitor type case with Seagate 85 meg drive and
Syquest 44 removable drive with 4 carts!
SC1224 color monitor
SM124 mono monitor
Original boxes for computer and monitors
Monitor Master
PC Ditto II installed internally
Spectre GCR with roms
VideoKey
Discovery Cartridge
IB 5 1/4 inch drive
MFD 1080 drive [3 1/2 drive works, the 5 1/4 drive non-functional
and has been removed]

APPLICATIONS SOFTWARE

Speedo GDOS
Multi-TOS
Atari Works
DC Desktop
DC Utilities
Hypercard Developers Kit
WordPerfect ST
Wordflair II
Regent Word II
Warp 9
TV Title 2.0
Multidesk Deluxe
Degas Elite
PC-Ditto [PC software emulator]

GAME SOFTWARE

Purple Saturn Day
Impossible Mission 2
Championship Wrestling
Knight Orc
World Games
The Pawn

Guild of Thieves
Sinbad and the Throne of the Falcon
Rocket Ranger
The King of Chicago
Battle Chess
Midi Maze
Shufflepuck Cafe
Xenon 2 -- Megablast
Final Assault
Mean 18
Blackjack 3
Road Blasters
Jinxter
Pac-Land
The Crimson Crown
Transylvania
Questprobe -- Spiderman
Superbike Challenge
Super Kidgrid
Thundercats

Plus the following compilation packages:

Precious Metal includes:
Arkanoid Revenge Of Doh, Captain Blood, Xenon, Super Hang-On

Triad includes:
Starglider, Defender of the Crown, Barbarian
Magnum 4 includes:
Batman, After Burner, Operation Wolf, Double Dragon

Microdeal Hot Disks Volume 1 includes:
Goldrunner, Jupiter Probe, Karate Kid II, Slaygon

The Story So Far Volume 1 includes:
Beyond The Ice Palace, Buggy Boy, Ikari Warriors, and
Battleships

Mega Pack includes:
Winter Olympiad 88, Mouse Trap, Plutos, Blood Fever, Seconds
Out, Frost Byte

5 Star includes:
Barbarian, Crazy Cars, Enduro Racer, Wizball, Rampage

Action ST includes:
Deflektor, Northstar, Trailblazer, 3D Galax, Masters of the
Universe

Giants Collection includes:
Out Run, Gauntlet II, 1943, Street Fighter

Premier Collection includes:
Exolon, Nebulus, Netherworld, Zynaps

ALL ORIGINALS!!! I am also the original owner and have taken good care of my equipment. Most with original boxes and documentation. You pay shipping if you cannot pick up.

2068. Re: Network a TT030 with a Macintosh?

Newsgroup: comp.sys.atari.st
Date: 1995-02-09 23:31:52 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3he8l8$bok@mercury.dur.ac.uk>
Source record: 171716

Jeff Apolis (japolis@nyx10.cs.du.edu) wrote:
: It is my understanding (perhaps erroneously?) that the "network" connector
: on the TT030 works very much the same as AppleTalk on a Macintosh. Has

It's actually a localtalk port, which is really just a fairly standard serial port. I don't know if you've ever networked a Mac, but to do AppleTalk you need a small box you run a lead to. You can then link this box into a chain.

: anybody successfully networked a TT with a Mac? I assume that additional
: Atari software would be nessecary, does anyone know where it may be had?
: Commercial or PD or shareware? What sort of problems or hurdles have you
: encountered? Is there an additional hardware interface required?

I know of no current PD or shareware software. However - a couple of interesting snippets. There are at least two 'cookies' reserved for commercial networking systems. As to whether these support appletalk, who knows?

Secondly, MiNTnet is described in the doc as being ready for extra protocols such as Appletalk. Maybe someone with technical knowledge could help.

ATB,

Martin

--
****
* ---------------- M.J.Maisey@durham.ac.uk -------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

2069. Re: Network a TT030 with a Macintosh?

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 02:12:15 UTC
From: Lexicor@world.std.com
Message-ID: <D3rI4G.L6p@world.std.com>
Source record: 171718

THere are two packages I know of that network TT"s and Falcon's via the
Lan port, but not on a Mac..

Powernet and AD net I think...however both don't like multitasking networks
so only in singletasking mode...powernet requiers the use of powerdos.

CHeers

2070. Re: Network a TT030 with a Macintosh?

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 04:19:10 UTC
From: simon@bassland.demon.co.uk
Message-ID: <792389950snz@bassland.demon.co.uk>
Source record: 171721

This message it deviating from the subject a bit....but,

Okay, so I have a mac connected to my ST via its Appletalk port (The minature DIN socket). This is connected into my STs serial port. I do file transfers mainly, so I can use my HP Deskjet to print Mac docs. The LAN port on the Falcon has an identical pin-out.....But when I connect the wire from my ST into the Falcon, I cannot transfer any data. Because I don't have any programs that even read the LAN port, even though it is (really) a second serial port. I do have the X-contol accessory, but I cannot select the LAN port (or COM2). Only COM1 is there, but it is greyed-out so it's unselectable. [GFADRAFT however, did give me the option to output to printer, RS232, or COM2! when I selected the 'print' option.] Whats going on?..?...?

Can I get an extension to Xcontrol or even a program that reads the LAN port on my Falcon? BTW - writing a program to actually 'network' a TT or Falcon to a mac, shouldn't be that difficult, after getting a book or two on how the mac OS treats treats the data. Trouble is, I have no programming languages on my week-old Falcon, yet. Only on the ST. (But none of them are compatible) [What does AFAIK, stand for, I want to know as well. Hmm?]

--
/\
| Simon Williams |
| simon@bassland.demon.co.uk |
| ATART STF-2.5Mb/52Mb, ATARI FALCON-4Mb/127Mb, Macintosh 4Mb/20Mb |
\/

2071. Re: Falcon serial-port speed?

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 04:47:02 UTC
From: simon@bassland.demon.co.uk
Message-ID: <792391622snz@bassland.demon.co.uk>
Source record: 171722

Right, I've got the file, followed the instructions. I've got the two files in the auto folder. In the right order.. :) But when I change the line in my STARTUP.NOS file to a higher speed, e.g 38400 instead of 19200, NOS just hangs, and doesn't dial. This is the only reason why I want a faster serial port. Please help......

--

/\/\/\

2072. User Group Meeting Notice

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 04:54:28 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1995Feb10.045428.13907@vpnet.chi.il.us>
Source record: 171724
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The Suburban Chicago ATarians (SCAT) user group will hold its February meeting on Tues. Feb. 21 at 7:30 PM at the College of DuPage, Room SRC 1046 (at the North end of the cafeteria, which is at 22nd St. and Lambert Rd., in Glen Ellyn [IL]). The scheduled demo is: The NOVA graphics card (I'm bringing in my TT030 w/NOVA).

Everyone is welcome to attend. (Especially anyone who is thinking of joining SCAT :-) Feel free to bring your family.

For more information, send me E-Mail at one of the addresses below. [If this article shows up outside the greater Chicago area, I apologize - the "chi" distribution may not work (at all sites) now. Say, if you're travelling to the Chicago area and will be free that evening, feel free to stop by!]

Nick DiMasi, SCAT President

dimasi@ssd.comm.mot.com (temp., read Mon-Fri except holidays & vacation)
nickd@vpnet.chi.il.us ('perm.', read once/week [occasionally twice])
TURBONICK@delphi.com (" " " " " ")

2073. ***** 520 STFM system and 8-bit Stuff For Sale *******

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 05:01:51 UTC
From: gathings@cs.utk.edu
Message-ID: <3hervvINNbj0@duncan.cs.utk.edu>
Source record: 171720
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

F O R S A L E

Item Desc Asking Price

Atari 520 stfm $120 (shipped)
with user manuals
(this is the model with
the internal floppy)
with st314 720k
drive

>>> For Parts ONLY <<<< All BELOW is SOLD !!!

Atari 1027 Printer $10

Atari 1050 Disk drive $10

Atari 800xl $10

or take all parts for $25

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando

2074. Re: Looking for FPU 68881/68882

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 05:37:10 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.hK8ZpvTeprM@icon.pp.se>
Source record: 171719

In <3h65ki$19q2@quartz.ucs.ualberta.ca>, dhohenst@gpu.srv.ualberta.ca (Doug Hohenstein) writes:
> Does anyone know where I can get a FPU for the Mega STe or Falcon?

Just visit your local computer-store and ask for a 16 or 20MHz 68882
in PLCC-format. If you`ve got a Falcon then it`s just to plug it in,
but on the MSTE you will also need a GAL in order to make it work.
To get your hands on such a GAL you will probably need to turn to an
Atari-dealer, which are hard to find these days. :-(

> BTW, does Atari still exist?

Yes, byt they are concentrating on the video-games market.

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

2075. Re: Re : ST games decline. Producers fault?

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 06:17:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199502100817.a61243@a2w.maus.de>
Source record: 171723

"C.J.Davis" (daviscj@ee.port.ac.uk) wrote on 09.02.95:

>This is partly Atari's fault for putting that crap spectrum sound chip
>in their machines but it is mostly the producers fault who insist on
>using this chip in their games, who actually believe it can produce some
>decent sounds.
Have you ever listened (and watched) the Noisetracker demo? Zap!

Ok, it may not be as good as a digital sample or up to today's CD
quality level, but I still get something out of my old 1040ST playing
Hell Runner with Protracker 2.0. Try it!

Ian_Taylor@a2w.maus.de The hidden secret of life is

2076. Re: Adding memory

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 06:20:49 UTC
From: <>
Message-ID: <3hf0k1$i6k@btmplq.god.bel.alcatel.be>
Source record: 171725

In article <3h9351$nmh@floyd.santarosa.edu>, kghashgh@nermal.santarosa.edu
(Kayvon Ghashghai) writes:
>Kayvon Ghashghai (kghashgh@nermal.santarosa.edu) wrote:
>: Colin McKinnon ITS94 (cmckinno@cs.strath.ac.uk) wrote:
>: : Kayvon Ghashghai asked about 9-bit/8-bit SIMMS:
>
>: : Strange.
>
>: : The ST does not use Parity checked memory, so only uses 8 bits at
>each
>: : location on the SIMM. Sounds like the 8 chip SIMMS don't want to
>play.
>: : If this were a different computer I'd say they were WAY TOO SLOW but
>the
>: : 8MHz ST is quite happy with 100nS memory - I've got an STFM with two
>: : 8 bit 100 nS SIMMs on a daughter board and they have been working
>fine
>: : for a year now. I beleive that Apple used a non-standard SIMM for a
>: : while - is this where you got yours?
>
>: To all who responded, thanks for the suggestions. However, I took all
>the
>: chips back to where I got them (my brother). They are now all working
>: happily in other peoples (non-Atari) WDocomputw~ers. There
>
>That is to say, they are now all working happily in other people's
>(non-Atari) computers. There hasn't been a local Atari dealer in my area
>for about 4 or 5 years now, and I can't afford to spend any money on this
>computer, anyway. I'll try again sometime later, when I get more money
>(I
>just spent all my money buying a Mac).
>
>Somebody mentioned that the power supply might be faulty. If so, what can
>I
>do about it? Also, a couple people mentioned the MMU, but I think those
>who
>did were unsure if the ST has one. Anyone know if it does?
>

^^^^^^^^^^^^^^^^^^^^
IT DOES HAVE A MMU

it is one of the Atari ST's custom chips.
Haven't got my docs here, so I can not give you more info right now.
Maybe later.

>Me far. You near.
>
>

--

Peter Hofman

2077. Re: NVDI (worth it?)

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 09:37:20 UTC
From: dcohen@cix.compulink.co.uk
Message-ID: <D3s2q9.A1A@cix.compulink.co.uk>
Source record: 171726

> In article <3gol4s$v46@news.nevada.edu>, gaghon@nevada.edu (GEORGE
> GAGHON) writes:
> > Help...
> >
> > I seem not to be able to get NVDI to work in any True Color mode,
> > in either VGA or RGB, 40 or 80 col. I only have NVDI in the AUTO
> > folder and Control Panel as an acc.

What version of NVDI do you have? 2.5 worked fine on my Falcon. 3.0 had a bug which made it bomb when changing to Truecolour. This has now been fixed, and if you have the bugged version you can upgrade free.

Daniel Cohen
e-mail: D.E.Cohen@qmw.ac.uk or dcohen@cix.compulink.co.uk

2078. Re: Can old 1040ST run w/9600 baud Modem?

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 09:53:35 UTC
From: <>
Message-ID: <3hfd2v$pi@btmplq.god.bel.alcatel.be>
Source record: 171727

```
In article <3ha5kj$ms6@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz
(Roger Sheppard..) writes:
>In article <H.ekBL.IyAhZytuhTo@icon.pp.se>, root@icon.pp.se (Daniel
>Eriksson) writes:
>>In <3geu8i$9is@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz (Roger
>Sheppard..) writes:
>>>
>>> The best program TSR to remove bugs in the OS is HSMODA04, there is no
>other
>>> TSR or program to touch it....
>>
>>The "facts man" has striken again! ;-)
>
>PLEASE TRY AND GET A NEW BRAIN...
>
>Or move to a Fido BBS, your comments are just what they like their..
>
>MY STATEMENT WAS A FACT FACT FACT..
>
>HSMODA05 had not been releast out of Germany when my article was
>posted...
>
>FACTS AGAIN....
>
>>Current version is HSMODA05...
>
>
>All theese stupid posts just shows the level of People that use Ataries,
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Didn't you just write something about moving to FIDO BBS.....

>I hope soon to change all that...
>
>
>
>*************************************************************************
>******
>* R. W. Sheppard Internet
>sheppard_r@kosmos.wcc.govt.nz *
>* +64-4298-7249 GEnie r.sheppard5@genie.geis.com
>*
>*************************************************************************
>******
>
```

>

--

Peter Hofman

2079. Re: Hensa and WWW

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 10:36:22 UTC
From: vctec@westminster.ac.uk
Message-ID: <D3s5Gn.62w@westminster.ac.uk>
Source record: 171728

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
: They have decided to cut of the rest of the world, only -7 FTP
: users can use it now...

6 during British working hours, and 10 at other times.

: I think one Atari site that has gone by the way side, I think
: Amiga users can still get on though...!!!

No, no Amiga users can get on either. It is not just the Atari section.
Do you think i would want just the Atari section to hav this
restriction? You should know me better by now.

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

2080. Things Sheppard's Wro

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 10:40:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <0a2_9502110007@tor250.org>
Source record: 171748

> "GEnie is going into Chapter 11 - and it was reported in ST
> Report." ^^

S > Please note the word "is" I stated that I had put 2 and 2
S > together from the article in STR that I had read..

That's the problem, Roger - you read the article in ST Report,
put 2&2 together, and got 22.

Also remember too, though, that even if Ralph Mariano WAS
intimating that it's GEnie that's going into Chapter 11, that he has
an ulterior motive for doing so (i.e. getting himself and ST Report
kicked off GEnie for numerous improprieties about two years ago).
Ralph's little actions and reporting of "fact" when he's got a
vendetta against somebody is well-known. Just ask Darlah Potechin
(GEnie's ST sysop) about the things he's done to her in the last two
years if you don't believe me - his tactics are just like yours,
screaming, name-calling, abusive language, dropping of innuendo and
rumours that can't be substantiated, twisting the facts to make
damage points against his "enemies". The only difference is, he
often utilizes the "Jerky Boys" method of hurling abuse (ie over the
phone).

Note - Dana (ST Report's Atari writer) is okay, you can believe
his articles. But anything written by Mr. Mariano should be taken
with a LARGE box of salt. As should most of YOUR postings here.

S > My facts are ok, but the problem is you can't read...!!! May
S > be you should not add your thoughts to my posts... My
S > thoughts that you need a Brain, or get a far better
S > computer......

My thoughts are you don't like being exposed for what YOU are -
a pathetic little man who can't or won't admit that he's WRONG and
says so - and who, when backed into a corner, spouts off tons of
abuse and vitriol at all those he perceives to be his enemies.

I'll keep adding my thoughts to whatever you spout off, Roger,
whether you like it or not. I may not always be right - but I CAN
express what I perceive and know about what the real facts are. And
I stand behind everything I've said

And, by the way, Roger - I CAN read. Not only that, I can WRITE,
too. AND I can spell.

My computer's okay. It's your attitude towards me and my
computer (or for that matter, ANYONE who owns an Atari computer)

that stinks.

And Roger - from now on, I request that if you reply to me, kindly cut out the swearing and the abusive language and try to reply to me in a civilized manner. If not, kindly SHUT UP and go to the next post!

As for your constant accusations that I'm a liar - well, a large number of people here have seen enough of our posts to determine who the liar really is. A few have even congragulated me for standing up to you and your bullying, ham-headed ways.

There are also quite a few who are fed up with all this. And I don't blame them. To you, I apologize for having to be put through another one of Roger's fits of abusiveness when he's been once again proven WRONG.

... Oh, YEAH? Well beam THIS up, pal!
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

2081. STalker 3.02/Ansi

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 10:40:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <0a1_9502110007@tor250.org>
Source record: 171749

```
M > Thanks for the help.. I wasn't aware of upgrades to STalker.
M > Would you happen to have an email address for Gribnif? I
M > don't have access to GEnie.

Try Gribnif@genie.geis.com to get ahold of Dan Wilga or Rick
Flashman.

... You in the red, investigate that noise... - Kirk
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.
```

2082. IMPORTANT NOTICE ABOU

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 10:40:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <0a3_9502110007@tor250.org>
Source record: 171750

V > : Time to buy that PC Clone so I can get better suport...!!!

V > So what I have been doing has been worthless? [FX...Danny
V > walks off, sulking, and thinking where he went wrong, and
V > totally hurt by Roger's comments]

Don't worry Danny - even though I don't have Internet access, I certainly appreciate what you've done to help out other Atari users on the nets, and your efforts here to show other people just what is available on Atari HENSA. Don't let the wibblings of a known cheesehead get you down.

Although it must hurt - you were the only person who actually defended Roger after I read him the riot act the first time, and explained that he actually has done some good. And now he does THIS to you.

I've done some stupid things in my time - maybe standing up to Mr. Sheppard is one of them. But I certainly remember those who have done me a kindness. I certainly wouldn't want to hurt any friends I have here - and I (and a lot of people here) consider you a friend.

I hope Roger does go for that PC soon - so he can leave us all in peace.

Keep up the good work - and may the Roger Sheppards of this world never get you too down :)

... Without my ignorance, your knowledge would be meaningless.
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

2083. Re: New Files at HENSA (03 Feb)

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 10:41:28 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3hffso$9b@epsilon.qmw.ac.uk>
Source record: 171729

D.Bhabuta (efac001@alpha.qmw.ac.uk) wrote:
: : archive - being at src.doc.ic.ac.uk they can get to you easily, and they
: : already mirror the Atari archives at umich and uni-paderborn.
: the fact that the HENSA archive is not popular anymore, and would then
: stop our funding. Then, as Roger said elsewhere, it would be HENSA
: RIP. :-(

Actually, (commenting to my own message here), looking in
retrospect...Imperial mirroring us would be a good thing. maybe people
should get in touch with them. :-)

Danny
--
.signature.signature

2084. Re: HENSA? problems!

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 10:43:11 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3hffvv$gbb@percy.cs.bham.ac.uk>
Source record: 171730

cherborth@semprini.waterloo-rdp.on.ca writes:
>When I tried to access it this week via WWW, I got an error message
>along the lines of "Your computer is not authorized to access this
>server."
>
>It used to work fine. :-(

Access has been denied (for the last week or so) to anyone outside the
ac.uk domain because the machines at hensa got overloaded.

Hopefully access will return soon.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2085. Re: Network a TT030 with a Macintosh?

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 11:50:30 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950210Z115030.695barheath@heathen.demon.co.uk>
Source record: 171731

As Far As I Know, AFAIK still means just what it says - or don't you
remember Alice in Wonderland either?

cheers
Bazza
--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

2086. Re: Falcon Questions

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 11:53:08 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBKMFAURUP@galaxy.teuto.de>
Source record: 171651

In <3h4t17$th@hpg30a.csc.cuhk.hk> Malcolm wrote:

>>But you can fit 3.5" drives, and yes, even with SCSI-bus into the Falcon.
>HOW?

I have not done it myself, so I cannot comment on the actual process. Some folks over here in the MausNet have talked about it and described the necessary steps.

I would guess you have to remove the internal screamer (pun intended) and perhaps fiddle with the mounting.

To use SCSI internally, you have to make your own cable.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

2087. Re: softpc <-> dos 5.0

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 12:18:15 UTC
From: michaelm@cogs.susx.ac.uk
Message-ID: <3hfli7$kfj@infa.central.susx.ac.uk>
Source record: 171732

Richard Stolk (rstolk@intgp12.ih.att.com) wrote:
: In article <9502011431.AA02224@ilmen.lanl.gov>,
: Hutch <hutch@ilmen.lanl.gov> wrote:
: >In a previous article, rstolk@intgp12.ih.att.com (Richard Stolk) wrote:
: >
: >> Does anybody know if softpc will work with dos 5.0 on a TT4 ?
: >> and who know's the e-mail adress of the makers ?
: >
: >SoftPC was never released by Insignia Software (don't know of an email
: >address) for the Atari. Any copies floating around are illegal beta
: >units, AFAIK.
: >
: >-Hutch- @ Fair Dinkum Tech

: Well, I just received a floppy which I purchased at a local
: atari dealer (ACN, Holland, Europe) that also sell's public
: domain software, when I start it it says this is V1.4 alpha 05 ,
: so I guess it's an o.k. version.

: So my question's still stand !

: any body out there know ?

: Richard

If its PD, can someone upload it to somewhere. I would be interested in
giving it a try.

--
Michael May, michaelm@uk.ac.susx.cogs
University of Sussex, Brighton, E Sussex, England michrm@uk.ac.susx.central

2088. Falcon Update Digital 8

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 12:23:12 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3hflrh$33h@bs33n.staffs.ac.uk>
Source record: 171733

FALCON UPDATE DIGITAL Issue 8 is now uploaded to:

ftp.cnam.fr &
ftp.uni-kl.de

at present it resides in the incoming directories but no doubt it will be moved to Atari/Falcon/Magazines and atari/falcon/magazines accordingly (and other sites).

The filename is update_8.zip and will fit nicely onto a high density disk, obviously its Falcon030 only but it should work with 1meg of memory (untested so no guarantees) and is 100% RGB or VGA compatible now (and there is a new shell which is a little fast and nicer). So give it a go, there is plenty of text files to read about all things Falcon, Jaguar, Atari and other and even some free bits of obscure software you might not have thrown in for free. Unpacks to about 1.8 megs on your hard drive.

Issue 9 contributions welcome (hint hint)

RiCH

2089. sound converting program for the ATARI ST/TT/Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 12:43:28 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <3hfn1gEmb9@uni-erlangen.de>
Source record: 171734
Cross-posted to: alt.binaries.sounds.d,comp.sys.atari.st,maus.sys.atari.software

Five to Five V2.01 for the ATARI ST/TT/Falcon

525 is a GEM based sound converter for all ATARI computers, running under TOS and MultiTOS. The program is now available in a new version in german and english.

525 can convert any of the following formats into any of them:

- DVSM (used by WinRec/WinCut for the ATARI Falcon)
- AVR (used by many ST/TT/Falcon programs)
- AU,SND (used on SUN, NeXT)
- WAV (used on PC's)
- HSN (used by CrazySounds for ATARI)
- CIT (used by Fortune for ATARI Falcon)
- AIFF (used on Mac, ATARI)
- AIFF (as used by Cubase)
- Raw (for many other cases)

You can also convert from 8 bit to 16 bit (and vice versa) and from Mono to Stereo. Also different packing algorithms are implemented.

525 will be available at ftp.uni-stuttgart.de, ftp.uni-muenster.de and hopefully atari.archive.umich.edu (and other ftp sites).

A version for OS/2 will be available in a few days, too.
--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

2090. FOR SALE: Spectre GCR, SLM804 Laser Printer

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 14:32:38 UTC
From: Jim O'Donnell <james.r.odonnell.1@gsfc.nasa.gov>
Message-ID: <3hfte6$1od@post.gsfc.nasa.gov>
Source record: 171664

```
Spectre GCR v2.65 (can be upgraded), including.........$ 100
manuals, cables, and 128K ROMS

SLM804 Laser Printing (needs drum), including..........$ 100
UltraScript PostScript emulator

These prices do not include shipping. I live in DC and work
Greenbelt, Maryland, so a local buyer for the printer would
be nice, though I can ship.

--- Jim O'Donnell, james.r.odonnell.1@gsfc.nasa.gov
```

2091. Jag Sources

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 14:36:00 UTC
From: gary.ratliff@starnetbbs.com
Message-ID: <9502102228164765@starnetbbs.com>
Source record: 171736

Ok after reading much about Atari's efforts to drop computers and play all their cards on a gaming system I decided to try to find one.

With their rap as a gaoming company I thought the most likely place to look would be TOYS are US. The cleark told me all this store sold was Sega and Nitendo systems. (As this is a chain I would assume this applies to all).

The adds in Next Genetation and the data in the Jan CAIN newsletter imply that these systems will be offered in some 8,000 outlest.

(However, reading real close this was some witch reading here cyrstal ball for the years 95 and 96).

So if I wished to try a system hands on and see it in action where might I go about finding an outlet (this is from the sticks of Mississippi--when I wanted to buy my first PET computer in 1978 I had to go to New Orleans to get one and the whole incident was my first published article in Dr. Dobbs).

Gary

• OLX 2.1 TD • hAS ANYONE SEEN MY cAPSLOCK KEY?

2092. DMJ software's address?

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 15:31:28 UTC
From: awatson@pacifier.com
Message-ID: <3hg0sg$va@pacifier.com>
Source record: 171737

```
i > Does anyone out there know DMJ software's new address? Or,
i > failing that, does anyone know the email address of DMJ
i > himself?

Damien moved to Texas a while back, and I think he's now moved again
to Florida. You should be able to reach him via E-mail at:

Internet: dmj@genie.geis.com
GEnie: DMJ

i > Damien M. Jones used to be a regular contributor to Atari
i > Explorer Online magazine but I've checked a few old copies and
i > can't find any mention of his email address

Damien primarily programs for the IBM PC's now as his "Real" job,
though he does still do a little Atari work too...

Anthony Watson
Mountain Software

___ Mountain Reader II - #Author 1
```

2093. Re: NVDI (worth it?)

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 16:07:32 UTC
From: gaghon@nevada.edu
Message-ID: <3hg304$ibu@news.nevada.edu>
Source record: 171738

brenjb@hg.uleth.ca wrote:
: >I seem not to be able to get NVDI to work in any True Color mode, in either
: >VGA or RGB, 40 or 80 col. I only have NVDI in the AUTO folder and
: >Control Panel as an acc.
: >
: >Also, is NVDI supposed to turn off the blitter in 256 color modes...

: What .SYS files do you have in your drivers folder? The installation
: programme should set everything up correctly.

It seems as though I had a bad version of NVDI, I exchanged it and it works
fine in TC now.

The blitter is still inactive from 256 colors. I am assuming that is
the way they programmed it.

2094. UNITERM and Simon Poole

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 16:15:45 UTC
From: ad339@freenet.unbc.edu
Message-ID: <3hg3e6$ra@freenet.unbc.edu>
Source record: 171739

```
Uniterm V2.0e 15 is available, check the notice @ umich under telecom/uniterm.
Simon decided instead of releasing a new terminal program he'd try and
improve the one he had. I don't like the garbage on the screen after
downloads but, in most otherways, it's an extremely flexible program.
The program is public domain and freely distributed.
--
```

2095. New files at.....HENSA (10 Feb)

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 16:23:07 UTC
From: vctec@westminster.ac.uk
Message-ID: <D3sLIK.55H@westminster.ac.uk>
Source record: 171740

Hi again

Latest installment of your fave list! :-)

ftp/gopher/telnet:- micros.hensa.ac.uk
WWW:- http://micros.hensa.ac.uk/

Go on...log in
Download and enjoy!

...OK..OK...so it is harder to get in ATM...but there are other ways,
as I'm sure Roger will tell you.

Danny

ATARI NEWS OF THE DAY Updated 10/02/95 @ 1610

New software for the Atari TOS section

New packages are as follows; type "cd ~/micros/atari/tos/<x>/<code>" to get to
where they are held. <code> is as below and <x> is the first letter of <code>.
EG. For package "m100" you'd "cd ~/micros/atari/tos/m/m100".

Pfx Date Key Details
--- ---- --- -------
p160 09/02/95 ---- c68 4.4.5 Port of c386/68 v4.4 ANSI C compiler to TOS (E)
o154 09/02/95 ---- CPP 1.13 A stand alone C precompiler (E)
p154 08/02/95 ---- NORMALISED KEY CODE CONVERTER <NKCC> ROUTES FOR LATTICE (E)
p155 08/02/95 ---- VA-PROTOCOL SUPPORT FUNCTIONS in C (G/E)
p156 08/02/95 ---- CHOOSE GDOS FONT Prg and source for GEM font selector (E)
p157 08/02/95 ---- BOOT-SELECTOR CPX Source code and executable (G)
p158 08/02/95 ---- CPX BUILDING TOOL 1.00 Source and prg for CPX builder (G)
p159 08/02/95 S--- DEF CON 1.1 Convert RSC definition files between editors (E)
p151 07/02/95 ---- GEMDOS EXTENDED ARGUMENT (ARGV) SPECIFICATION (E)
p152 07/02/95 ---- THREAD ON COMP.SYS.ATARI.ST.TECH ABOUT CLIPBOARDS (E)
p153 07/02/95 ---- ELEVEN COMMANDMENTS FOR COEXISTING VECTOR STEALING (E)
p147 06/02/95 ---- BOOTER 1.62 Bootup configuration program (E)
p148 06/02/95 S--- DESERT DRAIN 1.52 A 680x0 disassembler (G)
p149 06/02/95 S--- GDPS SCANNER DRIVER FOR EPSON GT-xxxx SCANNERS (G)
p150 06/02/95 ---- HDFORM 1.1 High density disk formatter and Zoom CPX (F)

New software for the Atari MiNT section

New packages are as follows; type "cd ~/micros/atari/mint/<x>/<code>" to get to
where they are held. <code> is as below and <x> is the first letter of <code>.
EG. For package "a001" you'd "cd ~/micros/atari/mint/a/a001".

```
Pfx Date Key Details
--- ---- --- -------
a059 10/02/95 ---- RTFtoHTML 2.7.5 Convert RTF files into HTML ones (E)
a060 10/02/95 ---- NCSA HTTPD 1.3 HTTP daemon for World Wide Web (E)
a061 10/02/95 ---- NcFTP 1.7.5 FTP client with alternative user interface (E)

New software for the Atari Falcon section
-----------------------------------------
New packages are as follows; type "cd ~/micros/atari/falcon/<x>/<code>" to get
to where they are held. <code> is as below and <x> is the first letter of <code>
EG. For package "a001" you'd "cd ~/micros/atari/falcon/a/a001".

Pfx Date Key Details
--- ---- --- -------
a080 09/02/95 ---- C.L.O.E DEMO Ray tracer programs, with modeler (F)
a070 09/02/95 ---- REMBRANDT 3.06 BETA versatile art package (F)
a077 06/02/95 ---- DSP_KURS C/ASM DSP programming examples and utilities (G)
a078 06/02/95 S--- INDY-PAINT 1.5 True colour paint package (E)
a079 06/02/95 ---- NEON DEMO Texture mapped animation creator (G)

--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk
```

2096. Re: Larger hard drives & later versions of TOS.

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 16:59:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199502101859.a43981@m4.maus.de>
Source record: 171741

>But unfortunately, *ACSI* cannot handle more than 1GB. If the drivers
>would do some tricks, it'd work. ATM the drivers don't do that.

One does - ICD software running on an ICD AdSCSI or newer definitely are able
to use drives larger than 1 GB.

bye, Peter

2097. FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 17:00:00 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <792435600snz@chowgar.demon.co.uk>
Source record: 171742

```
************
* HARDWARE *
************

Vortex AT-Once plus 16mhz 286 PC Emulator with adapter for STE or Mega ST allowing
the emulator to be fitted to any ST complete with original version of MS-DOS 3.3
with DOS and GWBasic manuals - 100 ukp.

Power hand held scanner, works fine on my Mega ST, STe, and Falcon. Complete
with interface, power supply, and software - 70 ukp.

Cumana external 3.5 inch disk drive - 30 ukp.

************
* SOFTWARE *
************

10 POUNDS EACH
**************
Kingmaker
BAT (with sound card)
Microprose Golf
Knightmare
Flames Of Freedom (Midwinter 2)
Knights Of The Sky
M1 Tank Platoon
Powermonger
Sabre Team
Thunderhawk
Their Finest Hour
Megalomania/First Samurai
The Dream Team - Wrestlemania, Bart Simpson vs The Space Mutants, Terminator 2
Champions - Jahangir Khan Squash, Manchester United, World Championship Boxing Manager
Football Crazy - Kick Off 2, Final Whistle, Player Manager

5 POUNDS EACH
*************
Borodino
Iron Lord
Universe 3
Curse Of The Azure Bonds
Dungeon Master
Chaos Strikes Back
Xenomorph
WWF European Rampage Tour
Last Ninja 3
```

Chronoquest 2
Lombard RAC Rally
Heroes Of The Lance
Liverpool
Colossus Chess
AFT 2
Tee Off
Super League Soccer
Italy 1990
1st Division Manager
Gary Linekers Hot Shot
Wizball
Legend Of Djel
Wolfchild
Strike Force Harrier
Galactic Conquerer
Barbarian 2 (Psygnosis)
European Super League
Legend Of Faerghal
Legend Of The Sword
Leeds United
Lemmings
Fire And Ice
Pirates
Treble Champions 2
Tactical Manager
Star Wars
Midnight Resistance
16 Bit Hit Machine - Super Cars, Skidz, Switch Blade, Axel Magic Hammer

3 POUNDS EACH (unboxed)
****
Hostages
Operation Wolf
Thunderbirds
X-Out
Time Bandits
The Untouchables
Fantasy World Dizzy
Roadblasters
Helter Skelter

--

Simon Moore
smoore@chowgar.demon.co.uk

2098. Re: Scanning software for TOS...

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 17:01:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199502101901.a43982@m4.maus.de>
Source record: 171743

> > Please post if/when you get your scanner working. I've often
>wondered
> > if it was possible to hook up a standard flat-bed scanner to an
>Atari.
> > I'd be especially interested in knowing if you could connect one
> > to a Falcon.
>
>The Epson GT-6500 and 8000 work with the Falcon. I got mine from CGS
>Computerbild in London. The 8000 has both SCSI and parallel connection,
>the 6500 has a choice of one or the other. They recommended the parallel,
>as they've had troubles with the SCSI interface.
>

The SCSI type is the better solution, and it DOES work on TTs and Falcons (if
the SCSI bus is set up correctly...).

One might consider buying the GT 9000, it's a brandnew 600 dpi engine and works
with the GT-Look II software.

bye, Peter

2099. Keyboard Maps

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 17:37:22 UTC
From: bericd@bri.hp.com
Message-ID: <D3soyA.6Fo@bri.hp.com>
Source record: 171744

Hi All,

I have recently fitted the PAK board into my Atari, along with TOS3.06 in German.... The language I can cope with by using Teradesk - but the problem is that German TOS = German Keyboard. (You try finding the "\" key!!!!)

So what I want to know is what SIMPLE and SMALL utility is there to edit the standard keyboard assignments? I know we have Harlekin and the like that can use a different keyboard map - but I don't want to use a 1/2 Meg program just to do this small task.

If it comes to it I will write my own prog to do it, but is there anything I can ftp that will do the job?

Beric..

2100. Calamus Printer Driver for Epson Stylus 300 Needed

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 17:39:10 UTC
From: sar@crash.cts.com
Message-ID: <D3sp1B.BE4@crash.cts.com>
Source record: 171745

Feb. 10, 1995

Please excuse the cross post. If there is a more appropriate location,
please let me know.

I need a Calamus SL printer driver for the Epson Stylus 300 ink jet printer.
I have Epson LQ and others, but they simply don't work properly.
Any information or assistance would be greatly appreciated.

I may be reached as follows:

E-mail: sar@cts.com
FTP dropbox: ftp.cts.com /usr/spool/ftp/pub/sar/incoming

Thank you very much,

-Scott-

2101. Re: PGP version 26

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 17:59:44 UTC
From: zap@eskimo.com
Message-ID: <D3spzL.8Hy@eskimo.com>
Source record: 171673
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Randall Dale Spreadborough <zap@eskimo.com>

-----BEGIN PGP MESSAGE-----
Version: 2.3a

owHrZJjKxMqgb8XCc2651HELhW2ujIwf5jP/j3KySI/ZWqTf9m3eBY6C6dsTTtbl
bV+VZRy8KuvzzfSzz9m3PvdutdD/+NOkN33FY98zws9yLOf+6F53+875OV+mHjh7
ovy6Sepr+Wqtb5wzpulcTvd4EZqzwO+qa8otzp+LTL6fZr5iHXnFfs3iu8cCpePn
qsbtsamcZBvhtNf41eRklauCnGuKkrj0ijPT8xJLSotSGYBAARkEJealJObkKLgk
5qQqBBcUpSamJOUX5ZemZygo2FQlFjikFmdn5ubrJefn2nEhtHEhm8GFzgcA
=ufAx
-----END PGP MESSAGE-----

--
Randall Dale Spreadborough <zap@eskimo.com>

2102. Re: New Files at HENSA (03 Feb)

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 18:05:01 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1995Feb10.180501@phlem.ph.kcl.ac.uk>
Source record: 171746

In article <3hffso$9b@epsilon.qmw.ac.uk>, efac001@alpha.qmw.ac.uk (D.Bhabuta) writes:
%
% Actually, (commenting to my own message here), looking in
% retrospect...Imperial mirroring us would be a good thing. maybe people
% should get in touch with them. :-)

Well, Lee was easily persuaded when I wanted umich mirrored :-)

"Oy, Lee! Mirror Umich!"
"What?"
"Oh go on."
"All right."

Simon :-)

--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
>> home page: http://www.ph.kcl.ac.uk/~sjg/home.html <<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <
"Delenda est Microsoft!"

2103. Re: Adding memory

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 18:32:16 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950210Z183216.783barheath@heathen.demon.co.uk>
Source record: 171747

In article <macdonald.154.000FE3AD@cfcsc.dnd.ca>
macdonald@cfcsc.dnd.ca "Ken Macdonald" writes:

> I am not sure if the Mega had MMU or not (pretty sure NOT) I know the ST's
> didn't have MemoryManagementUnits. I am pretty sure they could only be used
> starting with 68030(or maybe 68020-but as this concerns Atari - that doesn't
> matter) so that means the TT and Falcon.[and now Medusa, Eagle?]
>
>
>
You must have had different STs to me. I've had both STFM and STe and both
have MMU chips - how on earth do you think they manage their memory?

Quote from "The Complete Atari ST" from Atari ST User mag:
"(the) MMU - Memory Mangement Unit: Another Atari custom chip with two main
functions. It is used to keep track of up to 4Mb of memory. Whenever
another chip - such as the processor, DMA or shifter - wants to read or
write to a location in memory, the MMU makes sure that the correct address
in RAM is available to it

try again, ken, et prends plus soin prochain fois

Bazza
--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

2104. Re: MiNT-Net. TCP-IP with MultiTOS

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 18:51:33 UTC
From: uq086@freenet.Victoria.BC.CA
Message-ID: <1995Feb10.185133.5255@freenet.victoria.bc.ca>
Source record: 171657

Just out of curiosity, where could I download MiNT-Net from? Is there a single file I FTP from someplace? Not important but I was wondering.

Nicholas Steele
--

2105. RE: HOW CAN I SUBSCRIBE T

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 19:22:00 UTC
From: ray.brown@onlinesys.com
Message-ID: <8A343D6.0C4A0000A3.uuout@onlinesys.com>
Source record: 171652

JW> If you do not receive such a note, either a) your mail never made
JW> b) we're really busy and haven't added you. If you do not receive
JW> within a week (we shouldn't be that busy), please try us again.
JW>
JW> Questions? Send them to me alone or to mint-request at the above
JW>
Jeff:
I also tried to subscribe to thelist and had problems, but
I will try again!
BTW what program would you reccommend as a web browser, I am
just beginning to learn to use the Internet and I guess I need
a browser for WWW, and is there anything that I might need to
use the Internet gateway (BTW I am trying the CRIS-Michigan outlet)
Any help or assistance would be gretly appreciated!

~ MaxiMiser*ST 1.12 UnRegistered ray.brown@onlinesys.com

2106. On-screen Clock?

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 19:36:34 UTC
From: darmok@leland.Stanford.EDU
Message-ID: <3hgf82$dlh@elaine45.Stanford.EDU>
Source record: 171653

Does anyone know where I can find a little on-screen clock utility.
It preferably wouldn
't take up a window but just be text in the menu-bar in the corner or
something like on the Mac system 7.5

That would be nice.
Thanx.

2107. NNTP compat news for MintNet?

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 19:44:35 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D3suuC.LyM@watserv2.uwaterloo.ca>
Source record: 171654
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hey,

I downloaded all the news programs I could find from all
the archives I could reach.. Is there an NNTP compatible
newsreader for MintNET? We have a news server that has
all the threading done by the server so I would like to
use the server istead of download ing files.

Thanks,
Sam

2108. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 19:53:14 UTC
From: kim@dksoft.ping.dk
Message-ID: <FBKTEHURUP@dksoft.ping.dk>
Source record: 171655

In <FBGNADURUP@galaxy.teuto.de> Hendrik Mylius wrote:

HM> In <1995Feb1.034723.11970@honte.uleth.ca> brenjb@hg.uleth.ca wrote:
HM>
HM> > A second point -- there is no more a 66 MHz 486 than there is a 66 MHz
HM> >68040. Both reflect clock doubling, so the comparison is fair, in which case
HM> >the 68040 should be compared at 47 MIPS or the 486 should be compared at about
HM>
HM> NOT.
HM>
HM> See some other mails re. this. Hutch said s. th. and I posted a longer mail as
HM> well.
HM>

Okay Hendrik. Here is a bit of a message a friend wrote sometime ago.
And before you say anything, this guy knows what he is talking about, so
you better be prepared for a little supprise.
And btw. i'm not giving you this guy's name, yet!

Greets
Kim

There now follows a complete rundown on EXACTLY WHY the 68040 is something
we should all encourage. :)

What your friend says is basically correct as far as compatibility is
concerned (030 is an 040 without an FPU) but in the real world of speed and
efficiency this statement does not do the 68040 the justice it deserves -
assuming he did actually get the 030 & 040 back 2 front! 8O)

The 040 has a number of additional enhancements which make it a more
efficient chip than it's predecessor, and basically every other processor in
it's class. I will explain why.

>>>>>>>

The 68030 carries around 300,000 transistor gates on it's footprint. The
68040 has approximately 1,200,000. Admittedly much of this goes on the new
cache and the FP math unit, but this still leaves a load for use by the
processor itself.

The 68030 relies on a small (but significant) amount of MICROCODE or 'gunk'
as it's referred to in the chip world. This means intstructions are not
streamlined and are not as fast as they could be. The 68040 contains no
microcode - all of the instructions have been rebuilt and hard-wired for

speed. Few CPU processors can boast of this!

The execution unit is now fully parallel with a multi-stage pipeline eliminating most of the hold-ups inside the 68030. This means that different instructions are being fetched, decoded & executed simultaneously in up to 5 stages inside the pipeline (it could be 7, I forget). This is what gives the DSP56001 such a high instruction throughput - but unlike the DSP, the 040 pipeline is dynamic. There are no ILLEGAL instruction combinations that will clog the pipe!

The floating point unit is NOT to be compared with the 68881/2 as it is WAY ahead of either of these chips. The 040 FPU is MUUUUUUCH faster.

A typical example is that a 68882 floating-point multiply can take between 50 and 100 clock-cycles to graduate (I have the exact number in a book somewhere). The 68040 can manage it in just 4 cycles. The 68882 takes well over a hundred cycles to perform a divide - the 68040 takes about 9. This kills chips such as the 486 which can't even come close to this sort of efficiency, and is the main contribution to the fact that the 68040 outperforms the Pentium at the same clock rate. In actual usage the 68040 leaves the Pentium standing as it is so far still running old 486 code.

The cache consists of 2 x 4k blocks instead of the 2 x 256byte blocks present on the 68030. This makes a HELL of a difference. The chip has a write-cache with delayed-write/snooping ability which means that data written to RAM can hang around inside the cache until a device (screen, blitter, DMA sound etc.) looks for it. Only then will it be written across the bus and suffer a bottleneck. This means that bus-referencing is drastically reduced to the point where it only interferes with large block-transfers, leaving almost everything else significant completely inside the processor. Also, the chip snoops ALL busmasters, not just the caches (although the I/O ports are ommited from snooping, but that's a computer engineering problem...). Motorola claim a 97% hit rate on the cache on the 68040 - it's a bit of a 'seasonally adjusted' figure but it is very high.

This would suit the Falcon fantastically as you could have a crippled 16-bit bus and still get the rediculous MIPS throughput to be expected of the 68040. In addition to this, the write-cache & bus-snooping system means that self-modifying code is no longer a problem - compatibility with the 68000 is actually HIGHER on this front which can't be bad news.

You might wonder what happens when a large block transfer occurs - as it inevitably will. Well, Motorola has covered this also with a complete read/write burst access to & from the cache.

When the cache is enabled, any data required by the processor can be accessed quickly if it's in the cache already - at the cost of a tiny overhead. This is a cache 'hit' and is usually good news. If the data is not present however, the small overhead in addition to the time taken to finally get the data from the bus is higher than a straight memory-reference. This is a cache 'miss' and is bad news. What the 040 does (and what the 030

should do but doesn't) is grab a chunk of 16 bytes in one go and then cache-check the whole lot. This is more efficient than checking each of the smaller 4byte chunks one at a time. This is known as 'burst access' and the 040 is fantastic at it.

As an added note, the 486 has no write-cache and no bus-snooping and cannot perform burst-writes to memory. Just for information's sake!

One of the most significant improvements on the 030 is the arithmetic unit. The 030 takes about 18 cycles to perform a multiply instruction (on a good day), whereas the 68040 takes just 1. This is MUCH faster than the 486, and is similar to the Falcon DSP. This is known as a single-cycle multiply, or a 'parallel multiplier-array'.

There are new instructions including 'move16' which is complete overkill as it allows you to move chunks of 16 bytes around in one go. This is a rare and amusing addition.

Now the juicy bits...

When compared to the 68030 (yes, I will offer figures), the 040 performs around 15 times faster AT THE SAME CLOCK RATE. That is 16Mhz.

The optimisations made to the instruction units were based on statistics involving hundreds of millions of lines of code from real-world programs. Few processors can claim this...

The 68040 offers a MIPS rating almost as high as it's clock rate, about 26MIPS at 32Mhz - that's basically RISC throughput on a CISC architecture. And Motorola are VERY proud of this as they well should be.

A 68040 is capable of this sort of insanity:

```
move.l ([label.w,pc,d0.l*8]),([a4,d4.l*2],offset.w)
```

A bog standard RISC chip (i.e. Console or otherwise) would need to do something like this to achieve the same effect:

```
move #label,a2
move pc,d1
add d1,a2
move #8,d2
mult d2,d0
add d1,d0
move d0,a0
add d4,d4
add d4,a4
move (a4),a4
move #offset,d5
add d5,a4
move (a0),(a4)
```

Good RISC chips could probably get away with half this many instructions, but you get the idea. If the 68040 and a RISC variant both have roughly

equivalent MIPS ratings at the same clock rate, the 68040 only needs one instruction where the RISC chip could need 10 to do the same job. That makes the 68040 at least 5 times faster than the RISC at the same clock rate - with room to breathe. Not bad for a CISC design!

In fact, these statistics make the 68040 the most streamlined, efficient, powerful and advanced processor in it's class. Motorola claimed that it struck at the heart of RISC with a single blow...

The 68040 boasts one of the most extensive sets of addressing modes (as shown above) available to any chip. The sick thing is that it doesn't actually inhibit speed. This makes the chip more efficient even than the Pentium which has a much weaker set of instructions.

The actual throughput of the 68040 is an astounding 1.25 cycles per instruction which compares favourably with 1.7 on the 486. This is also faster than the ARM (1.3) or SPARC (about 1.3). RISC-users might think 'hey - that's tame by our standards' but then it's not a (R)educed (I)nstruction (S)et (C)omputer chip. It can easily manage 8 times as much in one instruction as RISC as it has a 'Complete' unrestrained and even over-the-top instruction set.

And anyway, it's internally double-clocked - A 32Mhz 68040 is actually ticking away at 64Mhz.

I realise that the message quoted above was meant to keep things short and sweet, but I'm sure people might balk at the thought of getting an 040 on that information. I hope by now that people will not look at the 68040 as a '68030 with a FPU built in' and will see it as it actually is - it could be the future of our machines!

Anyway, If you want any more statistics or other technical junk on the Motorola chips / instruction sets then drop us a message!

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

2109. Re: Help - MS-DOS formatting on ST/e

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 20:19:10 UTC
From: healy@nosc.mil
Message-ID: <1995Feb10.201910.27677@nosc.mil>
Source record: 171656

The alignment on your disk drive might have drifted. This
has happened to me several times.

Mike Healy

healy@nosc.mil

2110. WTB Portfolio Accessories

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 20:38:00 UTC
From: biol_rfc@vax1.utulsa.edu
Message-ID: <1995Feb10.143800.1@vax1.utulsa.edu>
Source record: 171658

Want to buy the following accessories for the Atari Portfolio

Universal interface (or serial interface)
Cables for interface
Memory card/s

Please respond directly to:--
R. F. Cooper BIOL_RFC@vax1.utulsa.edu
Opinions are mine, not those of the University of Tulsa

2111. Re: softpc <-> dos 5.0

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 21:08:33 UTC
From: alfasoldt@aol.com
Message-ID: <3hgkkh$k70@newsbf02.news.aol.com>
Source record: 171659

> Does anybody know if softpc will work with dos 5.0 on a TT4?

Yes, it will, and with DOS 6.x, too. But Hutch makes a good point. I *do*
wonder, though, what the status of that software is.

Al Fasoldt, Systems Editor, Syracuse Newspapers

2112. SCSI Floppy, other questions

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 21:25:16 UTC
From: vsnyder@math.jpl.nasa.gov
Message-ID: <3hgljs$63c@netline-fddi.jpl.nasa.gov>
Source record: 171660

I have a Teac FD-235-JS, which is a 2.88/1.44/720 floppy, with a SCSI interface. I assume I can connect it to my ST through my ACSI->SCSI adapter. Is there any software to drive it after I connect it?

My brother still has TOS 1.02. What's the latest TOS that will work with his 1040 ST? Where can one buy it? What's the cost? If it's a 2-chip TOS, where does one get instructions on modifying a 6-chip-TOS motherboard to use a 2-chip TOS?

Until he gets a later TOS, my brother needs some stuff to fix up TOS 1.02. I remember something to repair the slow FAT scan problem (turbotos, or turboST?), and a new file selector somewhat like the 1.04 file selector (little green file selector?). I forgot the file names. Can you give me a clue? Of course, ftp://host/path/file would be even more helpful!

My brother has a Star SB-10 printer. It _doesn't_ have any Epson emulation modes. It's a 24 pin printer. It does a nice job printing from 1st word (after we wrote our own printer description file). He's _never_ been able to get a coherent screen dump -- just junk. Several folks recommended the Degas prt_inst.acc, but there don't seem to be any drivers for it to use the Star SB-10. Do you have any, or know where to get them, or how to make them?

Furthermore, he's just bought STraight FAX!. Upon opening the box, it says he needs to buy a GDOS, which he doesn't have yet. If there are no GDOS drivers for the SB-10, it seems he ought to send STraight FAX! back, and get STar FAX from Ingo Linkweiler. Do you know of a GDOS printer driver for Star SB-10, or, is it simple to make one (like the textual descriptions 1st Word and WordPerfect use)?

I know it's possible to attach SCSI tape drives to the ST, and get software to drive them. I have a Summit SE-120, which attaches to the floppy cable in a PC. It's probably possible to attach it to the floppy cable on the ST, but, having done so, is there any software for it?

I have a ESDI disk (CDC 94161-101) attached by way of an Emulex MD21 SCSI <-> ESDI bridge. When I had an MFM disk (Seagate ST-4038) attached by way of Adaptec 4000, it would autoboot. Now the ESDI won't. (Yes, I've installed the boot sector - Supra tools. Yes, the Supra tools insist it's ready for auto-boot). I also have an antique Magic Sac with burned out Mac ROMs. I have access to a PROM programmer. I have the Hitchhikers guide to the BIOS, wherein some stuff about the cartridge is explained. But I don't know how to transform SUPBOOT.SYS or SUPBOOT.PRG into a form suitable for the cartridge. Can you tell me how? Or maybe you have other disk software you'd like to recommend (but I'd still want to put it in the cartridge if it won't autoboot either).

Thanks in advance.

Send e-mail please. I don't read this column very often; I don't think
many folks are interested in Star SB-10 printer stuff anyway.
--
What fraction of Americans believe | Van Snyder
Wrestling is real and NASA is fake? | vsnyder@math.jpl.nasa.gov

2113. Posting Guidelines

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 21:34:43 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <02101995.213443@empyr.dircon.co.uk>
Source record: 171691

Hello,

Does anyone know if there are any special posting guidelines applicable to c.s.a.st and c.s.a.st.tech, or do the normal Usenet ones apply ?

There seems to be a lot of arguments going on regularly about whether subject X should be discussed here or there etc etc. IMHO I feel it would be easier to reduce these flames if there were a definitive set of rules, you either abide by them or break them, no arguing about it.

Just an idea.

VQWK 6.20 [Rev H - 04/04/94]

2114. Re: Atari is still alive !

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 21:42:50 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3hgmkq$7q$4@mhadg.production.compuserve.com>
Source record: 171661

In a during a conversation with someone I trust as a "reliable source", Sam Tramiel, president of Atari Corp., said (and this is necessarially a paraphrase), "IF Atari decides to go back into the computer business, it will not be with a 68x00 based machine"

To me, "IF Atari decides go go back into the computer business..." means that as far as the president of Atari Corp. is concerned, they are NOT today in the computer business.

Atari has said that if anyone wants to order a quantity of any of their products, they'll manufacture the product for them. They didn't say how many units would be required as a minimum order, and I've never heard of anyone actually doing this.

Atari ran a small manufacturing run of TT030 computers during 1994 as Jaguar game system development platforms, but I've heard of no other computer manufacturing.

As for rumors of "new" Atari computers, anyone you talk with at Atari will tell you they are fully committed to the Jaguar video game system at the moment.

Of course, no one can say what the future may hold.. but I wouldn't hold my breath waiting for a "new bomb" from Atari.

BobR

2115. 1st Wrd Plus Driver for Stylus 800?

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 21:54:42 UTC
From: abstract@wam.umd.edu
Message-ID: <3hgnb2$57v@cville-srv.wam.umd.edu>
Source record: 171662

Does anyone know of or have a 1st Wrd Plus driver for the Epson Sylus 800 B/W Inkjet? I could really use one. As a matter of fact, I could really use a driver for the Stylus 800 for a lot of programs. Any help is greatly appreciated. Many thanx in advance!
--Adam

2116. Atari Goods for sale!! Cheap!

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 22:35:57 UTC
From: ercorp@aol.com
Message-ID: <3hgpod$l8g@newsbf02.news.aol.com>
Source record: 171663

```
I have the following for sale:
Atari SM124 Monitor @ $75
Atari SF314 DD Drive @ $75
Golden Image Hand Scanner & Touch Up Software @ $100
Monitor Master Switch Box @ $15
Spectre GCR 3.0 with ROMS @ $150
Pagestream 2.2 @ $100
Many Programs Cheap
Call 209/883-2070 or 510/417-6800 (work)
Thomas Ferreira
Or email me.
```

2117. Re: MiNTnet/MiNTos XWindow etc. Queries

Newsgroup: comp.sys.atari.st
Date: 1995-02-10 23:11:28 UTC
From: reschke@mdd.comm.mot.com
Message-ID: <3hgrr0$p3v@yendi.mdd.comm.mot.com>
Source record: 171665

In article <m0ra65L-0005uDC@black.csi.cam.ac.uk>, mnb20@cam.ac.uk (Mark Baker) writes:
|> In article <199501301544.a13982@iz.maus.de>, Ole_Pahl@iz.maus.de (Ole
|> Pahl) wrote:
|>
|> [Fileselectors]
|> > I think the best one is BoxKite. It looks very similar to Selectric, but
|> > it supports MiNT filenames. You can probably find it on ftp.uni-muenster.de.
|>
|> The reason I prefer mfsfm is that it forces you to use drive u: which if
|> you've tried to set up a unix like directory structure is very useful.
|>
|> > It works, but you have to use the internal shell (Mupfel). :-(
|>
|> BTW, does Gemini let you set up symbolic links if MiNT is installed?
a|>

Of course. Either via drop down menu or by the ln.ttp which is included
in my MiNT-Tool distribution (minttlxx.tos on ftp.uni-muenster.de:atari/Gemini).

2118. DTP wanted

Newsgroup: comp.sys.atari.st
Date: 1995-02-11 00:32:22 UTC
From: abstract@wam.umd.edu
Message-ID: <3hh0im$922@cville-srv.wam.umd.edu>
Source record: 171666

A desktop publisher would be an excellent resource for me at this point, but the majority of them are out of my price range. If anyone has a DTP that they wish to sell, please email me. Thanx in advance!
--Adam

2119. Re: Parallel port

Newsgroup: comp.sys.atari.st
Date: 1995-02-11 01:28:48 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D3tAs0.ItK@cix.compulink.co.uk>
Source record: 171668

In message <1995Feb7.111552@cc.curtin.edu.au>, zrollinso@cc.curtin.edu.au said:
> In article <D2zI9A.E97@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk
> ("Roland Givan") writes:
> >
> > The lack of the extra lines stops things like PC parallel port LAN
> > adaptors working though. :-(
> >
>
> I seem to recall that back in the days when the PC XT was flavour of
> the month somebody came up with something a bit like LapLink that
> worked through either parallel or serial ports but got a decent speed
> through the serial port by toggling the handshake lines so that the
> serial port transmitted effectively a four bit word (nibble?) in
> parallel. Back then, 19.2k was considered fast on a comms port but
> was much too slow transfering the contents of an entire HD. I think
> the effective throughput of this scheme was somewhere around 5
> megabit/sec on an XT.

Not heard of this serial line 'hack', but control lines are often used for carrying data on parallel ports - especially if the data lines are unidirectional only.

> Is this a dumb idea? Too hard? At least with serial you are very
> unlikely to blow anything up if you wire it wrong - provided you plug
> it into the right socket :-)

Its not a dumb idea - but OTOH you'd get more throughput via the parallel port. MiNT-Net has drivers for running SLIP through this port (PLIP). Unfortunately this doesn't look to be compatible with non Atari PLIP due to the same deficiencies in control lines that stop pocket lan adaptors working.

:-)

Roland.

@CiX

2120. FOR SALE (MD): Atari 520STfm system

Newsgroup: comp.sys.atari.st
Date: 1995-02-11 02:41:22 UTC
From: "J.D. Falk" <jdfalk@cais.cais.com>
Message-ID: <Pine.BSI.3.91.950210213435.21018A-100000@cais3.cais.com>
Source record: 171672
Cross-posted to: dc.forsale,misc.forsale.computers,misc.forsale.computers.other.systems,comp.sys.atari.st

```
FOR SALE: Atari 520STfm (stock: 512Kb RAM, SS internal floppy)
Atari SC1224 color monitor
Assorted software

Software includes Word Writer ST, Word Up!, Fontz, Disc Doctor,
GFA-BASIC 3.03, Dungeon Master, and much more -- plus five disks worth of
archived public domain and shareware files.
The system is currently boxed up, but could be set up for a demo
if needed. Everything worked the last time I checked, though that was
quite a while ago at this point.
Delivery is avaliable in Montgomery County, but could probably be
arranged for any other place nearby (depending, of course, on whether the
sale price is more than what it'll cost in gas. *grin*)
Best offer will be accepted.
Questions? Comments? Feel free to EMail me.

-------------========== J.D. Falk <jdfalk@cais.com> =========-------------
| "Peace, love, empathy." |
| --Last words from Kurt Cobain to his fans |
--------========== http://www.cais.com/jdfalk/home.html ==========--------
```

2121. HELP! Hard Drive Fuck-up

Newsgroup: comp.sys.atari.st
Date: 1995-02-11 02:53:08 UTC
From: dogmeat@netcom.com
Message-ID: <dogmeatD3tEoL.3Gu@netcom.com>
Source record: 171669

All:

HELP! I am experiencing a near-fatal problems with my Atari SH204
20meg hardrive.

Symptoms: Shortly after booting up, the computer fails to find
any files with the dialogue box. Sometimes the screen is blank, sometimes
the files are garbage and unselectable, sometimes only the current PATH
is usable.

I have noticed that the symptoms begin when the hardrive unit
makes an audible 'sigh' that sounds very much like a power surge or a
refrigerator switching modes. Until that time it functions normally.

After the error occurs, the hardrive is unbootable.

Thanx for your help!
--
Brett Nair - dogmeat@netcom.com

"Oh, Brave New World, That Has Such People In It."
William "Mr. Bill" Shakespeare - The Tempest

2122. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-02-11 03:13:37 UTC
From: brenjb@hg.uleth.ca
Message-ID: <3hha11$lqh@holly.cc.uleth.ca>
Source record: 171670

In article <FBGNADURUP@galaxy.teuto.de>, neptune@galaxy.teuto.de (Hendrik Mylius) writes:
>In <1995Feb1.034723.11970@honte.uleth.ca> brenjb@hg.uleth.ca wrote:
>
>> A second point -- there is no more a 66 MHz 486 than there is a 66 MHz
>>68040. Both reflect clock doubling, so the comparison is fair, in which case
>>the 68040 should be compared at 47 MIPS or the 486 should be compared at about
>
>NOT.
>
>See some other mails re. this. Hutch said s. th. and I posted a longer mail as
>well.

I did see that post. Could you provide a little more detail on the
subject, like a source maybe? And please don't quote any Intel employees.

>IMHO, APEX is not for proffessional use, as it does not provide Anit-Aliasing.

Check again. It does anti-alias, and very quickly too.

>
>> A fourth point -- since we're discussing MagiC here, tell me what on earth
>>you're planning on running on a 486 that will touch MagiC for speed, when
>
>There are loads of things one cannot achieve with an Atari. Network servers,
>client server database applications. *Graphical* InterNet access, a la MOSAIC,
>and so on.

So what? You can't record/playback 16 tracks D2D with a Soundblaster 32s
either. Furthermore, what does that have to do with processing power?
Databases are software!
You didn't address my point at all. What operating system do you
think you can run on an Intel chip that even comes close to MagiC for speed on
a similarly powered Motorola chip? Even given another 4 megabytes of memory,
OS/2 (which is probably the best competitor short of the 32 megabyte gulping
NeXT Step) still can't touch MagiC for speed. Nor can Windows, Windows NT,
MS-DOS, or DR-DOS or even Linux. The overriding point is this -- even with a
faster chip, you might not be getting a faster system.

>
>>taken into account, my compute 4 megabyte Falcon is much faster than my
>>roommate's 486 DX2-66 with 4 megabytes. Obviously that isn't a fair comparison
>
>Everyone who is using a PeeCee with only 4 megs is an idiot (sorry). You have

Actually he's not so stupid, but he is an average PC owner, and I own an
average Falcon, and therefore the average Falcon kicks the average PC's

butt-port.

>the eassiest way of using at least 8 megs. And 1 meg simm's aren't that
>expensive at all.

It is more expensive for four megabytes than the price difference between
a 486 and a 68040.

>
>>>How much are you willing to pay for 68040 upgrade for a Falcon? Compare this
>> Probably $200.00 Canadian. >:) I probably won't see it either though,
>
>You won't even get a single 68040 for that amount ...

But there is less difference in price between a 68040 and a 486 than it
costs to get four additional megabytes. And you would be an idiot to run any
486 operating system on less than 8 megabytes. (Apparently.)

>
>--
>/Hendr!K/

Jon

2123. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1995-02-11 05:07:23 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3hhgmb$229@lastactionhero.rs.itd.umich.edu>
Source record: 171671
Cross-posted to: comp.sys.atari.st,umich.archives

```
lrwxr-xr-x molin 24 Feb 4 14:27 ./Graphics/fansipak.zip -> ../Telecomm/fansipak.zip
-rw-r--r-- molin 283678 Jan 27 13:42 ./Languages/c68_445b.zoo
-rw-r--r-- weiner 5633 Feb 4 14:39 ./Languages/0index
-rw-r--r-- molin 127786 Feb 4 14:45 ./0ls-lR.Z
-rw-r--r-- weiner 8242 Feb 4 14:26 ./Telecomm/0index
-rw-r--r-- molin 126451 Feb 4 14:47 ./0ls-lRc.Z
-rw-r--r-- molin 161193 Feb 4 14:43 ./0compind.Z
-rw-r--r-- molin 402170 Feb 4 14:43 ./0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

2124. WANTED:MEGA STE2

Newsgroup: comp.sys.atari.st
Date: 1995-02-11 07:42:34 UTC
From: Andrew.Nemchick@rebel.genesplicer.org
Message-ID: <f28_9502110844@genesplicer.org>
Source record: 171681

WANTED:
MEGA STE with 2megs, TOS 2.06, 1.44 Floppy, Hard Drive optional.

2125. Re: Network a TT030 with a Macintosh?

Newsgroup: comp.sys.atari.st
Date: 1995-02-11 08:24:01 UTC
From: contacts@mits.mdata.fi
Message-ID: <3hhs71$pn1@prime.mdata.fi>
Source record: 171674

In article <D3nnGD.En0@cix.compulink.co.uk>,
Roland Givan <rgivan@cix.compulink.co.uk> wrote:
>In message <3h37e6$9td@nyx10.cs.du.edu>, japolis@nyx10.cs.du.edu said:
>The LAN socket is supposed be be an Appletalk socket AFAIK.
>
> > Macintosh. Has anybody successfully networked a TT with a Mac? I
> > assume that additional Atari software would be nessecary, does anyone
> > know where it may be had? Commercial or PD or shareware? What sort
>
>Never saw any software for this purpose. Never saw any software to network
>2 TTs or a TT and MSTE together via this port either :-(

I've seen working nets between a TT & Falcon, but unfortunately I cannot
remember what was the software. There's a program (shareware) called
DUEL (duet?) for networking via LAN - I saw it in a shareware review
section in a French ST-Magazin. But I have never actually found it in
ftp... They said it's a German program.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

2126. Re: Omikron Basic problems with Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-02-11 12:07:00 UTC
From: Gerrit_Meyer@ol2.maus.de
Message-ID: <199502111407.a7410@ol2.maus.de>
Source record: 171607

E>I used to make programs with the Omikron language sometime ago with
E>my Atari ST and all was ok.
E>Now I have a Falcon and I am disappointed to see that they don't even
E>work compiled.

Hmmm...

E>
E>I used the Omikron 3.01 language with the Junior compiler.
^^^^
That's it!

E>Does a patch exist for the Falcon or does somebody know how to have
E>a version of the compiler running on the machine? please help|||

Omikron 3.6 works fine! Try updating...

Best regards,

Gerrit

2127. Re: Can old 1040ST run w/9600 baud Modem?

Newsgroup: comp.sys.atari.st
Date: 1995-02-11 13:03:58 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBLNFFUUUP@galaxy.teuto.de>
Source record: 171689

In <H.ekBL.IyAhZytuhTo@icon.pp.se> Daniel Eriksson wrote:

>> The best program TSR to remove bugs in the OS is HSMODA04, there is no other
>The "facts man" has striken again! ;-)
>Current version is HSMODA05...

BUUZZZZZZZZZZZZZZZZZZZZZ ...

Sorry Daniel, you did not win the trip to the caribbean as well ;-))

HSMODA06 is the latest version. 05 had a big bug in the MFP* drivers and had
to be replaced.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

2128. Re: [REQ] informations on the PAK68/030?

Newsgroup: comp.sys.atari.st
Date: 1995-02-11 13:13:08 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBLNFFUXUP@galaxy.teuto.de>
Source record: 171675

In <D3MFyH.ItJ@bri.hp.com> Beric Dunn wrote:

>: > * fast ram expansion slot (?? Mo)
>: 4 or 16 megs of fast-RAM in standard 32-pin simms.
> How much did you pay for your RAM board?

The FRAK costs about 230,--. Without RAM that is. Since the quake in Kobe,
RAM-prices have risen some 10 % :-/

> Would I be right in thinking that to get the 32bit access you need 4
> Simms of either 1 MB or 4 MB each?

Bingo. Absolutely correct.

> Also , not wishing to start an arguement, do you mean 30 pin simms or
> 72 pins? I was not aware of 32 pin simms.

My *fault*. I meant the standard 30 pin ones. Perhaps later this year, there
will be a FRAK for 72 pin PS/2 simms as well. But that is not sure as of yet.

>: > ? FPU slot
>: Yep, most certainly so. And the FPU can have a different, higher clock than
>: the CPU. I am aware of one PAK with 60 MHz CPU- and 70 MHz FPU-clock with a
> Are you sure about this? On the piece of paper I have telling me the

Yes, I am.

> jumper positions it says WARNING: FPU MUST NOT RUN AT HIGHER SPEED
> THAN CPU or words to that effect.

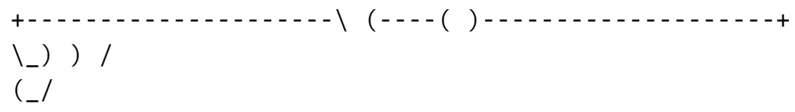
I am not aware of such limitations. The MOTOROLA specs say, that FPU-clock can
be >= CPU-clock but _not_ CPU >= FPU.

>: > ? Linux development
>: Will work on a PAK if you have the FPU.
> This is VERY good news - last I'd heard PAK wasn't yet supported. But

One of the biggest Problems was the ACSI-driver. This has been taken care of.

AFAIK, the Linux68k-distribution is due out RSN!

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |



2129. Re: Downloading Questions

Newsgroup: comp.sys.atari.st
Date: 1995-02-11 13:40:12 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3hiens$i14@aggedor.rmit.EDU.AU>
Source record: 171676

```
: BZZZZZZZZT. Wrong answer.

: Hyperdrive equipped Macintosh computers can format and write a DOS-compatible
: HD disk, but _not_ DD disks.

Are you also saying that they cant read DD disks?

__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/

s9205525@otto.bf.rmit.edu.au
```

2130. Re: Wanted! a program that shows '.' & '..'

Newsgroup: comp.sys.atari.st
Date: 1995-02-11 14:51:37 UTC
From: ia_ric@cs.utwente.nl
Message-ID: <3hiffg$6gl@utrhcs.cs.utwente.nl>
Source record: 171677

Hello,

In article <R007T8b.lmcclure@delphi.com>, lmcclure@delphi.com says...
>
>In a message dated 1-27-95, Robert Krenn said:
>
> "Looong time ago i saw a program that made the DOT and
> DOT-DOT folder visible in the filewindows when displaying
> files in the GEM desktop..."
>
>
>The only program I myself have seen that does that is the GEMINI
>replacement desktop. I believe the latest version is something
>like 1.999, and it should be available via FTP.

Try TERADesk it's smaller than Gemini. There's even a MiNT version of it
though this one is still under development (at very low priority).
It's available for FTP on lots of places.

Greetinx,

Ric Klaren

2131. Re: Robinsons Requiem 030

Newsgroup: comp.sys.atari.st
Date: 1995-02-11 15:06:40 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <3hijq0$aof@vishnu.jussieu.fr>
Source record: 171678

You must use the rocket-gun. Wait for the tyrannosaur to be outside, and
then shoot its head, by USING the gun, not SHOOTING !

You can get the lazer on another Robinson, who shoots you with. Better
drop your computer, otherwise he cut his, so you can't find him anymore. Kill him with
a lance or arrows.

The heavy lazer comes later...

MB.

2132. Re: ftp mirrors?

Newsgroup: comp.sys.atari.st
Date: 1995-02-11 15:17:08 UTC
From: ron@cruzio.com
Message-ID: <D3uD4L.C3I@cruzio.com>
Source record: 171680

In article <3h3str$im6@henry.interlink.no>, vegard@henry.interlink.no (Vegard Hofsoey) writes:
> This may be a typical newbie question, but as a newbie I just gotta ask...
>
> I want to upload a program I`ve written to atari.archive.umich.edu, but
> can NEVER get connected - it`s always too busy. Will uploading to one of
> the mirror sites work, or is this a one-way system?
>
> Vegard Hofsoey

The way I do it is to uuencode the file and send it to (boyd@math.fsu.edu) and send a second mesg telling him what the file is.

--
Ron and Sally Field With 2 Atari Falcons
And a 486 Game Machine
Email ron@cruzio.com

2133. Re: Magic incompatibility list

Newsgroup: comp.sys.atari.st
Date: 1995-02-11 15:26:28 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950211161123.910B-100000@mars>
Source record: 171682

I have tried to make sense of this thread for a while now. It says:

--> "Magic incompatibility list" <--

What *is* this magic? And what's the fuzz about 68040's ? I suggest that
you stop comparing clockspeeds and go for some benchmarking instead??

By the way; How long *time* will an integer division take on

1) a 68040 ?
2) a 486 ?

considering the variables could be in one of several places.
(Clockspeed of your choice :-)

/ Jens M. Andreasen

2134. Re: NNTP compat news for MintNet?

Newsgroup: comp.sys.atari.st
Date: 1995-02-11 16:14:56 UTC
From: sturm@ost1.ping.de
Message-ID: <FBLQBDUQUp@ost1.ping.de>
Source record: 171679
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>Hey,
>
>I downloaded all the news programs I could find from all
>the archives I could reach.. Is there an NNTP compatible
>newsreader for MintNET? We have a news server that has
>all the threading done by the server so I would like to
>use the server istead of download ing files.

That's what I did, but I couldn't find any as well. There are several newsreaders which do support NNTP in the original unix-versions, but none does with MintNet. So I compiled tin with NNTP-support. Seems to work fine by now, but I'll have to do some more testing before giving it away. Wait...

Oliver

--

Oliver Sturm sturm@ost1.ping.de

2135. Re: Is Atari Alive???

Newsgroup: comp.sys.atari.st
Date: 1995-02-11 16:28:36 UTC
From: sinclair@ins.infonet.net
Message-ID: <3hiojk$1f@insosf1.infonet.net>
Source record: 171683

In article <3ha5f8$onq@mars.fb1.fhtw-berlin.de>, harun@PROBLEM_WITH_INEWS_DOMAIN_FILE (Scheutzow) writes:
>My impression: Atari still exists, but it develops only video games.
>Falcons are still produced. But I can not recommend upgrading any
>other 16/32-Bit Atari to a Falcon. If you need computing power and
>if you have "clean" applications, by a 68040-Mac and run MagiCMac on it.
>The Performa 475 has (in Germany) at the moment the best price/performance
>ratio.

Or buy a used PowerPMac 6100. MacWareHouse has Performa 475's with monitor for $1099.
>
>Regards, HS

-Peter

2136. Re: Wanted: Programme to expand ATARI ST archives!

Newsgroup: comp.sys.atari.st
Date: 1995-02-11 16:58:57 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <3hiqch$h4t@lastactionhero.rs.itd.umich.edu>
Source record: 171684

In article <3h7uh7$e20@balu.kfunigraz.ac.at>,
Andreas Sterbenz <asterbz@PROBLEM_WITH_INEWS_DOMAIN_FILE> wrote:
>I am looking for a programme to expand atari st archives. I have got some
>.zip files and some .arc files.
>So if you know such a programme please mail me. Perhaps you could even send
>me such a programme.
>

Try looking atari/Archivers on atari.archive.umich.edu (or, ideally, one
of our mirrors) for the appropriate de-archiver.

If you have questions, please send me mail.

Cheers,
--
Jeff Weiner - weiner@atari.archive.umich.edu - Umich Atari Posse -
Never solve puzzles that open portals to Hell.

2137. Re: Gopher and A.A...

Newsgroup: comp.sys.atari.st
Date: 1995-02-11 17:00:37 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <3hiqfl$h8g@lastactionhero.rs.itd.umich.edu>
Source record: 171685

In article <1995Feb9.180931.10547@nntp.brisnet.org.au>,
Andrew Vesperman <dancer@nntp.brisnet.org.au> wrote:
>Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:
>: I don't know who to e-mail at A.A.
>: But can some one fix up the Gopher server to we can get .tos files...
>
> The problem with it would be at the client end, I would have thought,
>Not the server. That isn't an authoratitive answer, though, I haven't looked
>closely at the software system for gopher. Try email to baldrick, and ask
>just in case, and get them to fix .tgz files in the bargain.
>

I'll check into this and get back with all of you.....

Cheers,

--
Jeff Weiner - weiner@atari.archive.umich.edu - Umich Atari Posse -
Never solve puzzles that open portals to Hell.

2138. Re: Uniterm and Simon Poole

Newsgroup: comp.sys.atari.st
Date: 1995-02-11 17:36:08 UTC
From: wunner@nova.tat.physik.uni-tuebingen.de
Message-ID: <wunner.792524168@nova>
Source record: 171686

James Wood <jamesw@CSOS.ORST.EDU> writes:
>Are there any old-timers out there who used to use Uniterm????
>This was my *favorite* terminal program. It did everything! I remember
>I was doing a lot of logging-on to the VAX at the time, to write those
>silly COBOL junk programs.
>Uniterm was mah-vel-ous. It even offered SMOOTH scrolling!!! I don't
>know of any other terminal program that can do that.

I wholeheartedly agree! I have hooked up a 14400 bps modem to my good old
1040 STF and use it as a terminal to dial in to the university and read
mail and news. I *always* use Uniterm for that task. I have tested several
other terminal emulators, including CoNnect and Rufus, but none of them
even came close to Uniterm in terms of speed, features and functionality.
Most of them lacks VT220 support. They offer slick stuff like window
support, but as a result, the performance goes basically down the drain.
Uniterm features full X/Y-Modem and Kermit support plus dozens of
emulations. The Tektronix support is especially nifty: it allows me to
preview TeX files (via dvitotty) in decent quality on my good old SM124!
Bearing in mind that Uniterm is a) free, b) some seven to eight years old
and c) runs on the lowest common denominator of the ST series (even if
you only have a single-sided DD drive!), everybody should agree that this
is an outstanding and extremely useful piece of software!

In my opinion, there are only two draw-backs: a) the lack of Z-Modem support,
and b) that Simon doesn't develop the program further.

My congrats to Simon for this excellent program!! :-)

Lukas.

** Lukas Wunner, Hustadtring 143, ** Nicht alles, was Gold ist, funkelt, **
** 44801 Bochum, United Germany ** Nicht jeder, der wandert, verlorn, **
** Nickname@IRC: lukas ** Das Alte wird nicht verdunkelt **
** lukas@tp1.ruhr-uni-bochum.de ** Noch Wurzeln der Tiefe erfrorn. **
** Teflon@home: +49-234-707367 ** Aus Asche wird Feuer geschlagen, **
** Teflon@office: +49-234-7003767 ** Aus Schatten geht Licht hervor, **
** Fax@office: +49-234-7094251 ** Heil wird geborstnes Schwert **
** [sorry for my lengthy .sig!] ** Und Koenig, der die Krone verlor! **

2139. USA -> Ease Desktop?

Newsgroup: comp.sys.atari.st
Date: 1995-02-11 17:36:33 UTC
From: richcsst@crash.cts.com
Message-ID: <D3uJKx.H76@crash.cts.com>
Source record: 171687

I am having a hard time locating "Ease Desktop" here in the USA. Does anyone know of a dealer here that actually has it to sell?

Rich

2140. Re: Ram for a 4meg FALCON

Newsgroup: comp.sys.atari.st
Date: 1995-02-11 19:32:21 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3hj3c5$k22$2@mhade.production.compuserve.com>
Source record: 171688

The maximum RAM on a standard Falcon using standard Atari memory modules is 14 Megabytes.. (you have to install 16, but you only get to use 14).

(And yes, I know that using some mythical board from Germany you can install multi-gigabytes of RAM.. if you can find one and if you can afford it).

You can't use standard SIMMs.. the Atari memory boards are proprietary.

You could call Atari and ask about them, but the last person I talked with who called Atari about an Atari computer was shuffled around to a bunch of people who didn't even know Atari MADE computers, and was finally told to buy an IBM compatible computer (no kidding, that's what happened).

Better would be to call Toad Computers in Maryland.. they at least know what products Atari used to make. They may have the Atari 14 Meg ram board... also there is at least one third-party board that DOES let you use standard SIMMs.. Toad will probably know about that one too.

Unfortunately I can't find their phone number right offhand.. they also have a new WWW page which was just announced in c.s.a.st recently, in case you can find that article...

Be sitting down when they tell you the price of the memory board...

BobR

2141. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-02-11 20:54:42 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3hj86i$6g4@osiris.wu-wien.ac.at>
Source record: 171690

Yes, it will.

ERCORP (ercorp@aol.com) wrote:
: Will Magic Mac run on a 68030 Powerbook Duo 210 or 230.
: Tom Ferreira

2142. Midi Items for-sale

Newsgroup: comp.sys.atari.st
Date: 1995-02-11 20:59:54 UTC
From: michaelk@pacifier.com
Message-ID: <3hj8ga$8i6@pacifier.com>
Source record: 171692
Cross-posted to: rec.music.makers.marketplace,rec.music.makers.synth,comp.music,comp.sys.atari.st

I have the following items for-sale
Buyer pays shipping
Price in U.S. Dollars

Roland M-240 24 channel line mixer, table top
(no EQ)

*4 effect sends per channel
*stereo rtns on three sends, fourth is mono but pannable
*rtns 1 & 2 have level switches
*4 bus in jacks
*fourth send can be pre or post fader
*the main outs provide both phone jacks and XLR connectors
*channels one & two can be used with mics
*dimensions: 26" X 11-5/16" X 3-7/16"
*pre-fader signal indicators
*headphone jack & volume control for monitoring
*channel panpots
*2-3/4" fader throw
*master peak meters
*individual channel peak/signal indicators
*in excellent condition (except for a few tape marks)
only used in my bedroom midi studio
*manual included
* $275
Buyer pays shipping

SOFTWARE FOR ATARI-ST:

GENWAVE Sample Editor
*lots of Features, including cross-fading,time conversion, pitch
transposition, filter drawing, will import Sound Designer files type I
*Covers these samplers: E-mu Emax/E 111/ SP-1200, P-2000/2/3000, Akai
S900(12 & 16bit), S950/S1000, Yamaha TX16W, Roland S50/S550/S330,
Korg DSS/DSM,T series, Frontal Lobe PCM Channel, Peavey DPM3,
Dynacord ADS/ADD, Casio FZ-1/10M, Ensoniq EPS, Midi
Sample Dump and more, (no SCSI support)
* $100

DR. T's XoR (Universal Editor/ Librarian)
* $75

DW/EX8000 Synth Editor
* $10

E-Magic's Logic 2.0 (& Logic Audio for the Falcon)

*One of the most comprehensive sequencer programs on the market,
included is Logic Audio 2.0 for the Falcon (Hard Disc Recording)
*Includes LOG-3 -- three additional midi outs, all manuals
* $200

--
---
pacifier.com - Vancouver's Public access Internet (206) 693-0325
telnet or dial the above and type "new" at the prompt to register

2143. Jeff Minter's Home Page???

Newsgroup: comp.sys.atari.st
Date: 1995-02-11 22:47:02 UTC
From: davecook@yarrow.wt.uwa.edu.au
Message-ID: <3hjep6$k9m@styx.uwa.edu.au>
Source record: 171693

Hi,

Whilst on IRC in the #atari channel someone mentioned that Jeff Minter's Home Page was rather impressive. Unfortunately, due to lag, he left before I could get the URL.

Does anyone know what it is??

Thanks,
Dave (Cevad on IRC)

--
+---+
| Dave Cook Perth, Western Australia |
| Internet: davecook@yarrow.wt.uwa.edu.au |
+---+

2144. Re: HD_FDC

Newsgroup: comp.sys.atari.st
Date: 1995-02-11 23:24:42 UTC
From: whitema@rtsg.mot.com
Message-ID: <3hjgvq$m1c@delphinium.cig.mot.com>
Source record: 171694

In article <D3qAx7.MFo@scu.edu.au>, Peter Tucker <ptucker@scu.edu.au> wrote:
>Can anyone possibly point me to a site that has the patch HD_FDC
>a programme to change the floppy seek rate. Have had a look at
>umich but it does not seem to be there. Maybe I have missed it.
>Any advice as to where it can be found (or a similar prog)
>would be very much appreciated.

Actually, it's part of a package called SOS_206. Grab this and
you'll get several patches and tools for 2.06. I think this is
on umich. If not, try one of the UK sites.

Mike
whitema@cig.mot.com

2145. Re: Everything needed for X-Windows

Newsgroup: comp.sys.atari.st
Date: 1995-02-11 23:39:53 UTC
From: benni@schlunz.dfki.uni-sb.de
Message-ID: <3hjhs9$5vs@hitchcock.dfki.uni-sb.de>
Source record: 171695

Daniel Eriksson <root@icon.pp.se> writes:
>I would recommend you to install Linux68k on your box instead of MiNT
>if X-Window is what you want to run. X for MiNT currently only works
>in mono and since MiNT doesn`t support VM you will probably run short
>on memory even with 14MB.

Yes... :-(

I have a TT (2/8) running Linux68k, and there are NO problems running
5 xterms, emacs-server, xv and gcc at the same time.

Benni
--
Benjamin Lorenz, Johannisstr. 15, 66111 Saarbr&#65533;cken
Phone: +49 681 372253, E-mail: benni@phil.uni-sb.de

You have an Atari TT / Falcon ? Run Linux68k NOW!

2146. Re: Mint 1.12 does load XFS's

Newsgroup: comp.sys.atari.st
Date: 1995-02-12 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199502120200.a14587@iz.maus.de>
Source record: 171696

In <3gegif$ma5@horus.infinet.com>, tdcflcn@infinet.com (Tom Chamberlain)
wrote:

TC>I have MINTNP 1.12 in the auto folder and minix.xfs in the root.

Move it into your MINT or MULTITOS directory.

cu... Ole
--
ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ Usenet: Ole_Pahl@iz.maus.de ï¿½ï¿½ï¿½ AmPR: DK1LP@DB0RDB.#SLH.DEU.EU
ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½

2147. Scan Software

Newsgroup: comp.sys.atari.st
Date: 1995-02-12 01:50:13 UTC
From: bede@li.net
Message-ID: <3hjpgl$8jg@linet01.li.net>
Source record: 171699

[No readable article body recovered]

2148. WTB: ST/TT/Mega/Falcon/etc :)

Newsgroup: comp.sys.atari.st
Date: 1995-02-12 01:52:02 UTC
From: scall@ccnet.com
Message-ID: <3hjpk2$9jm@ccnet3.ccnet.com>
Source record: 171700

Hi all. I'm looking to pick up a higher-end ST/TT or a Falcon. Would be used for a little Midi work/etc. Not looking to pay through the teeth :) Anyone with one collecting dust, please mail.

Thanks,
-Scott

--

|Scott Call aka Zapo Zapper | Public Image Limited BBS 510-831-3634 |
|VBBS Support/anime stuff | Owner: Atari Jag and Gravis Ultrasound |

2149. Re: What are the best games for the ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-12 02:20:38 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.eMqnAgwUd&_@icon.pp.se>
Source record: 171697
Cross-posted to: comp.sys.atari.st,rec.games.video.atari

In <3hbjrqiqh2@mhade.production.compuserve.com>, BobR <76702.1466@CompuServe.COM>
writes:
> >could you please move this games-shit to rec.games.video.atari????
>
> could you please move your inappropriate-shit to wherever it belongs????
>
> The games being discussed are *Atari ST* games.. this is comp.sys.atari.st
>
> Games discussed in rec.games.video.atari are games for Atari video games
> systems like the 5200 and Jaguar.

As a self-elected flamewarspotter (remember the trainspotter-column
from Sinclair User many moons ago? ;-) I definately see a war coming,
and it`s coming FAST...

BobR, watch your back, shoot to kill! :-)

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

2150. Re: softpc <-> dos 5.0

Newsgroup: comp.sys.atari.st
Date: 1995-02-12 02:22:22 UTC
From: simon@bassland.demon.co.uk
Message-ID: <792555742snz@bassland.demon.co.uk>
Source record: 171601

```
Okay, I'm sure whether it's legal or not, but where could a get a copy from?
Does it run on the falcon?
--
| Simon Williams |
| simon@bassland.demon.co.uk |
| ATART STF-2.5Mb/52Mb, ATARI FALCON-4Mb/127Mb, Macintosh 4Mb/20Mb |
```

2151. Re: Second serial port on Falcon (take 2)

Newsgroup: comp.sys.atari.st
Date: 1995-02-12 02:35:10 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.D8VbEZ17yHg@icon.pp.se>
Source record: 171698

In <3hdf1d$13h@mars.fb1.fhtw-berlin.de>, harun@PROBLEM_WITH_INEWS_DOMAIN_FILE (Scheutzow) writes:
> : But can I use both the LAN-port and the normal serial port at the same
> : time? I thought the SCC only could handle one at a time.
>
> YES! The SCC has TWO independent ports.

Thanks for telling me! I just tried it and it works great when I use HSMODA5. However, I still need a third serial port and it would be great if someone could translate the short part about how to make the modification into english. I _think_ I understand how to do it, but I`m not going to cut any traces on my motherboard unless I`m 100% sure what I do.

Anyone, PLEASE!!!

BTW Harun, it looks like you have problems with your news-transport-program. It doesn`t know how to find your domain and can`t fill in the header correctly.

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

2152. Re: JV-1080 Patch Editor v1.1

Newsgroup: comp.sys.atari.st
Date: 1995-02-12 02:56:20 UTC
From: jadkins@infi.net
Message-ID: <jadkins-1102951956200001@h-whale.infi.net>
Source record: 171602
Cross-posted to: rec.music.makers.synth,alt.binaries.sounds.midi,comp.sys.atari.st

In article <3h7ne7$mhi@rzsun02.rrz.uni-hamburg.de>,
fk5a005@rzaixsrv1.uni-hamburg.de (Matthias Kopfermann) wrote:

> : He's not kidding! I love using it
> yes, it is great!! i 'v got a 1080 and it helps you.
> did someone try it on the atari-emulator for the mac?
>

Sorry if I missed it, but where can I find an editor for the 1080? (I use
Vision/Galaxy on a Mac)

2153. Re: File at UNI-KL.DE..

Newsgroup: comp.sys.atari.st
Date: 1995-02-12 03:03:31 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3hjtq3$e5h@golem.wcc.govt.nz>
Source record: 171603

In article <199502052348.a14331@iz.maus.de>, Ole_Pahl@iz.maus.de (Ole Pahl) writes:
>In <3gvgus$q7@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz (Roger
>Sheppard..) wrote:
>
>RS>Can some one Please explain why people are allowed to place files on a
>RS>site with a name like this...
>
>RS> 6. cannon_fodder_cheat.prg.
^
This was the main problem, Gopher adds it at the end of Text files,
but I did get it down in the end via a mail-server, but the UUE was corrupted,
due to loads on the mail server that I am using I have not been able to get
it down a second time after 2 requests...

If the file had been placed on thier correctly, I would have been able
to get it via Gopher...

>
>Of course they are allowed to do this because using a UNIX
>filesystem is no crime. :-)

It is when you only have Gopher access,....???

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2154. WTB Neodesk

Newsgroup: comp.sys.atari.st
Date: 1995-02-12 03:35:52 UTC
From: abstract@wam.umd.edu
Message-ID: <3hjvmo$2av@cville-srv.wam.umd.edu>
Source record: 171604

It's a long shot, I realize, but does anyone have a copy of
Neodesk or DC Desktop that they would like to sell? I am kinda
interested in such a program. Please respond by email. Thanx!
--Lunatic

2155. 1040st for sale

Newsgroup: comp.sys.atari.st
Date: 1995-02-12 04:48:35 UTC
From: Alex Alexzander <vyper@slip.net>
Message-ID: <3hk3v3$ebf@slip-1.slip.net>
Source record: 171606

I would like to sell the following system DIRT CHEAP.

Atari 1040STfm (1 meg ram)
Black and white monitor
built in floppy
1 external drive (missing power supply)
comes with drive switcher
mouse

Make an offer, would love to trade for other.
If you have an atari, and live in or near s.f.
I could use some help in the software dept.
Don't have anything for this machine.

Thanks all.

2156. Re: Can old 1040ST run w/9600 baud Modem?

Newsgroup: comp.sys.atari.st
Date: 1995-02-12 05:40:36 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.e_qQQjdJ3gA@icon.pp.se>
Source record: 171605

In <3ha5kj$ms6@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard..) writes:
>
> PLEASE TRY AND GET A NEW BRAIN...
> MY STATEMENT WAS A FACT FACT FACT..

Since Roger clearly can`t take any form of criticism in public
without spewing insults all over the place I`m taking this
discussion into private email...

Followup set to .advocacy!

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

2157. syslogd setup for Mintnet

Newsgroup: comp.sys.atari.st
Date: 1995-02-12 08:10:59 UTC
From: tkk@uclink2.berkeley.edu
Message-ID: <3hkfqj$kn7@agate.berkeley.edu>
Source record: 171608

Could someone explain how the "syslogd" program from MintOS is supposed to be setup for MintNet to work? The README.MIN for "dip" says that syslogd must be running in order to make a slip connection, but when I run "syslogd" I get BUS address error messages or errors like "cannot create /dev/log". Does "syslogd" have to be executed from mint.cnf? How is syslog.conf supposed to be configured? I tried to look for some info in mintossc.tgz, but my gz06st program hangs trying to extract.

Thank you in advance.
tkk

2158. Re: SKYLINE CD

Newsgroup: comp.sys.atari.st
Date: 1995-02-12 11:16:00 UTC
From: Lutz_Weigand@gi.maus.de
Message-ID: <199502121316.a3415@gi.maus.de>
Source record: 171626

Hi there,
KM>Yes, it has been released. I know several people here on To who are
KM>using it, quite happily! :^)

I have this CD here and it isnt the 50 german bucks worth. Some programms
are 2 or 3 times on it, for example PAULA (4x). The organization is chaotic
and the publisher Michael Wehner didn 't asked one author for permittment.

He has just downloaded a few BBS's in my neighbourhood.

If you are planing to buy a GOOD CD for the Atari try the Gemini or my
favourite CD-ROM AtariMega Archive CD. The Mega comes from England and
has 1.9 GB !! PD and Shareware compressed on it. Very good index.
They sell it in germany for about 60 german marks (30 US $)

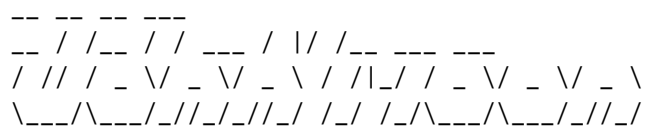
Regards Lutz

Drop your E-mail here: Lutz Weigand_@GI.maus.de

2159. Re: File at UNI-KL.DE..

Newsgroup: comp.sys.atari.st
Date: 1995-02-12 12:34:56 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3hkv9g$6oa@aggedor.rmit.EDU.AU>
Source record: 171609

Roger, why dont you find another site that has ftp or ncftp? Or
better still, why not ask your sysadmin about the possibility of
getting an ftp facility.



s9205525@otto.bf.rmit.edu.au

2160. Re: Jeff Minter's Home Page???

Newsgroup: comp.sys.atari.st
Date: 1995-02-12 12:37:32 UTC
From: davecook@yarrow.wt.uwa.edu.au
Message-ID: <3hkvec$lml@styx.uwa.edu.au>
Source record: 171610

I have found this out now (thanks Diehl :))

If any one is interested it is:

http://hyax.med.uth.tmc.edu/misc/zoo/zoo.html

Regards,
Dave

+---+
| Dave Cook Perth, Western Australia |
| Internet: davecook@yarrow.wt.uwa.edu.au |
+---+

2161. File on UNI-KL.DE...

Newsgroup: comp.sys.atari.st
Date: 1995-02-12 13:32:05 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3hl2kl$khk@golem.wcc.govt.nz>
Source record: 171611

```
Well after all the problems with getting
that file cannon_fodder_cheat.prg

It turns out that the File is stuffed, will not decode,
so Unix or not its N.B.G....

Does any one have a working copy..??

*******************************************************************************
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
*******************************************************************************
```

2162. Re: Wanted! a program that shows '.' & '..'

Newsgroup: comp.sys.atari.st
Date: 1995-02-12 16:49:56 UTC
From: paul@xciv.demon.co.uk
Message-ID: <792607796snz@xciv.demon.co.uk>
Source record: 171612

In article <3hiffg$6gl@utrhcs.cs.utwente.nl>
ia_ric@cs.utwente.nl "Ric Klaren" writes:

> >The only program I myself have seen that does that is the GEMINI
> >replacement desktop. I believe the latest version is something
> >like 1.999, and it should be available via FTP.
>
> Try TERADesk it's smaller than Gemini. There's even a MiNT version of it
> though this one is still under development (at very low priority).
> It's available for FTP on lots of places.

You must be Wout's brother?

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk (home), paul@xexos.com (work) */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC "In the garden I was playing the tart, I kissed your lips */
/* Owner broke your heart, but you, you were talking about the EoTW" */

2163. 3 systems for sale

Newsgroup: comp.sys.atari.st
Date: 1995-02-12 17:46:50 UTC
From: Alex Alexzander <vyper@slip.net>
Message-ID: <3hlhia$num@slip-1.slip.net>
Source record: 171613

Clean up house time....
Anyone one want a bunch of machines for ol times sake.

I want to get rid of An Atari 1040 ST
Black And White monitor (SM124)
2 floppy drives 1 int, 1 ext (w switcher) missing power supply for external
Mouse
(no software) I hope you have some.
It works great though.

IBM 286 12MHz
1 meg ram
1 3.5" & 5.25" 1.44 and 1.2 meg drives
40 meg HD
built in VGA card
no monitor
2400 baud int. modem
comes with mouse (new)
and keyboard.

Amiga1000
512k ram
internal 880k floppy drive
keyboard, mouse, joystick
1 external floppy 880k drive
all power cords,
few software titles
kickstart and workbench 1.3

All I want is someone to pick it all up, cost to much to ship
and pay around $350.00 for all of it.
or trade me something, andything of close value...
vyper@slip.net

2164. BROTHER HL 630 LASER PRIN

Newsgroup: comp.sys.atari.st
Date: 1995-02-12 19:04:00 UTC
From: jim.gain@primetime.org
Message-ID: <1e3.1290.4071@primetime.org>
Source record: 171614

Hi folks. Am new to this conference... have been reading it for a
couple of weeks.

I am seriously considering purchasing a BROTHER HL 630 Laser printer.

I need to know:

1. Are printer drivers available to run from an Atari 1040 STe
with Pagestream, Wordwriter, etc.

2. What is the best price/sale price anyone has seen currently?
Especially Southern Ontario/Canada or convert to Canadian
dollars if possible.

3. Anyone with an Atari running this Laser printer, please
write me direct to: jim.gain@primetime.org or in
ATARI_ST, or Atari-ST, or this conference.

Please reply soon... I am in desperate need of making this purchase
soon! THANKS!

Internet: jim.gain@primetime.org (Jim Gain)
This message lovingly processed in beautiful Muskoka, Ontario, Canada by:
PrimeTime BBS - (705)689-1757

2165. Re: On-screen Clock?

Newsgroup: comp.sys.atari.st
Date: 1995-02-12 20:06:12 UTC
From: whitema@chekov.cig.mot.com
Message-ID: <3hlpnk$5g7@delphinium.cig.mot.com>
Source record: 171615

In article <3hgf82$dlh@elaine45.Stanford.EDU> darmok@leland.Stanford.EDU (Philips Dilworth Patton) writes:
>Does anyone know where I can find a little on-screen clock utility.
>It preferably wouldn
>'t take up a window but just be text in the menu-bar in the corner or
>something like on the Mac system 7.5

Butler James has this nice little feature, and you get a number of other nice things, too. Unfortunately, the last version I know of (1.6) nicely kills of MultiTOS.

Mike
whitema@cig.mot.com

2166. Cart port usage...

Newsgroup: comp.sys.atari.st
Date: 1995-02-12 20:40:48 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FBNJBIVAUp@stingray.manawatu.gen.nz>
Source record: 171616
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

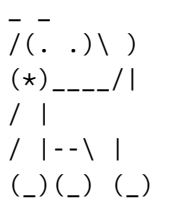
Does anyone know how people that use the cart. port, get around having no R/!W line? And also, for that matter, why is there no address 0 line connected? So you're limited to 1/2 the area?

Are there specific parts of memory which are best to use for cart addressing? I haven't taken much interest in absolute memory addresses (except for colour registers a couple of years ago), since my 8bit atari (which I am now using more often than my ST!)

Any info would be most appreciated.

Thanks,
Richard =8-]

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

2167. RE: How connect MFM HDD t

Newsgroup: comp.sys.atari.st
Date: 1995-02-12 21:10:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199502122310.a44163@m4.maus.de>
Source record: 171617

>A friend of mine has a interface that connects to the hard disk and
>makes it a SCSI compatible disk. After that he connected a SCSI to DMA
>interface (the one from ICD) and that was it!

That SCSI-MFM controller probably is an Adaptec A4000. Atari used it in the SH204 drive, which had an Atari DMA-to-SCSI board, the A4000 and either a Seagate ST225 or Tandon 262 MFM drive.

> Of course all that overhead slows down the accesses so i suggest that
>you take a SCSI hard disk. It is cheaper that take all this trouble.

It's not the overhead, it's the slow MFM drives. MFM drives have a constant sectors per second rate (it's either 17 sectors per track at 3600 rpm or 20 at 3000 rpm), giving a maximum raw throughput of about 500 KB/s. For nowadays, that's dead slow.

bye, Peter

2168. Re: PD Games..

Newsgroup: comp.sys.atari.st
Date: 1995-02-12 21:15:00 UTC
From: sven.bornemark@p56.dada.ct.se
Message-ID: <ftn_2.200.136.56$fidonet.org_2f3e7fbe_Sven.Bornemark@p56.dada.ct.se>
Source record: 171618

Hi Roger,

> Well due to a Hardware problem on my Mega ST I lost a lot of
> my PD games on the Hard Disk, well I think I have fixed it now touch
> wood..

Best of luck!

> Well what I am after is a list of the better PD games, colour/mono
> that will run from a HD on a ST/STE etc...

If you want me to I could send you my Atari software catalogue. There are quite a few PD/SW mono games there, and the price per disk is only 1.70 UK Pounds (approx).

Seems like you're from New Zeeland - you're practically sitting under my feet then!

> One that I did not loose was Starball, this would be one of the best
> around..

Ever tried Swedish pinball game Obsession? Rated 98% in one UK Atari magazine, and yes - it is that good! Available from my catalogue at 25 UK Pounds.

[End of commercia]

Up here we have -2 degrees Celsius but no snow. What's it like down there -summer?

Yours sincerely

-Sven-

__ __ __ __ __ __ __ __ __ __ __ __ __
/_ / //_ / / /_// //_// //_ ////_//_//_/ //// //_ //_/
__/ \//_ / / /_//_// |/ //_ / // // |/ | / //_/__/// |

---- Lergodsv 79, S-238 40 OXIE. Tel +46-40 54 54 54 ----
---- Internet sven@dada.ct.se / Fidonet 2:200/136.56 ----
---------------------- S W E D E N ----------------------

(UUCP Dialup connection)

2169. Re: Falcon Audio Modifications

Newsgroup: comp.sys.atari.st
Date: 1995-02-12 21:40:00 UTC
From: sven.bornemark@p56.dada.ct.se
Message-ID: <ftn_2.200.136.56$fidonet.org_2f3e8109_Sven.Bornemark@p56.dada.ct.se>
Source record: 171619

Hi Fredrik/Hugo!

> I just bought a Falcon to use for Harddisk recording. I've been
> looking everywhere on the net for a FAQ that describes the audio in/out
> hardware modifications to get better sound quality, bu I can't find it.
> So, could anyone give me a tip where it is, or maybe mail me a
> description of the modifications?

Some time ago I wrote an article (sort of) on the subject. If you want me to I
could send you a copy via netmail.

My own Falcon now sounds BRILLIANT thanks to the modifications I
performed - you should not miss it!

Yours sincerely

-Sven-

__ __ __ __ __ __ __ __ __ __ __ __ __
/_ / //_ / / /_// //_// //_ ////_//_//_/ //// //_ //_/
__/ \//_ / / /_//_// |/ //_ / // // |/ | / //_/__/// |

---- Lergodsv 79, S-238 40 OXIE. Tel +46-40 54 54 54 ----
---- Internet sven@dada.ct.se / Fidonet 2:200/136.56 ----

(UUCP Dialup connection)

2170. Re: NEC 3D

Newsgroup: comp.sys.atari.st
Date: 1995-02-12 21:57:00 UTC
From: sven.bornemark@p56.dada.ct.se
Message-ID: <ftn_2.200.136.56$fidonet.org_2f3e849a_Sven.Bornemark@p56.dada.ct.se>
Source record: 171620

Hi Andrew,

> There are a lot of NEC 3D monitors attached to Atari's out there, as I
> recall.
>
> Anybody know how to connect one up? Information appreciated, as a
> friend has just acquired one.

I've got a NEC MultiSync 3V connected to my Falcon, but that's perhaps beside
the topic?

-Sven-

__ __ __ __ __ __ __ __ __ __ __ __ __
/_ / //_ / / /_// //_// //_ ////_//_//_/ //// //_ //_/
__/ \//_ / / /_//_// |/ //_ / // // |/ | / //_/__/// |

---- Lergodsv 79, S-238 40 OXIE. Tel +46-40 54 54 54 ----
---- Internet sven@dada.ct.se / Fidonet 2:200/136.56 ----

(UUCP Dialup connection)

2171. Re: HELP! Hard Drive Fuck-up

Newsgroup: comp.sys.atari.st
Date: 1995-02-12 22:12:56 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3hm158$pci@golem.wcc.govt.nz>
Source record: 171621

In article <dogmeatD3tEoL.3Gu@netcom.com>, dogmeat@netcom.com (Brett Nair) writes:
> All:
>
> HELP! I am experiencing a near-fatal problems with my Atari SH204
>20meg hardrive.
>
> Symptoms: Shortly after booting up, the computer fails to find
>any files with the dialogue box. Sometimes the screen is blank, sometimes
>the files are garbage and unselectable, sometimes only the current PATH
>is usable.

Replace all the Elect. caps in the PSU, they dry up, this is a common
fault....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2172. Re: New Files at HENSA (03 Feb)

Newsgroup: comp.sys.atari.st
Date: 1995-02-12 22:15:33 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3hm1a5$pci@golem.wcc.govt.nz>
Source record: 171622

In article <3hb1j8$1bkp@sat.ipp-garching.mpg.de>, krasel@alf.biochem.mpg.de (Cornelius Krasel) writes:
>Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
>> We don't have FTP access here only Gopher and Web
>
>If you have a WWW client, you can use FTP from within the client.
>
>Just open this URL:
>
> ftp://<whatever the address of hensa is>/

Yes I do know this but the BIG problem is those Atari file extentions,
like .TOS etc, you can't access them, but you can via Gopher....

Files show up differently depending on witch was you access these sites..

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2173. Re: Adding memory

Newsgroup: comp.sys.atari.st
Date: 1995-02-12 23:53:27 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D3wvp4.Apu@cix.compulink.co.uk>
Source record: 171623

> <3h92h4$nmh@floyd.santarosa.edu> <3h9351$nmh@floyd.santarosa <950210Z183216.
783barheath@heathen.demon.co.uk>
X-Newsreader: CixRead/CixComm

In message <950210Z183216.783barheath@heathen.demon.co.uk>,
barheath@heathen.demon.co.uk said:
> In article <macdonald.154.000FE3AD@cfcsc.dnd.ca>
> macdonald@cfcsc.dnd.ca "Ken Macdonald" writes:
>
> >
> > I am not sure if the Mega had MMU or not (pretty sure NOT) I know
> > the ST's didn't have MemoryManagementUnits. I am pretty sure they
> > could only be used starting with 68030(or maybe 68020-but as this
> > concerns Atari - that doesn't matter) so that means the TT and
> > Falcon.[and now Medusa, Eagle?]
> >
> >
> You must have had different STs to me. I've had both STFM and STe and
> both have MMU chips - how on earth do you think they manage their
> memory?

It seems that Ken is talking about *real* memory units, ie what the rest
of the computing world call chips which manage memory to allow protection
and virtual memory.

Bazza OTOH is talking about the chip Atari grandiously called a MMU. Its
just a pity it doesn't do everything its name implies.

:-(

Roland.

@CiX

2174. Re: Adding memory

Newsgroup: comp.sys.atari.st
Date: 1995-02-12 23:53:31 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D3wvp7.AqG@cix.compulink.co.uk>
Source record: 171624

> <3h92h4$nmh@floyd.santarosa.edu> <3h9351$nmh@floyd.santarosa.edu>
X-Newsreader: CixRead/CixComm

In message <3h9351$nmh@floyd.santarosa.edu>, kghashgh@nermal.santarosa.edu
said:

> can I do about it? Also, a couple people mentioned the MMU, but I
> think those who did were unsure if the ST has one. Anyone know if

The ST has a chip which in Atari speek is called the MMU. If its faulty
or even just a little under spec then this might be the problem.

However when people say 'you need an MMU to use this software' they don't
mean this Atari chip. They mean the proper MMU built into the 68030 and
above - or the Motorola MMU chip which can be used in conjuction with (I
think) 68010 upwards. Most commonly found with 68020s like in the very first
MAC 2 (it was optional there - but ISTR there was a socket for it).

:-)

Roland.

2175. Gribnif Email Address?

Newsgroup: comp.sys.atari.st
Date: 1995-02-13 00:56:59 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <3hmaor$sql@canopus.cc.umanitoba.ca>
Source record: 171625

```
Can someone let me know Gribnif's current email address? The one I used
to use just bounces mail now... Thanks!
--
<Trevor_Cordes@umanitoba.ca> $ AtariTT030/8 48Mhz $ cds,comics,s/wr,videos,
3rd Year CompSci Honours $ PreludeVTEC Techno $ 4 SALE: E-mail me with
University Of Manitoba, Canada $ Dr.Who SCTV Unix $ the subject: SEND INDEX
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
```

2176. Atari 1040 ST For sale

Newsgroup: comp.sys.atari.st
Date: 1995-02-13 05:18:40 UTC
From: bhunt5@rain.org
Message-ID: <3hmq3g$3m0@news.rain.org>
Source record: 171627

I have a friend that has an Atari 1040 ST with color monitor and small hard drive (I think it's 10 meg), and lots of disks (maybe 200-300). He will let it all go for $200.00. If anyone is interested E-Mail me, and I will pass it on tho him. (he's not on the Net)
Brian

--
--bhunt5@coyote.rain.org

2177. Re: New Files at HENSA (03 Feb)

Newsgroup: comp.sys.atari.st
Date: 1995-02-13 10:16:33 UTC
From: vctec@westminster.ac.uk
Message-ID: <D3xoJM.Hzt@westminster.ac.uk>
Source record: 171628

Simon Gornall (sjg@phlem.ph.kcl.ac.uk) wrote:
: Well, Lee was easily persuaded when I wanted umich mirrored :-)

So you gonna ask him?

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

2178. Re: Au sound format

Newsgroup: comp.sys.atari.st
Date: 1995-02-13 10:25:56 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <3hnc3kEmm0@uni-erlangen.de>
Source record: 171629

faucheux@int-evry.fr (Frederic / FFX) writes:

> Does anyone know an application (preferently public domain)
>that is able to play and/or to convert samples in the .au format.

You can use 525 (available at ftp.uni-stuttgart.de /pub/atari/sound) to
convert au to almost anything else.
--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

2179. Re: IMPORTANT NOTICE ABOU

Newsgroup: comp.sys.atari.st
Date: 1995-02-13 10:28:09 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3hnc7p$8q5@epsilon.qmw.ac.uk>
Source record: 171630

Dan Dreibelbis (Dan.Dreibelbis@balmybeach.gryn.org) wrote:
: Don't worry Danny - even though I don't have Internet access, I
: certainly appreciate what you've done to help out other Atari users

Thanks. :-)

: explained that he actually has done some good. And now he does THIS
: to you.

From what I gather, Roger is a bit hot headed at times. ;-) He still writes to me via personal e-mail...and I definitely look forward to more uploads. Yes, i was upset by his comments, but then I should know Roger better. He likes wibbling. ;-))

Anyway, I hope that Roger will post a gopher address to access UK sites, as he is the one who told me about one.

If not, then I will post it from my personal account on cix, so as to not be in HENSA clothing.

: done me a kindness. I certainly wouldn't want to hurt any friends I
: have here - and I (and a lot of people here) consider you a friend.

It is things like this which make my work here worthwhile. Thank you, Dan, for this very kind remark.

Danny
--
.signature.signature

2180. Re: Uniterm and Simon Poole

Newsgroup: comp.sys.atari.st
Date: 1995-02-13 10:47:49 UTC
From: Rod@ivecoft.demon.co.uk
Message-ID: <792672469snz@ivecoft.demon.co.uk>
Source record: 171631

All this talk about Uniterm has made up my mind.
I've had to suffer a pc for 'net and bbs connections up till now. I cant stand it any more! I've been onto Frank C at demon and I'm getting NOS software via snailmail. (it wont download to my pc, fussy eh!?) Now a good piece of software for term emu is in order. I have got Freeze Dried but all of the past post about it has made me look elsewhere. (doesnt seem to like MagiC anyway)

Can anybody tell me on what ftp site I can find Uniterm.
TIA
|~~~

2181. DeskToppers?

Newsgroup: comp.sys.atari.st
Date: 1995-02-13 12:15:01 UTC
From: andrew@minster.york.ac.uk
Message-ID: <792677701.3711@minster.york.ac.uk>
Source record: 171632

Has anyone got a Desktopper for the Falcon? I want a new box for my Falcon but I'm not sure which to get and what the best keyboard to get would be.

Any comments would be helpful. (Emailed or posted)

Also, when is the next UK Atari show? (Is there going to be one in Austria in June?)

-Andrew

Andrew Hague -- Researching Motivation in Human-Computer Interaction
Department of Computer Science. University of York, YORK. YO1 5DD
Tel: (+44/0)1904 432762 E-MAIL: andrew@minster.york.ac.uk
<Atari Falcon030, LynxII and Jaguar Owner and Prospective Developer>
Experimental WWW page: http://dcpu1.cs.york.ac.uk:6666/andrew/

2182. Re: syslogd binary? (for MiNTNET PPP)

Newsgroup: comp.sys.atari.st
Date: 1995-02-13 12:15:24 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1995Feb13.121524.24004@euclid.earth.ox.ac.uk>
Source record: 171633
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <D3LK8w.Lw9@watserv2.uwaterloo.ca>,
Samy Mesbah <sasmesba@kingcong.uwaterloo.ca> wrote:
>Hello,
>
>I have gotten MintX to work well, I have got MinTNET installed, now
>I am trying to get a PPP connection going. The pppd docs say
>syslogd is needed to run it - so I got MinTOS 1.4.1 and proceded
>to just try and get syslogd (and some updated file utils) I do not
>want to set up with users like a BSD system. The problem is there
>is no binary in the distribution for syslogd, only source and I do
>not have gcc up and ready to go to compile. Is there any binary of
>syslogd floating aroiund the net? I've kept the syslogd.conf file
>from MintOS but I don't want to install all of MintOS

Easy.. get the binary distribution of MiNTOS. It should be in the same place
as where you got the source distribution.

>Thanks,
>Sam

Steve
--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

2183. Re: softpc <-> dos 5.0

Newsgroup: comp.sys.atari.st
Date: 1995-02-13 13:08:04 UTC
From: sanders@sci.kun.nl
Message-ID: <D3xwHG.8ty@sci.kun.nl>
Source record: 171634

In <3hgkkh$k70@newsbf02.news.aol.com> alfasoldt@aol.com (Al Fasoldt) writes:

>> Does anybody know if softpc will work with dos 5.0 on a TT4?

>Yes, it will, and with DOS 6.x, too. But Hutch makes a good point. I *do*
>wonder, though, what the status of that software is.

Well, I formatted a 720K floppy with the /s switch on my girlfriend's
PC, but starting up SOFTPC always gives me an error about
"d:\softpc\c_drive.hdf" not found - If I make a dummy file with that
name, it complains that is hasn't got the right format. So how can I
boot? The (short) readme says that I should be able to boot with an
MS-DOS bootdisk (3.20 and 3.30 succesfully tried) but I can't find
anybody with such an old version. And you say it works with the newer
ones...

What am I doing wrong?

And on legal terms, if I FORMAT /S a floppy on someone else's PC, can
I use that as bootdisk at home?

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

2184. Re: Downloading Questions

Newsgroup: comp.sys.atari.st
Date: 1995-02-13 15:38:26 UTC
From: rappleye@felix.kodak.com
Message-ID: <rappleye-130295103620@150.102.161.162>
Source record: 171635

In article <199502081939.a43882@m4.maus.de>, Peter_Missel@m4.maus.de (Peter Missel) wrote:

> >Simple mon amigo... just format your DSDD disks as PC, download your
> >Atari files onto the Mac hard drive, copy 2 floppy, take home, insert
> >said floppy(s) into faithful Atari drive and play away. Certainly saves
> >uuencoding all this stuff. The only problem I can see is if the file is
> >too big to fit onto said PC formatted floppy.
>
> BZZZZZZZZT. Wrong answer.
>
> Hyperdrive equipped Macintosh computers can format and write a DOS-compatible
> HD disk, but _not_ DD disks.

Time out guys...as the original poster with an FDHD equipped Mac (Sys 7.1) on my desk, I know I can read, write, and format 720K DOS disks on the Mac that work just fine on my 1040 at home...that never was the problem. In fact my Mac is a little fussier that the ST, so I format disks on the Mac just to make sure they will be readable on both machines.

RevDrFreak
'foot soldier

2185. Re: What are the best games for the ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-13 17:43:15 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3ho5nj$g49@bs33n.staffs.ac.uk>
Source record: 171636
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

Peter Hofman (hofman@31.30.dnet@god.bel.alcatel.be) wrote:

: could you please move this games-shit to rec.games.video.atari????

Why don't you just try NOT reading it.. hell the subject is: What are the
best games for the ST? If you don't like it don't read the bloody thing.
Geez some people...

RiCH

2186. Re: New Files at HENSA (03 Feb)

Newsgroup: comp.sys.atari.st
Date: 1995-02-13 17:50:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3ho648$g49@bs33n.staffs.ac.uk>
Source record: 171637

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:

: PLEASE READ THE ARTICLE THAT DANNY POSTED REGARDING NO MORE GOPHER/WEB
: access and only 6 FTP users....

I quote: "I am hoping that this will not last for long, as the load on
the system hit that high yesterday too, which means that it (is) not
gopher or WWW." "I need cheering up. Hopefully, we will soon find what
the cause is for the high loads, and revert back to full unrestricted WWW
access. In the meantime, please use us via ftp."
[Danny]

You hardly posted anything that would "cheer him up" and I hadn't
actually read that post when I read yours. However it would appear that
once problems are sorted my original point will still be valid.

Regards,

RiCH

2187. Re: PD Games..

Newsgroup: comp.sys.atari.st
Date: 1995-02-13 18:09:31 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3ho78r$g49@bs33n.staffs.ac.uk>
Source record: 171638

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:

: Well what I am after is a list of the better PD games, colour/mono
: that will run from a HD on a ST/STE etc...

Depends what style game you like. Personally I find the following good:-

Colour Clash - great puzzle game with cute little chameleons
Sim Pig - brilliant little sim city clone
Fatemaster - RPG sort of game quite like the Zelda series on the SNES
Grandad 1 & 2 - both classic arcade/adventure games
Utopos - brilliant 'Oids' clone (without the oids!)

There are no doubt hundreds others...

RiCH

2188. MIDI ITEMS FOR-SALE

Newsgroup: comp.sys.atari.st
Date: 1995-02-13 18:17:10 UTC
From: michaelk@pacifier.com
Message-ID: <3ho7n6$dco@pacifier.com>
Source record: 171639
Cross-posted to: rec.music.makers,rec.music.makers.synth,rec.music.makers.marketplace,comp.sys.atari.st,comp.music

I have the following items for-sale
Buyer pays shipping
Price in U.S. Dollars

Roland M-240 24 channel line mixer, table top
(no EQ)

*4 effect sends per channel
*stereo rtns on three sends, fourth is mono but pannable
*rtns 1 & 2 have level switches
*4 bus in jacks
*fourth send can be pre or post fader
*the main outs provide both phone jacks and XLR connectors
*channels one & two can be used with mics
*dimensions: 26" X 11-5/16" X 3-7/16"
*pre-fader signal indicators
*headphone jack & volume control for monitoring
*channel panpots
*2-3/4" fader throw
*master peak meters
*individual channel peak/signal indicators
*in excellent condition (except for a few tape marks)
only used in my bedroom midi studio
*manual included
* $275
Buyer pays shipping

SOFTWARE FOR ATARI-ST:

GENWAVE Sample Editor
*lots of Features, including cross-fading,time conversion, pitch
transposition, filter drawing, will import Sound Designer files type I
*Covers these samplers: E-mu Emax/E 111/ SP-1200, P-2000/2/3000, Akai
S900(12 & 16bit), S950/S1000, Yamaha TX16W, Roland S50/S550/S330,
Korg DSS/DSM,T series, Frontal Lobe PCM Channel, Peavey DPM3,
Dynacord ADS/ADD, Casio FZ-1/10M, Ensoniq EPS, Midi
Sample Dump and more, (no SCSI support)
* $100

DR. T's XoR (Universal Editor/ Librarian)
* $75

DW/EX8000 Synth Editor
* $10

E-Magic's Logic 2.0 (& Logic Audio for the Falcon)

*One of the most comprehensive sequencer programs on the market,
included is Logic Audio 2.0 for the Falcon (Hard Disc Recording)
*Includes LOG-3 -- three additional midi outs, all manuals
* $200

--
---
pacifier.com - Vancouver's Public access Internet (206) 693-0325
telnet or dial the above and type "new" at the prompt to register

2189. Falcon bombs with HD disks

Newsgroup: comp.sys.atari.st
Date: 1995-02-13 18:22:26 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3ho812$g49@bs33n.staffs.ac.uk>
Source record: 171640

When copying as many disks as I do on my Falcon I was interested to note a small problem I came across. With a high density disk that has been PC formatted I simply could not copy a folder onto that disk - it would bomb out. This happened when using Kobold or any other program, even the Desktop. I have TOS 4.02, I got a friend with TOS 4.01 to test this and the same happened for him. Copying files is fine, either single or multiple, but copying a FOLDER (either empty or with files inside) just made the machine crash.

There's got to be a patch program for this rather odd little problem and don't say format the disk with the GEM desktop because I have to copy hundreds of disks and therefore buy them ready formatted. Thanks..

'A bemused' RiCH

2190. Re: Atari mags...

Newsgroup: comp.sys.atari.st
Date: 1995-02-13 18:24:27 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3ho84r$g49@bs33n.staffs.ac.uk>
Source record: 171641

Jeff Apolis (japolis@nyx10.cs.du.edu) wrote:
: cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

[List of mags deleted]
: >: About six inches deep of Atari news and ads and tips and tricks. Enough
: >: reading to keep you happy for a year.
: >: $20 which includes shipping
: >: japolis@nyx.cs.du.edu or
: >: jeffapolis@aol.com

: >Bet that $20 doesn't include shipping to the UK, othewise I'd buy them all.
: >*sigh*

: Aren't you the same guy that was drooling over my TT/030 tower for sale?
: Sounds to me like you NEED my mags! Hell, might only be a hundred bucks
: to ship'em there...
: Hehehe :)

Drooling over a TT? Err I think not ;) Certainly wasn't me guv.
I just like to read old Atari mags, nowt wrong with that is there?

RiCH :)

2191. Re: Netiquette

Newsgroup: comp.sys.atari.st
Date: 1995-02-13 18:40:04 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBNTBBWNUP@galaxy.teuto.de>
Source record: 171642

In <950207Z100756.903barheath@heathen.demon.co.uk> Barry Heath wrote:

[some good stuff snip'ed]

>editor properly, and learning to extract relevant info, and 4, well I can't
>say too much there, can I? - though I have seen some that just go toooo far!

;-)

>I'd be interested to know how others in this group feel.

I do agree with you. However, this is hardly the appropriate group to hold
such a discussion. It is an atari group after all, isn' it?

Bye.

/Hendr!K/

2192. Re: What are the best games for the ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-13 18:46:50 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBNTBBWQUP@galaxy.teuto.de>
Source record: 171643

In <3h9pu2$5vv@btmplq.god.bel.alcatel.be> Peter Hofman wrote:

>could you please move this games-shit to rec.games.video.atari????

One should've considered a slighly more polite wording, but I do agree with you.

So, get lost;-))

Hendr!K

2193. Re: IMPORTANT NOTICE ABOUT HENSA ACCESS

Newsgroup: comp.sys.atari.st
Date: 1995-02-13 18:51:24 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBNTBBWTUP@galaxy.teuto.de>
Source record: 171644

In <D3oMLt.FL7@westminster.ac.uk> Denesh Bhabuta wrote:

[...]

>So what I have been doing has been worthless?

Disregard some of the sh*t from a certain person ...

>[FX...Danny walks off, sulking, and thinking where he went wrong, and
>totally hurt by Roger's comments]

[virtual hug mode on]

No, Danny, please don't :-)

[off]

Hendr!K

BTW, did you get my mail re. your HDD problems?

2194. Re: Falcon serial-port speed?

Newsgroup: comp.sys.atari.st
Date: 1995-02-13 18:53:54 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBNTBBWWUP@galaxy.teuto.de>
Source record: 171645

In <H.ekBL.UTbi35agCpU@icon.pp.se> Daniel Eriksson wrote:

>> Apparently, speeds of up to 115000bps are possible
>> with a little hardware upgrade.
>No need for hardware-hacks on the Falcon. To get more than 19k2 on a
>ST, MegaST or STE will however require a small HW-hack.

MegaSTE won't require any HW-mod to get more than 19k2 DTE ...

Hendr!K

2195. MagiCMac

Newsgroup: comp.sys.atari.st
Date: 1995-02-13 18:55:56 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBNTBBWZUP@galaxy.teuto.de>
Source record: 171646

In <3hbflq$k25@newsbf02.news.aol.com> ERCORP wrote:

>Will Magic Mac run on a 68030 Powerbook Duo 210 or 230.

The faq says

Q: Which computers work with MagiCMac?
A: MagiCMac works with all Apple Macintosh computers with a 68030 or 68040 processor. For example, Quadra 700, PowerBook 150, Duo 270c, Performa 475 or 630. You should have at least 4 MB RAM available. With this configuration you will only have 1.5 MB under MagiCMac. For convenient working we recommend 8 MB RAM.

so I'd say a 210 or 230 will be ok as well.

Hendr!K

2196. Wanna bet? was: Re: Magic incompatibility list

Newsgroup: comp.sys.atari.st
Date: 1995-02-13 19:02:10 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBNTBBXCUP@galaxy.teuto.de>
Source record: 171647

In <9502091429.AA03721@ilmen.lanl.gov> Hutch wrote:

>:Wanna bet? I might risk one bottle of good ol' Scottish Malt-Whiskey of your
>:favourite brand :*)
>:Hutch, are you in on this :-)?)

>don't drink, I could still round up a bottle of gen-u-ine bottle of good
>ol' Kentucky Bourbon to add to the pot.

So Kim, say, how 'bout it?

I'm thirsty ;-)~)

Hendr!K

2197. Re: HTML -> 1st Word Plus Converter

Newsgroup: comp.sys.atari.st
Date: 1995-02-13 19:05:46 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBNTBBXFUP@galaxy.teuto.de>
Source record: 171648

In <3hcosa$iu4@frigate.doc.ic.ac.uk> Leon Brocard wrote:

>Yup, it will definitely help me, as right now I just use Everest and have
>to take an educated guess as to the final result.

;-)

>I've just had a look at ST-Guide, as it happens, and it looks very
>easy to use, and handy too (eg I can have local links).

It is a great package.

>Does everyone use ST-Guide? I might go for the 1st Word -> HTML ->
>ST-Guide combination.

It is FAIRWARE and it can be obtained at various places. Availability should
not be a problem at all!

Hendr!K

2198. Re: What are the best games for the ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-13 19:07:11 UTC
From: btomlin@crl.com
Message-ID: <3hoakv$cot@crl10.crl.com>
Source record: 171649
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote in rec.games.video.classic:
>Peter Hofman (hofman@31.30.dnet@god.bel.alcatel.be) wrote:

>: could you please move this games-shit to rec.games.video.atari????

>Why don't you just try NOT reading it.. hell the subject is: What are the
>best games for the ST? If you don't like it don't read the bloody thing.
>Geez some people...

And the subject is ***OFF TOPIC*** for rec.games.video.classic.

Followups set, dammit.

2199. Re: Magic incompatibility list

Newsgroup: comp.sys.atari.st
Date: 1995-02-13 19:33:15 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9502131830.AA04189@ilmen.lanl.gov>
Source record: 171650

In a continuing silly argument about whether or not Motorola's 68040
chips are -really- internally clock-doubled in the same fashion as
Intel's 486 series chips, kim@dksoft.ping.dk (Kim Andersen) wrote:

>>Remember guys... the truth ain't always what you read in the funny papers
>>-or- in those glossy ads. Hmmm... not much difference though. ;-)
>
>And what is suppose to be the difference in what you tell us, and what we
>read. Are you telling what i read isn't the truth ?

Quite honestly, Kim, I couldn't really care less WHAT or WHO you believe
and I most imagine that Hendrik feels the same way. And none of what your
buddy wrote should be considered surprising by any informed technician.

My sole disagreement in all this was that the 68040 is not clock-doubled
in the same *fashion* as the Intel chips. With that single exception, I
concur with your friends long but informative tirade about the beauty of
the 68040. Hey, I own one and DO think it's a great chip.

I think the likelihood of us ever seeing a 68040 Falcon built by Atari
is somewhere between slim and none. But that's another story, of course.

I know what the truth is in this regard, and that's gratification enough
for me, especially on a nonsensical topic such as this where it doesn't
really matter WHO is right in the grand scheme of things.

It just doesn't pass my "So What?" test, ya know? :)

-Hutch- @ Fair Dinkum Tech

2200. Motorola 68040, was: Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-02-13 20:23:56 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBNVBDVKUP@galaxy.teuto.de>
Source record: 171551

In <FBJAFIURUP@dksoft.ping.dk> Kim Andersen wrote:

>>>I think it was in ST Format (I KNOW) they had an article on the 040 a while
>>Oh well, if it's in ST Format is _must_ be true. After all they do seem to
>>have the sharpest editors and most technically-aware contributors.
>>NOT!.
>But this time the article was right.

Most certainly not.

Hendr!K

2201. Wanna bet?, was: Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-02-13 20:33:06 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBNVBDVNUP@galaxy.teuto.de>
Source record: 171552

In <FBJAFIWBUP@dksoft.ping.dk> Kim Andersen wrote:

>HM> Wanna bet? I might risk one bottle of good ol' Scottish Malt-Whiskey of your
>HM> favourite brand :*)
>Yep, i'm in. How much do you wanna loose ? 8-)

Like I said, one honker of a good Scottish Malt Whiskey. And good ol' John
comes along with some Bourbon. How does that sound?

>HM> Motorola Ltd.
>HM> European Literature Center
>HM> 88 Tanners Drive
>HM> Blakelands
>HM> Milton Keynes MK14 5BP
>HM> UK
>HM> Unfortunately I'm not aware of any phone, fax, or e-mail connections. If
>HM> anyone has s. th., please drop me a note. TNX.

PLEASE, if _anyone_ has their phone or fax numbers handy, drop me a mail!

Is there another possible source to get the final answer from Moto somewhere?
We need a trustworthy person from outside.

I _know_ the Moto's aren't double-clocked like the Intel DX-2's, but methinks
Kim won't buy it.

>HM> What do you think APPLE equipped their 68040 MAC's with? Aplle used the *XC*
>HM> mask-revision for a loooong time. The final *MC* version (with the unique
>HM> Motorola "M") came out late 1994.
>Sorry, i meant Motorola's 040ï¿½s only. I have no idea about others.

See, you have no idea about the different steppings of this particular cpu.

I' _am_ talking about the 68040 here! But there are different revisions
available. The XC-type is used and selled until the silicon is thoroughly
tested (in the field. Apple has 'em in their MAC's) and them it is "rewarded"
the Motorola-"M".

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+--------------------\ (----( )--------------------+

```
\_) ) /
(_/
```

2202. Re: NVDI (worth it?)

Newsgroup: comp.sys.atari.st
Date: 1995-02-13 20:54:01 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95044.155401STIRRE31@MAINE.MAINE.EDU>
Source record: 171553

George,
Does your new copy of NVDI work in 40 column True Color mode? My
copy gives two bombs and locks up the computer. Thanks.
-scott tirrell

2203. Adaptec+ and hd problem

Newsgroup: comp.sys.atari.st
Date: 1995-02-13 21:31:25 UTC
From: foltin@cherokee.nsuok.edu
Message-ID: <D3yJsE.L5M@cherokee.nsuok.edu>
Source record: 171554

Help, again! This time with a hard drive problem.
I have the following system:
stock 520ST
Atari dsdd drive
Adaptec+ adscsi
Adaptec software 6.5.5
Sony SRD 2040A scsi drive (came out of a mac or apple)
IBM 150watt power supply

The system recognizes the drive and gives me some info on
buffers, the clock. However, I cannot find a way to reformat the
drive from mac to gem partitions.
ICD's hdutils brings up themenues and the dialog boxes, but
nothing is highlighted to choose on the zero directories dialog
box, for instance.

When I try to run ICDFMT, the system responds: Stack overruns
heap. What does that mean?

I tried to call ICD, but am unable to penetrate the silicon
barrier to get to a human being.
What is their e-mail address?

Thanks for any help that y'all can give. I am just so frustrated
by the fact that I am a gnats hair way from hooking up my HD.

Thanks a bunch.

Bela Foltin
foltin@cherokee.nsuok.edu

2204. HTML->ST-Guide Converter

Newsgroup: comp.sys.atari.st
Date: 1995-02-13 21:39:21 UTC
From: Leon Brocard <lglb@doc.ic.ac.uk>
Message-ID: <3hoji9$9u7@frigate.doc.ic.ac.uk>
Source record: 171555

Hullo there...

Okay, you may have thought that I was going to do an HTML->1st Word converter. I still may, but having looked at ST-Guide seriously, I think it is the best choice.

So, it won't cope with graphics, and it won't be realtime, but so far the program is going slowly, but well. As previously thought, the formatting routine is the tricky bit.

Just out of interest, how many levels of indent do you think it should be able to cope with? Say every indent takes up 5 chars, I could have about 20... Sound good?

BTW I am definitely not thinking of doing an ST-Guide->HTML converter. Too tricky.

Thanks for all your input, I'll keep working at it (slowly...)

Cheers, Leon.

--
-+-+ In real life: Leon Brocard Editor of DoCSoc Magazine! +-+-
-+-+ Internet: lglb@doc.ic.ac.uk ^------ Wow! +-+-
-+-+ What follows is a real-time, changing .sig... (wait and be amazed!) +-+-

.. Inigo Montoya: You seem a decent fellow, I hate to kill you.
.. Westley: You seem a decent fellow, I hate to die.

2205. Software/Games For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-02-13 22:51:06 UTC
From: abstract@wam.umd.edu
Message-ID: <3honoq$fb7@cville-srv.wam.umd.edu>
Source record: 171556

I have the following items for sale:

- Pagestream V 1.8
- Flash V 1.6
- Universal Item Selector V 3.0

Games:

- Silent Service: the Submarine Simulation
- Fahrenheit 451
- Amazon
- Gauntlet
- Flight Simulator II (with specialized joystick)

All of these have all original documentation, etc. I take good care of my equipment. If interested, please email at:
-abstract@wam.umd.edu

--Abstract

2206. Atari ST system for sale

Newsgroup: comp.sys.atari.st
Date: 1995-02-13 23:44:58 UTC
From: bryonm@omnifest.uwm.edu
Message-ID: <3hoqtq$nqc@omnifest.uwm.edu>
Source record: 171557

For sale:

Atari 520 ST with 0.5 megs of ram
SF354 disk drive
and mouse.

Asking price $150.00 or BEST OFFER! system will be sold to the best offer by
the end of february.

Thank you.

Bryon Morisette

2207. Pinouts for atari Monotor

Newsgroup: comp.sys.atari.st
Date: 1995-02-13 23:46:55 UTC
From: bryonm@omnifest.uwm.edu
Message-ID: <3hor1f$h70@omnifest.uwm.edu>
Source record: 171558

Hello,

I am wondering if i could get the pinout signals for an atari SC1224
monotor?

Please mail me with suggjestions, i cannot see anything if someone posts
publicly.
QUIT

thanks,

Bryon Morisette

2208. Which TOS version is best?

Newsgroup: comp.sys.atari.st
Date: 1995-02-14 00:09:41 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950213160634.20583F-100000@PEAK.ORG>
Source record: 171559

I've heard rumors that some of the older games won't work with a new version of TOS. Does anybody know if there's any truth to that rumor? I have a bunch of older games that I'd like to run, but at the same rate, it would be nice to upgrade to the latest version fo TOS, for increased hard drive performance.

Which version of TOS begins the incompatibilites, if any? Is TOS 1.04 (?? I think that's the #) TOTALLY compatible with 1.0? Is there any way to install more than one version of TOS and switch between them?

Is there a TOS FAQ that might answer my questions?

Thanks in advance.

James

2209. ST Clock wanted.

Newsgroup: comp.sys.atari.st
Date: 1995-02-14 00:12:18 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.950213160957.20583G-100000@PEAK.ORG>
Source record: 171560

I'd like to find a clock for the old 520ST.

Seems like WAAAAAAY back in the beginning, there was the Logichron cartridge clock, and there were also some solutions that went INSIDE the machine, leaving the cart port (and desk space) free and clean.

I think they might have gone in a ROM socket, under a ROM. Does anybody know what's up with the old ROM socket clocks? I think it would be grand to have it INSIDE the machine. I have a Toad Computers catalog, but all I see there is a cartridge clock.

Anybody have a clock they'd like to sell, by the way?

James

2210. Re: NVDI (worth it?)

Newsgroup: comp.sys.atari.st
Date: 1995-02-14 02:42:47 UTC
From: brenjb@hg.uleth.ca
Message-ID: <3hp5b7$s9@holly.cc.uleth.ca>
Source record: 171561

In article <3hg304$ibu@news.nevada.edu>, gaghon@nevada.edu (GEORGE GAGHON) writes:
>
>It seems as though I had a bad version of NVDI, I exchanged it and it works
>fine in TC now.

I'm glad to hear that. Isn't it great?

>
>The blitter is still inactive from 256 colors. I am assuming that is
>the way they programmed it.

Uhhh, it works fine on mine. Are you sure?

Jon

2211. Setting up X (is there a FAQ?)

Newsgroup: comp.sys.atari.st
Date: 1995-02-14 02:48:01 UTC
From: drz@raven.cybercom.com
Message-ID: <3hp5l1$75m@crow.cybercom.com>
Source record: 171562
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi,

I've sort of succeeded (not really) at installing X, but I'm not sure what's wrong. :-(My question is, could somebody who has got it all running please mail me his mint.cnf, .xinitrc, .twmrc and any other setup I might need. A brief explanation of how your directory structure is put together would also be very helpful. advTHANKSance.

--
.. Doctor Zweistein, aka Baruk or Tim Newsome
''::..
D '':: drz@raven.cybercom.com | Microsoft is not the answer.
..::'' http://raven.cybercom.com/~drz/ | Microsoft is the question.
::'' R | "No!" is the answer.
''::.. quidquid latine dictum |
'' sit, altum viditur | Intel inside? Don't divide!

2212. hee hee hee!

Newsgroup: comp.sys.atari.st
Date: 1995-02-14 03:21:37 UTC
From: brenjb@hg.uleth.ca
Message-ID: <3hp7k1$s9@holly.cc.uleth.ca>
Source record: 171563

John Sculley quit Apple because he knew it was going bankrupt!
Microsoft bought IBM last week, and they're stopping production of the
Power PC, anybody who buys one is a LIAR! THEY DON"T EVEN EXIST!
The big problem with the STs is Atari. They didn't put in anything.
you know what they put in? PORRIDGE! I know, because that's what's
in mine. They did it to save money.
Acorn has a built in direct-to-God interface!!! Get one, even though
I wholeheartedly refuse to.
Darn all of you LIARS! I didn't say that! I didn't say anything!

```
*****************************************************************************
* The views contained within are your own responsibility, you sniviling *
* STOS-using, lying, teenagers. I didn't say this either. Or that. *
*****************************************************************************
```

2213. Length of .....

Newsgroup: comp.sys.atari.st
Date: 1995-02-14 04:03:46 UTC
From: simon@kingres.demon.co.uk
Message-ID: <792734626snz@kingres.demon.co.uk>
Source record: 171564

Does anyone know the maximum length you can have a parallel printer cable ?
As I wish to site the printers in a different room to the ST.

Thanks
--

/ | / Snail-mail E-mail
\ |< 216 Scarborough Avenue simon@kingres.demon.co.uk
/ imon | \ ing Stevenage. Herts SG1 2HW

2214. Midi Software for-sale

Newsgroup: comp.sys.atari.st
Date: 1995-02-14 07:49:01 UTC
From: michaelk@pacifier.com
Message-ID: <3hpn9d$4da@pacifier.com>
Source record: 171565

I have the following items for-sale
Buyer pays shipping
Price in U.S. Dollars

SOFTWARE FOR ATARI-ST:

GENWAVE Sample Editor
*lots of Features, including cross-fading,time conversion, pitch
transposition, filter drawing, will import Sound Designer files type I
*Covers these samplers: E-mu Emax/E 111/ SP-1200, P-2000/2/3000, Akai
S900(12 & 16bit), S950/S1000, Yamaha TX16W, Roland S50/S550/S330,
Korg DSS/DSM,T series, Frontal Lobe PCM Channel, Peavey DPM3,
Dynacord ADS/ADD, Casio FZ-1/10M, Ensoniq EPS, Midi
Sample Dump and more, (no SCSI support)
* $100

DR. T's XoR (Universal Editor/ Librarian)
* $75

DW/EX8000 Synth Editor
* $10

E-Magic's Logic 2.0 (& Logic Audio for the Falcon)

*One of the most comprehensive sequencer programs on the market,
included is Logic Audio 2.0 for the Falcon (Hard Disc Recording)
*Includes LOG-3 -- three additional midi outs, all manuals
* $200

--
---
pacifier.com - Vancouver's Public access Internet (206) 693-0325
telnet or dial the above and type "new" at the prompt to register

2215. Re: Atari is still alive !

Newsgroup: comp.sys.atari.st
Date: 1995-02-14 09:16:34 UTC
From: chainxor@kom.auc.dk
Message-ID: <3hpsdi$m7q@news.iesd.auc.dk>
Source record: 171566

In article <3hdjgm$bvo@caro.dsic.emn.fr>, Xavier JOUBERT
<i2b03a@iut-nantes.univ-nantes.fr> writes:
> BobR <76702.1466@CompuServe.COM> wrote:
> > >What is the current status of Atari?
> > >
> > For all intents and purposes, Atari Corp is out of the computer business.
> > >
> > All their resources are currently devoted to the Jaguar video game system.
> > >
> > A small number of TT030 computers were manufactured during 1994 as Jaguar
> > development systems.
>
> Tramiel said not long ago Atari is still manufacturing
> Falcon 030 (not very important quantities) and that he never planned
> to stop the prodution. Some rumors say that Atari will show a new
> computer in the near future. It seems like they were waiting for money
> from the Jaguar to release their new bomb (?).
>
> Xavier Joubert (Xaz)

I would like to point out once and for all.

ATARI IS NOT OUT OF COMPUTER BUSINESS AT THIS TIME!!

So I guess you're right :-)

They are still producing Falcon's, we can get new machines instantly here in Europe.
Atari do NOT have any further plans on cutting the production.

Keep Cool and Flying...

ChainXOR...

2216. Re: Low Prices on Falcon??

Newsgroup: comp.sys.atari.st
Date: 1995-02-14 09:51:01 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950126151333.24555I-100000-100000-100000@bull.mimuw.edu.pl>
Source record: 171567

On Mon, 23 Jan 1995, eva crouse wrote:

> Hello to all in the UK! I am interested in knowing how some Atari UK
> Computer shops are doing selling the 1 Meg Falcon at 255 pounds???
>
> How is it you are able to purchase them at such low prices, when here in
> Canada, they still cost $1150.00?
> [...]
> .....and please, no demise of Atari comments as they still are producing
> Falcons in their current configuration as market demands.
>

I saw the same price in one of last issues (Dec/Jan) of ST-Format in
advertise of System Solutions. I suspect that it can be bug due to other
prices are 'quite normal' (otherwise its realy _good_ price!). Maybe
someone from S.S can comment it, or just send e-mail to them.

Regards,

Simon.

2217. Wanted in UK: SM124 or SM125

Newsgroup: comp.sys.atari.st
Date: 1995-02-14 10:55:38 UTC
From: dan@hpwina39.uksr.hp.com
Message-ID: <3hq27a$kpd@hpwin055.uksr.hp.com>
Source record: 171568

Please?

Does anyone have an SM124 or SM125 they can sell me? I'm in the south of
England (Surrey/Berkshire). Can travel.

Regards,
Dan.

.---.
| Dan Bennett : Uni* mail: dan@hpwina39.uksr.hp.com |
| Telephone: (+44) 344 361870 (GMT) |
| Fax : (+44) 344 361737 |
| Hewlett-Packard UK Response Centre, |
Amen Corner, Cain Road, Bracknell, Berkshire RG12 1HN, UK
They don't call me "Super-Dan the Wonder-Hero" for nothing, you know...
I have to pay them to do it...
`---'

2218. Re: Adding memory

Newsgroup: comp.sys.atari.st
Date: 1995-02-14 11:19:41 UTC
From: lais@cs.man.ac.uk
Message-ID: <3hq3kd$po2@m1.cs.man.ac.uk>
Source record: 171569

In article <macdonald.154.000FE3AD@cfcsc.dnd.ca>, macdonald@cfcsc.dnd.ca (Ken Macdonald) writes:
|> >From: kghashgh@nermal.santarosa.edu (Kayvon Ghashghai)
|>
|> >Somebody mentioned that the power supply might be faulty. If so, what can
|> I
|> >do about it? Also, a couple people mentioned the MMU, but I think those
|> who
|> >did were unsure if the ST has one. Anyone know if it does?
|> >Me far. You near.
|>
|> I am not sure if the Mega had MMU or not (pretty sure NOT) I know the ST's
|> didn't have MemoryManagementUnits. I am pretty sure they could only be used
|> starting with 68030(or maybe 68020-but as this concerns Atari - that doesn't
|> |> matter) so that means the TT and Falcon.[and now Medusa, Eagle?]
|> have fun with your mac
|> have more fun with your atari :^)
|> salut
|> -ken
|>

All STs have an MMU (but limited to 4Mb due to, perhaps, lack of foresight).
More powerful Ataris, like the TT030 and Falcon030, have later versions of
the 68000 CPU used in the ST, with on board MMUs.

S.Lai

2219. Re: On-screen Clock?

Newsgroup: comp.sys.atari.st
Date: 1995-02-14 11:22:03 UTC
From: michaelm@cogs.susx.ac.uk
Message-ID: <3hq3or$h9a@infa.central.susx.ac.uk>
Source record: 171570

Philips Dilworth Patton (darmok@leland.Stanford.EDU) wrote:
: Does anyone know where I can find a little on-screen clock utility.
: It preferably wouldn
: 't take up a window but just be text in the menu-bar in the corner or
: something like on the Mac system 7.5

: That would be nice.
: Thanx.

The PD/Shareware (?) program LEDPANEL does this (and more). It should be
available at most got ftp sites.

It works fine on my Falcon with/without MULTITOS.

--
Michael May, michaelm@uk.ac.susx.cogs
University of Sussex, Brighton, E Sussex, England michrm@uk.ac.susx.central

2220. Re: ET4000

Newsgroup: comp.sys.atari.st
Date: 1995-02-14 11:28:59 UTC
From: lais@cs.man.ac.uk
Message-ID: <3hq45r$pvt@m1.cs.man.ac.uk>
Source record: 171571

In article <macdonald.155.00103493@cfcsc.dnd.ca>, macdonald@cfcsc.dnd.ca (Ken Macdonald) writes:
|> Hello:
|> I've been looking around (casually) for TT's and other assorted hardware to
|> but while I save up some cash. I am a graphic artist, and while I own other
|> machines(MAC< IBM) I would like to make full use of CalamusSL and other
|> software which I can't really do on an STe. One of the video cards I was
|> looking at seriously was the Cyrel Sunrise video card, but I keep hearing
|> about ET4000. Would someone tell me about this card, and some specs would be
|> |> nice also.
|> Thanks.merci
|> -ken

ET4000 is the name of an actual graphics processor made by Tsenglabs (?). It's quite common, being in used in TKR's Crazy Dots and also many PC cards.

We don't hear much about Cyrel products in the UK :(but the top Atari dealer here,
System Solutions, imports from Germany the Matrix TC1208E. This is a 32-bit totally
self contained VME board (unlike the NOVA series which are a separate box with a
ribbon cable terminating in a 'dummy' card that goes into your VMEbus) running at, I think,
32MHz, with a wide range of screen frequencies (120MHz bandwidth ? I can't remember) and
resolutions. As far as I know it is the Rolls Royce of Atari graphics cards, and here
costs 999GBP. Hope this helps.

S.Lai

P.S. Crazy Dots was the first card to be approved by DMC for use with Calamus SL but sadly
TKR don't make them any more.

2221. Re: Network a TT030 with a Macintosh?

Newsgroup: comp.sys.atari.st
Date: 1995-02-14 12:38:13 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.28.000CA378@cam.ac.uk>
Source record: 171589

In article <3he8l8$bok@mercury.dur.ac.uk> M J Maisey <M.J.Maisey@durham.ac.uk> writes:

>: anybody successfully networked a TT with a Mac? I assume that additional
>: Atari software would be nessecary, does anyone know where it may be had?
>: Commercial or PD or shareware? What sort of problems or hurdles have you
>: encountered? Is there an additional hardware interface required?

>I know of no current PD or shareware software. However - a couple of
>interesting snippets. There are at least two 'cookies' reserved for
>commercial networking systems. As to whether these support appletalk, who
>knows?

>Secondly, MiNTnet is described in the doc as being ready for extra
>protocols such as Appletalk. Maybe someone with technical knowledge could
>help.

The BSD socket library, which MiNTnet is based on, is not restricted to IP, it should be possible to use it with a Novell network (Novell's own socket lib is fairly closely modelled on the BSD ones) However using Appletalk devices would not be as simple as that as the protocols for file sharing etc would need porting, and the protocols normally used over IP would not be of any use.

If it's just one mac you want to connect to and not an existing network it would be easier just to set up a SLIP connection, possibly using the localtalk connector. I don't know of any software for the mac to set up such a connection (a SLIP connection that doesn't assume you have to dial someone first) but I'm sure it exists.

--
/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Windows. From the company that brought you edlin **

2222. Re: IMPORTANT NOTICE ABOUT HENSA ACCESS

Newsgroup: comp.sys.atari.st
Date: 1995-02-14 12:43:40 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.oBx2ip5KtT6@semprini.waterloo-rdp.on.ca>
Source record: 171572

In <D3qE5L.3H8@cee.hw.ac.uk>, Stuart Brown writes:
>WWW does not have any user number restrictions - that seems why HENSA are
>wanting users from outwith the UK academic community to use FTP instead -
>so the use of *their* machines is controlled. (The control is on two fronts,
>restricting WWW access to ac.uk and restricting FTP access to a certain
>number of people).

It _can_ have user restrictions; so can gopher. Depends on how its set
up, AFAIK.

Wasn't httpd designed to put a low load on the machine? I do see a lot
of sites collapsing under the WWW load though; probably using cheap
clones running FreeBSD or Linux. :-)

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

2223. Re: Magic incompatibility list

Newsgroup: comp.sys.atari.st
Date: 1995-02-14 12:47:32 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.SStjxpJ_3aA@semprini.waterloo-rdp.on.ca>
Source record: 171573

In <Pine.ULT.3.91.950211161123.910B-100000@mars>, Jens Andreasen writes:
>What *is* this magic? And what's the fuzz about 68040's ? I suggest that
>you stop comparing clockspeeds and go for some benchmarking instead??
>
>By the way; How long *time* will an integer division take on
>
> 1) a 68040 ?
> 2) a 486 ?
>
>considering the variables could be in one of several places.
>(Clockspeed of your choice :-)

If you're going to do that, you should include a whole sequence to move
the data into registers; Intel chips have very few registers, and you
can only do certain operations (like division) on certain registers.

Special-purpose registers and segments are completely idiotic.
--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

2224. Re: SCSI Floppy, other questions

Newsgroup: comp.sys.atari.st
Date: 1995-02-14 13:00:05 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <CLAUSB.95Feb14130005@hpbeo79.bbn.hp.com>
Source record: 171590

>>>>> In article <3hgljs$63c@netline-fddi.jpl.nasa.gov>, vsnyder@math.jpl.nasa.gov (Van Snyder) writes:
Van> I have a Teac FD-235-JS, which is a 2.88/1.44/720 floppy, with a SCSI
Van> interface. I assume I can connect it to my ST through my ACSI->SCSI
Van> adapter. Is there any software to drive it after I connect it?

The software must be able to work with media which do not have
rootsectors. My own disk driver will do this, and I think the ICD
driver might - in the meantime - also have this capability.

Van> Until he gets a later TOS, my brother needs some stuff to fix up TOS 1.02. I
Van> remember something to repair the slow FAT scan problem (turbotos, or turboST?),
Van> and a new file selector somewhat like the 1.04 file selector (little green
Van> file selector?). I forgot the file names. Can you give me a clue? Of
Van> course, ftp://host/path/file would be even more helpful!

FATSPEED is what you're looking for to speed up the FAT access. Should
be on atari.archive.umich.edu.

Van> I know it's possible to attach SCSI tape drives to the ST, and get software
Van> to drive them. I have a Summit SE-120, which attaches to the floppy cable
Van> in a PC. It's probably possible to attach it to the floppy cable on the ST,
Van> but, having done so, is there any software for it?

I would also be interested in an answer to this question. Anyone?

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>--

2225. Re: Composite Video from ST

Newsgroup: comp.sys.atari.st
Date: 1995-02-14 13:11:16 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1995Feb14.131116.21967@bradford.ac.uk>
Source record: 171574

Charlie Mike (limchung@iscs.nus.sg) posted:
: Hi,
: Is there any hardware circuitry that converts the video signal from the
: ST into a composite signal? Can someone please point me to any relevant
: source on the net?

On STE/STFM/STM machines there's already a composite out on the monitor port.

Is that any use?

Otherwise I'm not sure yet how to convert an RGB signal into a composite:
I think it needs to be modulated first. You can get modulators fairly
cheaply if it's important.

Paul.

--
\|/ ____ \|/ Paul Anthony Booth \|/ ____ \|/
@~/ ,. \~@ Department of Electronic and Electrical @~/ ,. \~@
/_(__/)_\ Engineering, University of Bradford, England. /_(__/)_\
__U_/ Email: P.A.Booth@Bradford.ac.uk __U_/

2226. Re: Cart port usage...

Newsgroup: comp.sys.atari.st
Date: 1995-02-14 13:32:41 UTC
From: gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <D3zsAI.JtJ@news.gu.se>
Source record: 171575
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Richard MORRIS (richard@stingray.manawatu.gen.nz) wrote:
> Does anyone know how people that use the cart. port, get around having no
> R/!W line? And also, for that matter, why is there no address 0 line
> connected? So you're limited to 1/2 the area?

They simply use the information on the address lines instead.
The address 0 line doesn't exists in the ST. This is the lsb of the
address bus. The lack of line 0 prevents you from accessing memory on
odd addresses.

> Are there specific parts of memory which are best to use for cart addressing?
> I haven't taken much interest in absolute memory addresses (except for
> colour registers a couple of years ago), since my 8bit atari (which I am now
> using more often than my ST!)

The cartridge port of the ST is located in the $FA0000-$FBFFFF memory area.
The first longword should be a set value from which the OS gets the type
of cartridge (Autoboot or Application (GEM-accessible))

Stefan

--
Stefan Berndtsson - gubsb@trivux.ub.gu.se

2227. Re: Cart port usage...

Newsgroup: comp.sys.atari.st
Date: 1995-02-14 14:03:30 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3hqd7i$fpj@whitbeck.ncl.ac.uk>
Source record: 171576
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <mnb20.26.000C33C4@cam.ac.uk>, mnb20@cam.ac.uk (Mark Baker) writes:
>In article <FBNJBIVAUp@stingray.manawatu.gen.nz> richard@stingray.manawatu.gen.nz
(Richard MORRIS) writes:
>>Does anyone know how people that use the cart. port, get around having no
>>R/!W line? And also, for that matter, why is there no address 0 line
>>connected? So you're limited to 1/2 the area?
>
>There isn't an address 0 line on the 68000 at all; it's a 16 bit processor. To

No there isn't an a0, but that is just the way they did it. I believe that
68030 does have a0.

>do single byte accesses there is a line to indicate that it is a byte access
>and another to specify which byte (effectively an A0 although it's not called

Not exactly true, what you actually get is two data strobes instead of one -
UDS (upper byte) & LDS (lower byte). On even reads, UDS & LDS go at the same
time, reading both bytes at once. On odd reads, only UDS is strobed (hense
the limitation to reading bytes only from odd addresses)).

>that) but I don't know whether they're on the cartridge port.

Yes they are

>As for the R/!W line, you can't get round this, there is no good way of
>writing to the port. If all you want to do is trigger something like a scan,
>then you do so by reading a certain address.

You can get round the R/W problem if you really want to : I've got a design
for multiple parallel ports of the cart......found it on the net somewhere.

>>Are there specific parts of memory which are best to use for cart addressing?
>
>Isn't there only half a meg (IIRC) you can use? ie. not enough address lines
>for any more. Within that you can use what you like as nothing else uses it.
>If you want it to be executable you obviously have to start at the bottom.

And you must use the correct format (see Atari Compendium for details).

> / \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o ----------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

WWW: http://www.ncl.ac.uk/~n08z7

2228. Re: Is Atari Alive???

Newsgroup: comp.sys.atari.st
Date: 1995-02-14 14:10:50 UTC
From: alpldbia@w255zrz.zrz.tu-berlin.de
Message-ID: <3hqdla$dfk@brachio.zrz.TU-Berlin.DE>
Source record: 171577

In article <3hiojk$1f@insosf1.infonet.net>, <sinclair@ins.infonet.net> wrote:

>Or buy a used PowerPMac 6100.

But you can't run MagicMac on a PowerPC-based Mac -- yet.

Andre

--
Andre Leistner
UseNet: alpldbia@w250zrz.zrz.tu-berlin.de
MausNet: Andre Leistner @ B

2229. Re: MagicMac Demo ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-14 15:43:00 UTC
From: christian.mittendorf@ostkupan.ct.se
Message-ID: <ftn_2.203.202.11$fidonet.org_2f40cffb_Christian.Mittendorf@ostkupan.ct.se>
Source record: 171578

In a message of <08 Feb 95 16:21:01>, Dirk Eyfrig (2:200/427.1) writes:

Hi Dirk!

DE> Angeblich soll eine Demoversion von MagicMac existieren. Hat irgend
DE> jemand 'ne Ahnung ob das tatsaechlich so ist ? Wenn ja, ist diese Demo
DE> auch per FTP erhaeltlich, und was kann man damit anfangen ?
Yes, you could download a demoversion from ASH's mailbox in Germany. The number
could be found in one of the last ST-Computer.)

But I don't know in how far it is limited and which functions are disabled.

Gruss,
Christian

+++
C. Mittendorf
Mejerigatan 2-1333
41276 Goeteborg/Sweden
Internet: christian.mittendorf@space.ct.se
Fido: 2:203/202.11

(UUCP Dialup connection)

2230. Re: Wanna bet?, was: Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-02-14 16:16:04 UTC
From: kim@dksoft.ping.dk
Message-ID: <FBOQBAURUP@dksoft.ping.dk>
Source record: 171579

In <FBNVBDVNUP@galaxy.teuto.de> Hendrik Mylius wrote:

HM> Like I said, one honker of a good Scottish Malt Whiskey. And good ol' John
HM> comes along with some Bourbon. How does that sound?

Sounds fine!

HM> PLEASE, if _anyone_ has their phone or fax numbers handy, drop me a mail!
HM>
HM> Is there another possible source to get the final answer from Moto somewhere?
HM> We need a trustworthy person from outside.
HM>
HM> I _know_ the Moto's aren't double-clocked like the Intel DX-2's, but methinks
HM> Kim won't buy it.

Hang on here. The bet is wether or not the Motorola 68040 is doubble clock,
as it's your original statement.

HM> See, you have no idea about the different steppings of this particular cpu.

To be honest, i havn't got much technical idea about chips in general. What
i'm stating here is only what i've heard from people i know.
This is not said to excuse anything, cause i trust those people enough to
make a bet 8-)

HM>
HM> I' _am_ talking about the 68040 here! But there are different revisions
HM> available. The XC-type is used and selled until the silicon is thoroughly
HM> tested (in the field. Apple has 'em in their MAC's) and them it is "rewarded"
HM> the Motorola-"M".
HM>

I could try get the phonenumber for Motorola here in Denmark, (would only
take me a few minutes), but that'll still be coming from me, so i guess
you won't buy that one.

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-

\--/

2231. Re: Motorola 68040, was: Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-02-14 16:17:06 UTC
From: kim@dksoft.ping.dk
Message-ID: <FBOQBAUUUP@dksoft.ping.dk>
Source record: 171580

In <FBNVBDVKUP@galaxy.teuto.de> Hendrik Mylius wrote:

HM> In <FBJAFIURUP@dksoft.ping.dk> Kim Andersen wrote:
HM>
HM> >>>I think it was in ST Format (I KNOW) they had an article on the 040 a while
HM> >>Oh well, if it's in ST Format is _must_ be true. After all they do seem to
HM> >>have the sharpest editors and most technically-aware contributors.
HM> >>NOT!.
HM> >But this time the article was right.
HM>
HM> Most certainly not.
HM>

Hehe, this is beginning to get funny 8-)

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

2232. Re: Wanna bet? was: Re: Magic incompatibility list

Newsgroup: comp.sys.atari.st
Date: 1995-02-14 16:19:44 UTC
From: kim@dksoft.ping.dk
Message-ID: <FBOQBAUXUP@dksoft.ping.dk>
Source record: 171581

In <FBNTBBXCUP@galaxy.teuto.de> Hendrik Mylius wrote:

HM> In <9502091429.AA03721@ilmen.lanl.gov> Hutch wrote:
HM>
HM> >:Wanna bet? I might risk one bottle of good ol' Scottish Malt-Whiskey of your
HM> >:favourite brand :*)
HM> >:Hutch, are you in on this :-)?)
HM>
HM> >don't drink, I could still round up a bottle of gen-u-ine bottle of good
HM> >ol' Kentucky Bourbon to add to the pot.
HM>
HM> So Kim, say, how 'bout it?

I have yet to see what Hutch actually say, (yes or no).
But i'm still in.

HM>
HM> I'm thirsty ;-)~)
HM>

Thats funny, as i'm starting to get thirsty as well 8-)

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

2233. Re: Magic incompatibility list

Newsgroup: comp.sys.atari.st
Date: 1995-02-14 16:34:18 UTC
From: kim@dksoft.ping.dk
Message-ID: <FBOQBAVAUP@dksoft.ping.dk>
Source record: 171582

In <9502131830.AA04189@ilmen.lanl.gov> Hutch wrote:

>In a continuing silly argument about whether or not Motorola's 68040
>chips are -really- internally clock-doubled in the same fashion as
>Intel's 486 series chips, kim@dksoft.ping.dk (Kim Andersen) wrote:
>
>>>Remember guys... the truth ain't always what you read in the funny papers
>>>-or- in those glossy ads. Hmmm... not much difference though. ;-)
>>
>>And what is suppose to be the difference in what you tell us, and what we
>>read. Are you telling what i read isn't the truth ?
>
>
>Quite honestly, Kim, I couldn't really care less WHAT or WHO you believe
>and I most imagine that Hendrik feels the same way. And none of what your
>buddy wrote should be considered surprising by any informed technician.
>
>My sole disagreement in all this was that the 68040 is not clock-doubled
>in the same *fashion* as the Intel chips. With that single exception, I
>concur with your friends long but informative tirade about the beauty of
>the 68040. Hey, I own one and DO think it's a great chip.

I quoted the whole message cause i thought it could be of interest to others
as well. Not really because i needed that.
Suprise or not, i was supprised the first time i saw it.

>
>I think the likelihood of us ever seeing a 68040 Falcon built by Atari
>is somewhere between slim and none. But that's another story, of course.

I hope it isn't coming from Atari, as this will only ruin the market even
more.

>
>I know what the truth is in this regard, and that's gratification enough
>for me, especially on a nonsensical topic such as this where it doesn't
>really matter WHO is right in the grand scheme of things.
>
>It just doesn't pass my "So What?" test, ya know? :)
>

I have a feeling you and Hendrik is talking about something different from
my statement. The question is wether or not the 68040 is doubble clocked, and
nothing about how it's doubble clocked compared to an Intel 486.
So if you want a bet about _how_ it's doubble clocked, then it's fine with
me, but i'll probably loose, as i have no idea and it would only be a guess.

I'm not backing out of the bet here, i'm just saying where i'd put my bet.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

2234. Re: Gribnif Email Address?

Newsgroup: comp.sys.atari.st
Date: 1995-02-14 18:38:28 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950214Z183828.727barheath@heathen.demon.co.uk>
Source record: 171583

In article <3hmaor$sql@canopus.cc.umanitoba.ca>
umcordes@cc.umanitoba.ca "Trevor Eaton Cordes" writes:

> Can someone let me know Gribnif's current email address? The one I used
> to use just bounces mail now... Thanks!

Try: gribnif@genie.geis.com (it works, I used it the other day and got a
reply today) or 75300.1131@compuserve.com (taken from the Geneva manual)

cheers
bazza
--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

2235. Re: STalker 3.02/Ansi

Newsgroup: comp.sys.atari.st
Date: 1995-02-14 18:54:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.157.000DE6CD@cfcsc.dnd.ca>
Source record: 171584

>Thanks for the help.. I wasn't aware of upgrades to STalker. Would
>you happen to have an email address for Gribnif? I don't have access
>to GEnie.

>Thanks again,

>MIchael

try gribnif@genie.geis.com

2236. Re: BROTHER HL 630 LASER PRIN

Newsgroup: comp.sys.atari.st
Date: 1995-02-14 19:12:46 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <792789166snz@chowgar.demon.co.uk>
Source record: 171585

In article <1e3.1290.4071@primetime.org>
jim.gain@primetime.org "Jim Gain" writes:

> Hi folks. Am new to this conference... have been reading it for a
> couple of weeks.
>
> I am seriously considering purchasing a BROTHER HL 630 Laser printer.
>
> I need to know:
>
> 1. Are printer drivers available to run from an Atari 1040 STe
> with Pagestream, Wordwriter, etc.
>

If the printer has HP emulation (most do these days) then you'll find that
most software packages have drivers for HP printers.

Regards.

--

Simon Moore
smoore@chowgar.demon.co.uk

2237. Re: File at UNI-KL.DE..

Newsgroup: comp.sys.atari.st
Date: 1995-02-14 19:19:28 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950214Z191928.707barheath@heathen.demon.co.uk>
Source record: 171586

In article <H.ekBL.XYXfOrBpJ6M@icon.pp.se>
root@icon.pp.se "Daniel Eriksson" writes:

> In <950208Z225240.147barheath@heathen.demon.co.uk>,
> barheath@heathen.demon.co.uk (Barry Heath) writes:
>
> <snip>
>
> > It may be acceptable to all of you with Unix, Minix, Mint and all the
> > other exotic stuff,
>
> Exotic? No way! Everything`s available free of charge to anyone who
> cares do download it. 8+3-filenames OTOH is something _I_ would call
> exotic. ;-)
>
> > but to poor sods like me who actually USE an ST for net access, it's
> > totally bloody useless.
>
> I hate to disappoint you, but I`m using a MSTE and a Falcon to access
> the net and I`ve never had any problems with filenames like the one
> we are discussing. Most often I just put the files on a partition that
> can handle long filenames, but when I don`t I just rename the files
> before downloading them. Easy and simple!
>
> > If you are going to post files for an ST, at
> > least the filename should be accessible by the machine!
>
> They are, you will just have to learn how to use your software!
>
I'm beginning to regret actually saying anything here, but what the heck.
To start with, I know it is possible to rename and d/l using other systems,
but why let that in the way of a good argument?

Secondly, I said "exotic" not expensive. I know all the various options
that I mentioned are free; what makes them exotic is that minix, mint, et al
require that I effectively replace my complete OS and learn a new language
before I do anything else. Judging by the many problems posted here by
various users, it ain't easy. And if anyone can tell me how to set up a
partition that CAN handle long filenames without doing that, I'd be pleased
to hear how.

It's bad enought having to convert from the GEM GUI (which is one of the
reasons I got an ST in the first place) to a cli/keyboard screen operation
to get into the net. Just because "them upstairs" decided that the ST is a
poor machine and anything big blue makes MUST be good doesn't mean that I

have to agree. You lot obviously don't else you wouldn't be here. It's obvious from the addresses that many of you out there are computer specialists at universities and commercial organisations. Unix is probably as familiar as English to you; to me it's Swahili. I had hoped, in starting the argument, to stimulate a few intelligent replies (I got some) not a flame war. All I ask is that a few of you who are considerably more expert than many of us, remember that not everyone is as bright or as knowledgeable as you. I am, I suppose, a "newbie" in net terms, and it's probably my own fault for not making that clear. However, in the past I have always found the Atari userbase to be both friendly and helpful to the less knowledgeable - or is it academic life that changes one? I never got that far, so I can't tell.

I've tried to help others in various areas where I can since getting net access. Is there any chance of civility and help myself if I ask questions on other matters in relevant threads, or will I just get flamed again? rsh must either have a very thick skin or be very dumb to still keep posting the way he does and take all the flak that comes his way. I was raised differently.

thanks anyway
bazza
--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

2238. Re: Magic incompatibility list

Newsgroup: comp.sys.atari.st
Date: 1995-02-14 19:30:18 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBOUABWWUP@galaxy.teuto.de>
Source record: 171587

In <FBJWDHVBUP@dksoft.ping.dk> Kim Andersen wrote:

>>Remember guys... the truth ain't always what you read in the funny papers
>>-or- in those glossy ads. Hmmm... not much difference though. ;-)
>And what is suppose to be the difference in what you tell us, and what we
>read. Are you telling what i read isn't the truth ?

It was an article in the STF. That says everything.

Hendr!K

2239. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-02-14 19:41:06 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBOUABWZUP@galaxy.teuto.de>
Source record: 171588

In <FBKTEHURUP@dksoft.ping.dk> Kim Andersen wrote:

>And before you say anything, this guy knows what he is talking about, so
>you better be prepared for a little supprise.

I'm prepared.

>And btw. i'm not giving you this guy's name, yet!

Some childsplay?

[some specs deleted]

>And anyway, it's internally double-clocked - A 32Mhz 68040 is actually
>ticking away at 64Mhz.

This is WRONG!

The 68040 uses the BLCK for the floating point unit and the instruction unit.
Those two determine the raw power of this cpu (or any other for that matter).

There is a PCLK, which is exactly BLCK * 2, but this is only used for some
internal logic and therfore does not influence the speed.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

2240. Re: Gfa Basic Compiler

Newsgroup: comp.sys.atari.st
Date: 1995-02-14 22:05:26 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9502142102.AA04469@ilmen.lanl.gov>
Source record: 171591

In a previous article, Bob Brown <bob@earthlight.co.nz> wrote:

> I have the compiler for GFA Basic v2.0, but I don't have GFA Basic 2.0,
> and v3.5 doesn't save in the same tokenized format that v2.0 does.

> Any ideas where I can get GFA Basic v2.0? On a ftp site somewhere perchance?

The GFA BASIC 2.0 interpreter has been in the public domain for some time now and should be available on multiple ftp sites. Sorry that I cannot tell you which ftp site, however.

I would -strongly- suggest, however, that you try to find the compiler for GFA 3.5 instead of reverting to 2.0. GFA 3.x was a quantum leap ahead of 2.0 in terms of capability and performance. You see it for sale in the newsgroups from time to time. As a matter of fact, I have an extra copy myself (with docs) you could have for cheap. Postage to NZ might be a bit dear, however, so you would be better to check around there and in Oz.

-Hutch- @ Fair Dinkum Tech

2241. Re: BROTHER HL 630 LASER PRINTER

Newsgroup: comp.sys.atari.st
Date: 1995-02-14 22:12:36 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9502142109.AA04472@ilmen.lanl.gov>
Source record: 171592

In a previous article, jim.gain@primetime.org (Jim Gain) wrote:

> 1. Are printer drivers available to run from an Atari 1040 STe
> with Pagestream, Wordwriter, etc.

I'm not familiar with the Brother line of laser printers but if it supports HP Laserjet emulation you should be OK. HP PCL is the 'defacto' printer control language for non-Postscript laser printers and most all word processors and dtp packages include HP printer drivers. I'd be very surprised if Pagestream and/or Wordwriter did not.

> 2. What is the best price/sale price anyone has seen currently?

Having never heard of this printer before, I can't help you. But you should look around and ask over in misc.forsale.computers.printers as you might find some information there.

-Hutch- @ Fair Dinkum Tech

2242. NOS (KA9Q) problems

Newsgroup: comp.sys.atari.st
Date: 1995-02-14 22:42:08 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950214Z224208.377barheath@heathen.demon.co.uk>
Source record: 171593

Having tried unsuccessfully to get some useful information from the demon.ip.support.atari group, can anyone here help me? I am experiencing a few problems with the NOS suite on my ST and I could do with some advice.

First: How can I get NOS to run with Geneva? I've set it up according to the Geneva manual, but all that happens is that it treats the call from demon.tos to the next module as a program termination, and will not load the module. Actually, that's not quite right -it did load the mailer once, but as soon as I got the "Press a key " prompt (and did) it went into a continuous loop that I could only break with a reset. I contacted Gribnif, but Dan Wilga doesn't know the NOS suite, so couldn't give me a lot of help. Any ideas in netland?

Second: Why does the suite give a two bomb crash if I select a posting that I've just made to Usenet? Literally, if I post a follow-up or a reply to a posting, then read it (sometimes inadvertently) as soon as I exit the thread, I get a two bomb crash. 9 times out of 10 Neodesk will recover it, but sometimes with a further four bombs. Even then I have to exit to the desktop to delete the.LCK files before I can re load Snews.

Third: How do I create a usable Kill file? The docs are not very clear on this, and although I have tried, all I got was bombs or lockups when I tried to log on. What parameters CAN the K-file accept, what MUST it have, and what may I NOT do?

Regular setup is: STe 4Mb, TOS 1.62, 170Mb Hard disk, mono, no h/w mods. S/w is NOS 0.42, Snews 1.90, Mailer 1.9 and whichever version of KA9Q et al was on the demon ftp server at the end of January. This all runs under NeoDesk 3.04, plus HSmodem4, (I've got 5, but Hendrik says it's bugged so I've not installed it) automouse and maccel3. DAs are NeoQueue, NeoControl, XControl, NeoTrashcan.

Any useful ideas would be most welcome - there must be someone out there who knows this setup better than me!

thank in advance
bazza
--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

2243. Re: Can old 1040ST run w/9600 baud Modem?

Newsgroup: comp.sys.atari.st
Date: 1995-02-14 23:54:13 UTC
From: jhauser@hiss.CS.Berkeley.EDU
Message-ID: <3hrfr5$hg8@agate.berkeley.edu>
Source record: 171594

In article <3ha5kj$ms6@golem.wcc.govt.nz>,
Roger Sheppard.. <sheppard_r@kosmos.wcc.govt.nz> wrote:
>
>All theese stupid posts just shows the level of People that use Ataries, [...]

Yep.

B: ``Three Strikes is cool.'' B: ``Jail! Jail! Heh. Heh heh. Heh....''
John Hauser---jhauser@cs.berkeley.edu

2244. NEC 3Ds for sale

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 01:03:48 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3hrjtk$oqi@news2.delphi.com>
Source record: 171595

I am selling an NEC 3Ds (low emmission version) for $200 + shipping. This is a 14" multisync capable of all 3 ST modes and 800x600@60.
Excellent condition.

-Bry
bryedewaard@delphi.com

2245. Re: NVDI (worth it?)

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 03:42:14 UTC
From: brenjb@hg.uleth.ca
Message-ID: <3hrt6m$onr@holly.cc.uleth.ca>
Source record: 171597

In article <95044.155401STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>George,
>Does your new copy of NVDI work in 40 column True Color mode? My
>copy gives two bombs and locks up the computer. Thanks.
>-scott tirrell

I don't understand this, I've never had a problem with NVDI in any
resolution, even Screenblaster II modes... What version are you guys using?

Jon

2246. Re: MIDI ITEMS FOR-SALE

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 03:47:01 UTC
From: ckormos@delphi.com
Message-ID: <pMx68yF.ckormos@delphi.com>
Source record: 171598

Yes, I am interested in the DW8000 synth editor software.
E-mail me and we can exchange addresses and finalize the deal!
Charley

2247. Re: hee hee hee!

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 04:27:18 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FBPDEJYTUp@warpcon.ersys.edmonton.ab.ca>
Source record: 171596

In <3hp7k1$s9@holly.cc.uleth.ca> brenjb@hg.uleth.ca wrote :

> John Sculley quit Apple because he knew it was going bankrupt!
> Microsoft bought IBM last week, and they're stopping production of the
> Power PC, anybody who buys one is a LIAR! THEY DON"T EVEN EXIST!
> The big problem with the STs is Atari. They didn't put in anything.
> you know what they put in? PORRIDGE! I know, because that's what's
> in mine. They did it to save money.
> Acorn has a built in direct-to-God interface!!! Get one, even though
> I wholeheartedly refuse to.
> Darn all of you LIARS! I didn't say that! I didn't say anything!
>
>**
>* The views contained within are your own responsibility, you sniviling *
>* STOS-using, lying, teenagers. I didn't say this either. Or that. *
>**
>
Err...heh. Someone get this fellow a complete (and I mean
COMPLETE) checkup. <grin>

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?
-- --

2248. Re: Is Atari Alive???

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 04:28:05 UTC
From: sinclair@ins.infonet.net
Message-ID: <3hrvsl$8f@insosf1.infonet.net>
Source record: 171599

In article <3hqdla$dfk@brachio.zrz.TU-Berlin.DE>, alpldbia@w255zrz.zrz.tu-berlin.de (Andre Leistner) writes:
>In article <3hiojk$1f@insosf1.infonet.net>, <sinclair@ins.infonet.net> wrote:
>
>>Or buy a used PowerPMac 6100.
>
>But you can't run MagicMac on a PowerPC-based Mac -- yet.

Does it matter?

>
>Andre
>
>--
>Andre Leistner
>UseNet: alpldbia@w250zrz.zrz.tu-berlin.de
>MausNet: Andre Leistner @ B

-Peter

2249. Re: ST Clock wanted.

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 04:44:15 UTC
From: jws4p@fermi.clas.Virginia.EDU
Message-ID: <D40yHr.AF1@murdoch.acc.Virginia.EDU>
Source record: 171600

I recently got the cartridge clock from Toad. The one I received was the Eureka clock, not the Alpha whatever clock listed in their catalog. This is important because the Eureka clock is a "pass-through" cartridge, which let's you plug another cartridge into the cartridge. So if you cannot find an internal clock, this might be an acceptable solution, although not aesthetically pleasing, still allowing you to use other cartridges at the same time. Hope this helps,
-John Stanmeyer

--
John Stanmeyer/jws4p@virginia.edu/504 Rugby Rd Ch'ville VA 22903/804-979-5457

2250. Newbie questions...

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 05:33:07 UTC
From: "LUCZKO,GLEN,MR" <BQZ6000@MUSICB.MCGILL.CA>
Message-ID: <15FEB95.00596255.0076@VM1.MCGILL.CA>
Source record: 171501

I've just inherited an Atari 1040ST. I hope to eventually use it to set up a small midi studio that will make my electric bass practicing more enjoyable. But first I will have to learn my way around the machine. A few quick questions:

1. What is the small superscript "f" that appears on the packing box? the model seems to be 1040ST <f>. What does it stand for.

2. For modest operations with a program like band in a box, will I need to get a second disk drive?

3. Can a non-Atari Hard-drive be added to the system? If so, what can or cannot be added.

4. Can additional RAM be added easily? If so, how much, and is it really needed given the modest midi functions I have planned for the machine

That's it for now. I would definitely appreciate any help that anyone could offer. E-mail to bqz6@musicb.mcgill.ca or Glen.Luczko@medspec.com would be appreciated. Thanx for shedding some light on this most mysteri ous of new toys... I'm gonna have fun with this thing once I figure it out! Thanx for your help...

Later,
Glen Luczko
bqz6@musicb.mcgill.ca
or
glen.luczko@medspec.com

2251. Re: Composite Video from ST

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 06:34:17 UTC
From: ud264@freenet.Victoria.BC.CA
Message-ID: <1995Feb15.063417.13684@freenet.victoria.bc.ca>
Source record: 171502

>Hi,
> Is there any hardware circuitry that converts the video signal from the
>ST into a composite signal? Can someone please point me to any relevant
>source on the net?
>
> Thanks a lot.
>
>Chung Yong,
>National University of Singapore

If you have a 1040STf or a Mega ST2 like I do, you will need a VideoKey made by Practical Solutions in order to connect the ST to a Composite Monitor. The bad news is that Practical Solutions is long dead. Perhaps TOAD might have one VideoKey collecting dust on some long lost shelf at the back of the store.

Ted Skrecky
ud264@freenet.victoria.bc.ca

2252. Re: HELP! Hard Drive Fuck-up

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 06:58:05 UTC
From: clausb@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <3hs8lt$m3g@hpscit.sc.hp.com>
Source record: 171503

Brett Nair (dogmeat@netcom.com) wrote:
> I have noticed that the symptoms begin when the hardrive unit
> makes an audible 'sigh' that sounds very much like a power surge or a
> refrigerator switching modes. Until that time it functions normally.

A power supply problem. Check the 12V line.

--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>--

2253. Re: Atari ST Hack in progress....

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 07:06:38 UTC
From: clausb@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <3hs95u$m3g@hpscit.sc.hp.com>
Source record: 171504

Mike Wasinger (mwasinge@nyx.cs.du.edu) wrote:
> (1) What signals are on the 19 pin line?
> ASCI ? (What is ASCI and how is it different than SCSI?)

ACSI, yes. ACSI is a trimmed-down SCSI bus. It lacks a few important
features (arbitration, parity, disconnect/reconnect,...).

> (2) What is the 50 pin cable?

SCSI.

> (3) What does that small board do, and what is it called?

Host adapter. It converts the ACSI stuff to SCSI and vice versa.

> (4) What is the large board over the drive? Does it convert
> SCSI to MFM or what?

Yes.

> What is the board called?

This is a SCSI-to-ST506 controller; in the SH204 it's an
Adaptec 4000A.

> It has
> an extra ribbon cable header. Is this used to hook up
> another drive as I have heard is possible with the
> SH204?

Yes. You can add a second ST506 drive and use as LUN 1.
(The first drive is LUN 0.)

> (5) How could I hook up an unused SCSI drive (from an old
> Mac) into this system? At what point does it get attached?

Attach it to the host adapter. You will no longer need the Adaptec
anymore.

> (6) I read in an article about MacMagic that this new Mac based
> ST emulator could read/write to Atari HD's hooked up to the
> Mac's SCSI port. Does this mean that the 19pin port on the
> back of the SH204 is true SCSI?

No, it's ACSI. What the article probably means is that you can
take the SCSI drive out of a Atari HD and hook it up to the Mac.
In the case of a Falcon or TT, Atari HD even *are* SCSI drives.

> (7) Will only MFM drives work attached to the large board?

You can also try RLL drives as long as the interface is ST506/412.

> What drive mechanisms will work with the SH204 controller
> board? Where can I find the format parameters for use in
> Atari's format program datafile WINCAP?

Virtually any MFM drive with ST506/412 interface will work fine.
You need to take the format parameters from the drive's spec sheet.

> (8) What are the recommended means of speeding up HD I/O given
> that I am using TOS 1.0 in ROM. What PD programs are helpful.
> How much is TOS 1.4, and where can I find it?

Get TOS 2.06. If you cannot affort it now, get at least FATSPEED
from atari.archive.umich.edu. TOS 2.06, however, is much preferable
especially since you intend to upgrade your ST with "a faster chip"
which may well be a 68020 or 68030. TOS 1.04 won't work with
anything else than a plain 68000.

--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

2254. Re: PD Games..

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 08:02:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199502151002.a61343@a2w.maus.de>
Source record: 171505

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote on 13.02.95:

>Personally I find the following good:-
>
>Colour Clash - great puzzle game with cute little chameleons
>Sim Pig - brilliant little sim city clone
>Fatemaster - RPG sort of game quite like the Zelda series on the SNES
>Grandad 1 & 2 - both classic arcade/adventure games
>Utopos - brilliant 'Oids' clone (without the oids!)

Thanx for the tips, especially Sim Pig, anyone know an ftp site
offering these?

Ian_Taylor@a2w.maus.de The hidden secret of life is

2255. [Q] Is there a FAQ for MiNT Net ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 08:18:39 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <3hsdcv$c8n@ccpnws.in2p3.fr>
Source record: 171506
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,
I would like to know is someone has ever written a FAQ for MiNT Net.
I am currently using the KA0Q-NOS package but I would like to play with
MiNT; as there are numerous files on a.a.u.e, I don't know which one I need
to have a simple MiNT Net (no X11R5) running.

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
"You are not what you own"

2256. Re: Is Atari Alive???

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 08:32:00 UTC
From: Goetz_Hoffart@ka2.maus.de
Message-ID: <199502151032.a32993@ka2.maus.de>
Source record: 171507

S>>if you have "clean" applications, by a 68040-Mac and run MagiCMac on
S>it.
S>>The Performa 475 has (in Germany) at the moment the best
S>price/performance
S>>ratio.
S>
S>Or buy a used PowerPMac 6100. MacWareHouse has Performa 475's with
S>monitor for
S>$1099.
But MagiCMac isn't running on a PowerMac because the 68020 emulation of the
PowerMac is _not_ supporting the PMMU!!

Greetings
Goetz

Goetz_Hoffart@KA2.maus.de (no mails > 16kB!!)

2257. Re: Which TOS version is best?

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 08:36:00 UTC
From: Goetz_Hoffart@ka2.maus.de
Message-ID: <199502151036.a32994@ka2.maus.de>
Source record: 171508

JW>Which version of TOS begins the incompatibilites, if any? Is TOS
JW>1.04 (?? I think that's the #) TOTALLY compatible with 1.0?
TOS is compatible but your old games aren't :-)) Just buy TOS 2.06 and a switch
to TOS 1.0 and there's no problem.

Greetings
Goetz

Goetz_Hoffart@KA2.maus.de (no mails > 16kB!!)

2258. [Q]: Document conversion from ATARI 1040 ST to PC ???

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 08:49:36 UTC
From: jussi@outokumpu.fi
Message-ID: <jussi.792838176@lead>
Source record: 171509

This is most propably a FAQ (none found in comp.answers or news.answers...)
but... Could anyone assist me how to import old documents written with
FirstWord/TOS Atari 1040 ST to a WP/MSDOS 486DX. What PD utils exist
for reading Atari ST diskettes on PC?

Thanks in advance,
-jussi

--
Juha Koljonen (M.Sc. Eng) Tietokumpu Oy,
Software Engineer An Outokumpu Metals & Resources Group Company
Email Juha.Koljonen@outokumpu.fi Voice +358-73-556 419 Fax +358-73-556 416

2259. Re: File at UNI-KL.DE..

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 09:52:08 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3hsis8$rua@golem.wcc.govt.nz>
Source record: 171510

In article <3hkv9g$6oa@aggedor.rmit.EDU.AU>, s9205525@otto.bf.rmit.edu.au (John Moon) writes:
>Roger, why dont you find another site that has ftp or ncftp? Or
>better still, why not ask your sysadmin about the possibility of
>getting an ftp facility.

We had FTP but the teenagers stuffed it up, it is a free system,
but they left Gopher and have added the Lynx Web Browser..

I don't have the money to pay for a real system, they charge
$10nz per meg here on average for FTP plus $150 per year membership,
and that is for a shell account..

This service is a bit limited but its is free....

The problem with most sites is that they are not set up for a Web Browser
or a Gopher client when using Atari file extentions...

Any way I did get that file down via a mail server but its stuffed,
it does not even Undecode...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2260. BAR-Prg.-Autor

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 10:06:34 UTC
From: mike@nemesis.saar.de
Message-ID: <1995Feb15.100634.461@nemesis.saar.de>
Source record: 171511
Cross-posted to: comp.sys.atari.st,fido.ger.atari,maus.sys.atari.software,zer.z-netz.rechner.atari.allgemein

Kennt vielleicht jemand die E-Mail- oder Postadresse des Autors des Programms BAR? Er heisst Roland Fricke und wohnte frueher in Berlin in der Lotzestr. 20. Laut BP ist er aber unbekannt verzogen.

Antworten bitte als PMail, da ich diese Newsgroups nicht lese.

Danke,

/\/\ichael
--
E-Mail : mike@nemesis.saar.de, milu@sbustd.rz.uni-sb.de
Paper-Mail: Michael Lupp, Herrenfeldstr. 5, 66450 Bexbach
Sound-Mail: 06826-8428

2261. Re: Jag Sources

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 11:48:02 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3hspli$9rk$1@mhade.production.compuserve.com>
Source record: 171512

Distribution of the Jaguar system is VERY spotty around the country.

The West coast seems to have the best representation of dealers carrying the products.

Atari released a Press Release a few months ago which said that Toys 'R US would be carrying the Jaguar in 300 of its stores. I don't know how many TRU stores there are in the US, but I do know the one near me doesn't carry the Jaguar.

Electronics Boutique is another chain which usually carrys the Jag (the EB near me has one) and Babbages's is another (the Babbages near me doesn't carry the Jaguar).

Tower Records, a music chain, is another place to look (the Tower near me had four Jaguars stacked on the floor last time I was there).

I still haven't seen a working Jaguar display in a store. I do understand that the last Atari Computer dealer I know about in the state of Michigan has one on display (an hour and a half round trip drive), but I haven't been in that area of Detroit for a while.

You can always order a Jaguar direct from Atari...

BobR

2262. Re: Not a word about MacMagic

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 11:48:08 UTC
From: djs@jet.uk
Message-ID: <djs.792848818@gen-off-1>
Source record: 171513

hutch@ilmen.lanl.gov (Hutch) writes:

>In a previous article, kim@dksoft.ping.dk (Kim Andersen) wrote:

>> Actually, Magic for the Falcon is the only thing holding me back from
>> selling my atari equipment and change to a Pc.

>I'm confused... why is the potential availability of a -Mac- emulator
>keeping you from buying a -PC-?

Er, MagiC is NOT a Mac emulator, it's a replacement multi-tasking OS, which
aims to be TOS compatible. (And the ST version seems to fairly successful
in this aim).

--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==

2263. Re: Length of .....

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 11:53:34 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3hspvu$9rk$2@mhade.production.compuserve.com>
Source record: 171514

>Does anyone know the maximum length you can have a parallel printer cable?

I looked through all my reference material and couldn't find the specification (I know it's there somewhere, and I'll probably find it after I log off), but I believe it's something like 16 feet.

Also, some STs had problems with weak parallel ports (some couldn't drive certain brands of printers without using a printer buffer device), so trying to stretch the maximum might not work reliably.

There are relatively inexpensive devices you can insert in a parallel cable to increase the usable distance... you might want to check with a well-stocked computer supplies store or catalog.

BobR

2264. Re: Not a word about MacMagic

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 12:01:54 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3hsqfi$9rk$3@mhade.production.compuserve.com>
Source record: 171515

>Magic for the Falcon...

Umm... are you talking about MacMagic, the emulator that lets you run
Atari software on a Macintosh, or

Magic, the replacement for TOS...?

BobR

2265. Re: A scripty type comms program

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 13:17:46 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3hsutq$6fl@whitbeck.ncl.ac.uk>
Source record: 171516

In article <Pine.SUN.3.91.950215010237.20768A-100000@earthlight.co.nz>, Bob Brown
<bob@earthlight.co.nz> writes:
>Hi There,
>
>After being inspired by the script language provided with Telix for the PC,
>I am trying to locate some Atari software that will do something like that.

The script facilities in both Storm & Connect are extremely good...

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ---------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

2266. Re:NEC 3D

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 13:21:08 UTC
From: Andrew.Nemchick@rebel.genesplicer.org
Message-ID: <74b_9502151519@genesplicer.org>
Source record: 171543

If it includes the necessary switches and/or cables, and you say that it is in good working condition, I'll take the NEC 3D. Leave me your number or contact me at (702)-897-2404.

Andrew

2267. Re: softpc <-> dos 5.0

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 13:23:45 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3hsv91$6kb@whitbeck.ncl.ac.uk>
Source record: 171517

In article <D3xwHG.8ty@sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
>Well, I formatted a 720K floppy with the /s switch on my girlfriend's
>PC, but starting up SOFTPC always gives me an error about
>"d:\softpc\c_drive.hdf" not found - If I make a dummy file with that

Just keep clicking cancel, or ok or whatever the button in the warning
dialog is, and it eventually goes away.

Now use create new drive d to create an hdf file. Use MSDOS to format
the file & make it bootable, then set drive c to point to it & restart
SOFTPC. Now it will boot from the hdf file instead of floppy & will not
complain about it at all.

>What am I doing wrong?

See above...

>And on legal terms, if I FORMAT /S a floppy on someone else's PC, can
>I use that as bootdisk at home?

If you insist on using SoftPC, that's the least of you worries....
(old DOS5 disc sets approx 5.00 (UK), SoftPC on other platforms, 20 times
that price or more, lawsuits, etc).

Craig.
(I must point out that I do not condone the use of pirate versions of softPC)

-- _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

2268. Re: DeskToppers?

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 13:28:10 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3hsvha$6kv@whitbeck.ncl.ac.uk>
Source record: 171518

In article <djs.792771465@gen-off-1>, djs@jet.uk (David Stevenson) writes:
>I put my Falcon in a DeskTopper, using the FreeKeys option which recases
>the existing Falcon keyboard. Although it does not improve the feel of the
>keys, the case does put them at a more comfortable height (imo) from the desk.
>
>The main DeskTopper box looks really tacky, though.

I thought that would be the case, but I did see an advert for the Duo-Docker
in ST-Review, sold by Gastiener. What's it like ? Costs less than a
DeskTopper & comes with a Cherry keyboard as standard, and a 2.5" -> 3.5"
adaptor cable so you can use 3.5" IDE drives instead of (expensive) 2.5" ones.

Sounds nice - but what does it actually look like ?
(theres an ST version as well that comes with a SCSI interface)

Craig.

-- _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

2269. Re: AstroPanic94! rev. D

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 13:28:30 UTC
From: baldrick@terminator.rs.itd.umich.edu
Message-ID: <3hsvhu$ddt@lastactionhero.rs.itd.umich.edu>
Source record: 171519

I have a question for all of you AstroPanic players out there. I believe I have patched the problem that limited how many directories down AstroPanic could be in, but I also have a number of other improvements I still need to do. But unfortunately time is going to be a rare commodity for me for the next few weeks. So should I a.) release a rev. E, that will mainly just patch this bug or b.) wait on it till I get my other improvements done.

I leave it up to you. Let me know. I'll take no answers as a wait answer.

Dan Ackerman
baldrick@terminator.rs.itd.umich.edu

2270. Re: Editors for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 13:35:00 UTC
From: Heiko_Schaefer@bb2.maus.de
Message-ID: <199502151535.a11938@bb2.maus.de>
Source record: 171520

Hello Simon,

try it with QED. It is a german programm, but it is a very good editor. I use
it always for normal texts.

Greetings
. . .
|__| _ *;_/ _
| |(/,|| \(_)

2271. Re: Which TOS version is best?

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 13:37:00 UTC
From: Heiko_Schaefer@bb2.maus.de
Message-ID: <199502151537.a11939@bb2.maus.de>
Source record: 171521

Hello James,

JW>I've heard rumors that some of the older games won't work with a new
JW>version of TOS.
Yes. It's the Falcon TOS 4.xx.

JW>Is there a TOS FAQ that might answer my questions?
As I know, there exists a TOS.HYP for the ST-GUIDE. But I don't know if it
answers your questions.

Greetings
. . .
|__| _ *;_/ _
| |(/,|| \(_)

Heiko Schaefer Please no mails > 16 kb
Novalisweg 1/16 InterNet: Heiko_Schaefer@BB2.maus.de
D-72770 Reutlingen MausNet: Heiko Schaefer @ BB2
Germany Phone ++49 7121 54723

2272. Re: Atari is still alive !

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 13:40:00 UTC
From: Heiko_Schaefer@bb2.maus.de
Message-ID: <199502151540.a11940@bb2.maus.de>
Source record: 171522

Hello Henrik,

HLW>They are still producing Falcon's, we can get new machines instantly
HLW>here in Europe. Atari do NOT have any further plans on cutting the
HLW>production.
Are you sure?

Here In Germany, in fact in my neighbour town has a big Atari Dealer gave up
selling Atari Computers and this in a city with many atari computers.

Greetings
. . .
|__| _ *;_/ _
| |(/,|| \(_)

2273. Re: Can old 1040ST run w/9600 baud Modem?

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 13:46:52 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3ht0kc$dr9@aggedor.rmit.EDU.AU>
Source record: 171523

```
: All theese stupid posts just shows the level of People that use Ataries,
: I hope soon to change all that...

How do you propose to do this Roger?

__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/

s9205525@otto.bf.rmit.edu.au
```

2274. Re: PD Games..

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 14:31:56 UTC
From: vicb@clark.edu
Message-ID: <3ht38s$1cg@clark.edu>
Source record: 171524

Requiem <cm3hirjd@bs47c.staffs.ac.uk> wrote:
>Fatemaster - RPG sort of game quite like the Zelda series on the SNES
>
>RiCH

If this is PD (I assume it is from the subject...) could you upload it to
some ftp site?

Thanks.

2275. Re: Liest mich jemand?

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 14:57:41 UTC
From: s925377@mailserv.cuhk.hk
Message-ID: <3ht4p5$j9v@hpg30a.csc.cuhk.hk>
Source record: 171525

In article <b54346c7@uucp-wz.zer>, bob@dg-box.lahn.de (Markus Smigelskis) says:

>Ich (eifriger ATARI anwender), aber mit der Pointsoftware auf PC.
>Jetzt miene Frage:
>
>LIEST MICH JEMAND?????
Ja, Aber Koennen Sie auch englisch?

==========
Good Luck!
Malcolm
s925377@mailserv.cuhk.hk
"If you can eat, you better eat some more!"

2276. Re: Is Atari Alive???

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 14:58:06 UTC
From: chainxor@kom.auc.dk
Message-ID: <3ht4pu$c3r@news.iesd.auc.dk>
Source record: 171526

In article <3h65o7$19q2@quartz.ucs.ualberta.ca>, dhohenst@gpu.srv.ualberta.ca (Doug Hohenstein) writes:
> What is the current status of Atari? Do they still exist? Do they still
> make or sell computers? Should I bother upgrading, or should I bail?
>
> ==
> Without Questions, there is no Truth. Doug Hohenstein
> ==
>

Atari still produces the Falcon030. And a german company are soon releasing the Falcon-MkII. And yes Atari certianly exist.
There are coming a lot of interesting software/hardware for the Falcon these days. And we can also look forward to see a lot of new games for it in the spring.

Keep Cool and Flying...

ChainXOR...

2277. Atari ST hack in progress....

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 15:39:22 UTC
From: John.Stoff@203-1657-4.wmeonlin.sacbbx.com
Message-ID: <cab_9502152356@wmeonlin.sacbbx.com>
Source record: 171546

```
m> From: mwasinge@nyx.cs.du.edu (Mike Wasinger)
m> Newsgroups: comp.sys.atari.st.tech
m> Date: 14 Feb 1995 11:08:10 -0700
m> Organization: University of Denver, Math/CS Dept.
m> Lines: 88
m> Nntp-Posting-Host: nyx.cs.du.edu
m> Keywords: Atari ST upgrage
m> X-Newsreader: NN version 6.5.0 #3 (NOV)
m>
m> UPCOMING EPISODES:
m> Questions about building a memory upgrade board using SIMMs.

One of the ultimate ironies of the Atari ST system is that
the computer is not upgradeable. I'm sure that many people from
other computer platforms would be very quick to agree. Many
others, such as Dave Small, and probably the people at ICD INC
would take some small exception to this idea. I too would have to
take a minor exception. Because of the relatively closed
architecture of the ST this computer system has become a hackers
heaven. It is with this in mind that I have written this recount
of my experiences using SIMMs to upgrade STs to 2 1/2 megs.

It seems like each time I read an article about upgrades
there is a long warning about warranties and technical competence.
Why should I care if you ruin your computer? As far as your
warranty goes, if you remove the screws on the bottom your warranty
is void. My upgrade will cause your warranty to explode and
possibly ruin your computer desk in the process. There is the
small reminder that since the warranty is only 90 days in the
first place, the odds of your warranty being valid at this time
are nill. One small consolation, if you do ruin your computer
while attempting this upgrade you can always buy an STe and use
the SIMMs there.

The reasons I developed this particular style of upgrade are
two fold. The first is that I just wanted to see if I could do
it. The second has to do with my personal feelings about sockets
that plug into existing chip sockets and cause permanent damage.

There are a couple of advantages to my upgrade techniques.
1} I use SIMMs, which are noted for their reliability. 2} The
upgrade requires only two minor jumper/foil cuts. 3} All
connections are soldered which means no sockets to ruin and if
properly done provides extremely reliable long term operation.
```

Since you are probably going to try this anyway, you should go ahead and get yourself a pair of 1 meg x 8 SIMMs. If you should happen to get the 1 meg x 9 SIMMs, that is ok too. The speed isn't that important, but it is hard to find a set of SIMMs these days slower than 100ns anyway. While you are in the getting mode, get yourself a few feet of 28 gauge Kevlar wire such is used for wire wrapping. You will also need a decent temperature controlled soldering iron running between 750 and 800 degrees. Take your 25 watt Radio Shack type iron and throw it away while you are at it. Those small and unregulated irons are a good source of just the right types of static known for killing CMOS circuitry dead. I should also mention the fact that the longer a soldering iron remains on the circuit board, the greater the chances are that you will begin destroying the foil patterns.

The major problem I have encountered while upgrading STs is the numerous version revisions. There are no fewer than 6 different styles of mother boards and many of them use different circuit symbols for the various components. For this reason I will not be referring to any of the components by their circuit symbols. All references will be by component name, such as the MMU, or the upper and lower RAM banks. I simply have to assume you know what your are doing.

I begin the upgrade by removing the mother board from the computer and placing in on an anti-static workbench. Depending on the model of computer, the upper bank of ram chips must be removed. By upper bank I mean the row of chips connected to the CAS1, and RAS1 lines from the MMU chip. You may verify this by measuring from pins 18, 21, and 22 of the MMU chip. CAS1 H = 22, CAS1 L = 21, and RAS1 = 18. The corresponding locations of the CAS and RAS lines on the ram chips are pins 15 for CAS and 4 for RAS.

The ST uses two rows and four columns of ram chips in their memory addressing scheme. The Row Address Strobes (RAS) are labeled RAS1 and RAS0, and the Column Address Strobes (CAS) are labeled CAS1 H, CAS1 L, CAS0 H, and CAS0 L where the H and L stand for High and Low. All the lines using the 1 are related to the the upper row and the lines labeled with the 0 are used in the lower row.

You will probably not find the above mentioned labels printed on your particular mother board. The only time I remember seeing this done was on the 520ST with modulator. Don't expect it.

If you are wanting to do this upgrade on the early 520 you should remove the entire set of ram chips. Your final upgrade will be 2 megs instead of 2.5. There is just no clean way to install all the wiring needed to installed chips.

Once the ram chips are removed it is time to mount the SIMMs and prepare the wiring. On the machines where the ram chips are

mounted under the keyboard, there is a good place to mount the SIMMs right above the upper bank of ram chips. I use strips of double sided adhesive foam which I attach to the back of one of the SIMMs. I then stick this SIMM to the mother board. When the SIMM is mounted it is about 3/4 inch above the spot where the ram chips were removed. I then take another strip of adhesive foam and cut it to a width of 1/4 inch. This strip is placed on the top rear of the SIMM I just mounted on the board. Now I carefully place the second SIMM directly over the first. It is important to line the two SIMMs up so that they match exactly. When completed I have the two SIMMs stuck together, with one on top of the other. From this time on, consider the top SIMM to be the "High" and the bottom SIMM to be the "Low" column.

For the STs with the ram under the keyboard, the upper bank of ram chips just happens to be the ones farthest away from the front of the machine. It also happens that the "High" column is o the left and the "Low" column is on the right. To make remembering easier I use a marker and mark the center between the two columns. That make eight on the left and eight on the right side of the mark.

If you have one of the STs with the ram under the powersupply, you will need to use the ohm meter and verify the locations of the upper and lower banks. While I have looked at one of these beasts I have not done an upgrade on this particular style so I cannot suggest a location for the SIMMs.

The following pinouts will be critical to your successful upgrade: 1 meg x 8 SIMM

```
0 0 0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 2 2 2 2 2 2 2 2 2 2 3
1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0
| | | | | | | | | | | | | | | | | | | | | | | | | | | |
V C D A A D A A V D A A D A A D A A N D W V D N D N R N N V
C A Q 0 1 Q 2 3 S Q 4 5 Q 6 7 Q 8 9 C Q E S Q C Q C A C C C
C S 0 1 S 2 3 4 5 S 6 7 S C
```

256K DRAM Pinout

```
1> A8 16> VSS
2> Din 15> CAS
3> WE 14> Dout
4> RAS 13> A6
5> A0 12> A3
6> A2 11> A4
7> A1 10> A5
8> VCC 9> A7
```

If you notice, there is no A9 on the ram chips. This is the new address line and special consideration is required. I will cover this further on.

I start by making a check list numbered from 1 to 30 with two columns, one for the upper and one for the lower columns.

PIN 1
Beginning with pin 1 on the SIMMs take the kevlar wire and strip back about half an inch. The neat thing about the wire is that it fits perfectly into the holes on the SIMMs. Since the Vcc line is common to both SIMMs I insert the wire into the lower SIMM and solder it into place. I then attach the wire to the upper SIMM and solder it. Because the Vcc line is what it is, I now use a slightly larger gauge wire and run it from pin 1 of the SIMM to pin 8 of the nearest vacant ram. In order to keep things neat, I keep the wires as short as possible without any undue stress.

Since I removed the 16 ram chips I have my choice of spots for the placement of the wires run from the SIMMs. The following considerations should be taken into account.

The address lines A0 through A8 are common to all the chips. The CAS lines are split so CAS1 H is common to the upper column of 8 chips and CAS1 L is common to the lower 8 chips. The RAS1 line is common to all 16 chips. The DQ lines are separate and require special wiring.

PIN 2
The CAS line on pin 2 of the SIMMs needs to be split up. The lower SIMM is wired to any convenient pin 15 of the lower column. The upper SIMM is wired to pin 15 in the upper ram column.

PIN 3
DQ0 is split. The lower SIMM is run to the first chip socket of the lower column. This should be the chip closest to the spot previously marked as the center. Both columns run from left to right. The DQ label corresponds to the Din or pin 2 of the ram socket. The upper SIMM is wired to the ram socket farthest to the left.

PIN 4
A0 should be wired from the lower SIMM to the upper SIMM. It should then be wired to the nearest ram socket pin 5. The only major concern here is neatness.

The rest of the wiring follows the same order listed above. Pin 21 of the SIMM should be jumpered between the two SIMMs and then run to ram pin 3. Pin 27 of the SIMMs is also jumpered between the two SIMMs and then run to ram pin 4.

PIN 18
The A9 line is the new address line which is required when 1 meg chips are used. This line should also be jumpered between the two SIMMs. Using the Kevlar wire I run to one of the holes where the ram chips were removed. What I like to do is drop the insulated wire through the hole and run it over near the MMU. The idea here is to run the wire from the SIMMs pin 18 through a 33

ohm resistor (which you need to come up with) to pin 64 of the MMU. I like to use a little shrink tubing over the resistor connections since this is an outboard hookup. Using a couple of convenient holes for wire routing simply makes for a neater job.

I follow my check list exactly and mark each connection as it is made. Since the key to a well done job is top quality craftsmanship, I am careful to do the best job I am capable of.

There is now a final set of steps which is required to make this upgrade work. Because the upper bank of chips was removed, it is important to do something about the routing of the Row and Column address strobes. The configuration of the computer as it now lies consists of an illegal ram configuration. By this I mean that you have a 512k lower bank and a 2 meg upper bank. This needs to be reversed.

Reversing the CAS and RAS lines is simple but can be tricky. If you don't get exactly right your computer won't boot at all. It won't hurt it, it just won't work. What I like to do is locate the resistors these line pass through. The technique is to identify which resistor is associated with CAS1 H. I then identify find the resistor for CAS0 H. Once this is done I will lift one end of each resistor. Using whatever technique i can that is clean, I cross wire the ends of the two resistors to their respective holes in the pc board. I then do the same for the CAS1 L and CAS0 L lines.

Finally I identify the RAS1 and RAS0 lines. These two lines can be found side by side with the CAS resistors. On the foil side of the circuit board I cut the foil between the pads for RAS1. I then do the same for RAS0. If you look at the spot where the resistors are mounted, it looks like there is a place for two more resistors to go. This is usually where the RAS lines are found. The final step is to run jumper wires in order to cross wire the RAS0 and RAS1 lines.

It is important to check your work with an ohm meter at this point. I use a Fluke 77 which has a diode checker position. This setting of the meter is safe for CMOS circuits boards and also makes a beeping sound whenever it senses a short. The following measurements should be taken and verified.

MMU Pin # SIMM pin # New Identity

6 <==========> upper 2 CAS0 H
7 <==========> lower 2 CAS0 L
8 <==========> both 27 RAS0

You should also verify the new CAS1 H, CAS1 L, and RAS1 lines. These lines go to the remaining ram chips which are now your new upper bank.

Ram Pin # MMU #

4 <==========> 18 RAS1
15 (right) <===> 21 CAS1 L
15 (left) <====> 22 CAS1 H

This completes the upgrade. If you want to go to 4 megs all you need to do is make a few minor changes. Remove all the ram chips and of course use 2 pairs of SIMMs. Wire one pair into the upper bank position and the second pair into the lower bank position. You do not need to do anything about swapping the CAS and RAS positions.

If you are doing the upgrade on an older 520 that does not use the 1040 mother board you can also ignore the part about the CAS and RAS swapping.

I would like to suggest that you get ahold of some type of memory tester program. There is one in the GEnie library written by Barry Orlando which will do the job nicely. Another program written by Willie Brown does a good job as well. It is also possible to use NeoDesk to look at but not test our memory. With Neo Desk simply click on the desktop info and read the screen. there is a line at the bottom of the screen which identifies free memory.

I will admit that once or twice my upgrades did not work at first and required some trouble shooting. If this is the case, you will need to double check your work. Each time I had trouble it was caused either by a faulty solder connection or by getting confused when I swapped the CAS and RAS lines. If you get these lines wrong, you will probably not hurt anything, but your computer will lock up during the boot cycle. The only way to really hurt things is by wiring your VSS and VCC lines to the wrong places.

There is one other place you may get some trouble.
If you are upgrading from 512k and the computer has never had a memory upgrade before, there is a possibility that the MMU chip could be bad. This can occur because the CAS1 and RAS1 lines have never been used or tested. I ran into this problem once. It also doesn't hurt to remove and clean the MMU and its socket. This can pay off on the older machines.

Just in case I have inspired you to go out and do this upgrade, let me advise you that it takes me about 6 hours to do this job. Using a good desoldering machine to remove the old ram chips takes about 1 hour. You could also use a fine pair of cutting pliers and clip out the chips. This would be much faster, but I like to save the chips for other projects. The fastest upgrade I did was on a 520STFM where the 1040 mother board was used. There were no ram chips to remove.

Now that it is all done, it is time to sit back and enjoy your work. 2.5 megs is a pretty nice upgrade. The cost was fairly reasonable, the SIMMs cost $90 to $110 a pair and 100 feet of Kevlar wire costs about $5 bucks. The only other cost is for the resistors and depending on the computer you will need from 1 to 4 of them. I recommend using 1/8 watt 33 ohms.

I hope that this information is of some value to those of you who have read it. You may use this document in your club news letters or magazines provided it is printed in its entirety. You may not remove my byline cause I need some claim to fame. Finally if you should choose to perform this upgrade and kill your computer, you can always buy an STe and sell your dead computer to me, really cheap. Heck, I can always use a few more spare parts.

Paul Gittins
Portland Atari Club, PAC
GEnie id: P.Gittins

2278. Re: Atari mags...

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 15:41:51 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3ht7bv$876@epsilon.qmw.ac.uk>
Source record: 171527

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: Jeff Apolis (japolis@nyx10.cs.du.edu) wrote:
: : cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

: : Aren't you the same guy that was drooling over my TT/030 tower for sale?
: : Sounds to me like you NEED my mags! Hell, might only be a hundred bucks
: : to ship'em there...
: : Hehehe :)

: Drooling over a TT? Err I think not ;) Certainly wasn't me guv.
: I just like to read old Atari mags, nowt wrong with that is there?

Yeah, I think he is getting mixed up between you and Nick harlow of
16/32, who I do recall drooloing over a TT a while ago.

Danny
--
.signature.signature

2279. I won... was Re: Neodesk4 3DIcon

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 15:44:55 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3ht7hn$876@epsilon.qmw.ac.uk>
Source record: 171528

Dan Dreibelbis (Dan.Dreibelbis@balmybeach.gryn.org) wrote:
: ... Tagline Lotto: 1000000UKP <- Scratch here for prize

I won that much money? Wow....I claim it....when do I receive the Cash, Dan?

;-))
Now I can afford a house of my own...a good car...tum de tum..

Danny
--
.signature.signature

2280. Re: Wanna bet? was: Re: Magic incompatibility list

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 16:00:44 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9502151457.AA04608@ilmen.lanl.gov>
Source record: 171529

In a previous article, kim@dksoft.ping.dk (Kim Andersen) wrote:

> HM> So Kim, say, how 'bout it?
>
> I have yet to see what Hutch actually say, (yes or no).

I'm all for a friendly little wager, Kim, but you haven't told us
what YOU will offer. I don't care much for one-sided bets.

-Hutch- @ Fair Dinkum Tech

2281. Re: On-screen Clock?

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 16:01:28 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.160.000B0694@cfcsc.dnd.ca>
Source record: 171530

>Does anyone know where I can find a little on-screen clock utility.
>It preferably wouldn
>'t take up a window but just be text in the menu-bar in the corner or
>something like on the Mac system 7.5
>That would be nice.
>Thanx.

You could try LED, graphically displays read and writes to drives, shows date
and time - configurable! Usefull!
-ken

2282. CD-Player FAQ

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 16:03:00 UTC
From: christian.mittendorf@ostkupan.ct.se
Message-ID: <ftn_2.203.202.11$fidonet.org_2f422637_Christian.Mittendorf@ostkupan.ct.se>
Source record: 171531

Hi!

ThanX to all the folk sending me the wanted information.
(Please do stop now :-)

Greetings,
Christian

+++
C. Mittendorf
Mejerigatan 2-1333
41276 Goeteborg/Sweden
Internet: christian.mittendorf@space.ct.se
Fido: 2:203/202.11

(UUCP Dialup connection)

2283. Re: Not a word about MacMagic

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 16:09:56 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9502151506.AA04629@ilmen.lanl.gov>
Source record: 171532

In a previous article, djs@jet.uk (David Stevenson) wrote:

>hutch@ilmen.lanl.gov (Hutch) writes:
>
>>I'm confused... why is the potential availability of a -Mac- emulator
>>keeping you from buying a -PC-?
>
>Er, MagiC is NOT a Mac emulator, it's a replacement multi-tasking OS, which
>aims to be TOS compatible. (And the ST version seems to fairly successful
>in this aim).

Yes, yes, yes... I know all that. I also knew the moment I hit the RETURN
key that someone would probably snipe at me for the 'emulator' comment.
Must have been in a masochistic mood yesterday.

All I know (or care) is that it allows Macintosh hardware to execute
Atari software and in my mind, that's close enough to an 'emulator' for me.

"A rose by any other name ..." and all that rot, ya know?

-Hutch- @ Fair Dinkum "Sheesh" Tech

2284. Re: Magic incompatibility list

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 16:18:48 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9502151515.AA04632@ilmen.lanl.gov>
Source record: 171533

In a previous article, @dksoft.ping.dk (Kim Andersen) wrote:

> I have a feeling you and Hendrik is talking about something different from
> my statement. The question is wether or not the 68040 is doubble clocked, and
> nothing about how it's doubble clocked compared to an Intel 486.

OK, so maybe we were discussing different things, then. My contention was
that "OK, the 040 is internally double-clocked... so what?" Doesn't matta.
The only reason Motorola and Apple have started touting this "feature" is
to compete with the advertising claims of the DX2 & DX4 Intel chips.

> So if you want a bet about _how_ it's doubble clocked, then it's fine with
> me, but i'll probably loose, as i have no idea and it would only be a guess.

Hendrik has already explained that in a previous post.

Now... can we stop wasting bandwidth and get back to something more useful
like 'Roger Bashing' or something? ;-)

-Hutch- @ Fair Dinkum Tech

2285. Okami ???

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 18:06:50 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <02151995.180650@empyr.dircon.co.uk>
Source record: 171534

Hi, Will this new 'Okami' Newsreader work as an offline QWK mail reader ?
..or is it something specific for Unix systems ?

Ta.

Kevan@empyr.dircon.co.uk

VQWK 6.20 [Rev H - 04/04/94]

2286. Re: IMPORTANT NOTICE ABOU

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 18:26:40 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950215Z182640.744barheath@heathen.demon.co.uk>
Source record: 171535

In article <3hnc7p$8q5@epsilon.qmw.ac.uk>
efac001@alpha.qmw.ac.uk "D.Bhabuta" writes:

> Dan Dreibelbis (Dan.Dreibelbis@balmybeach.gryn.org) wrote:

> : Don't worry Danny - even though I don't have Internet access, I
> : certainly appreciate what you've done to help out other Atari users
>
> Thanks. :-)
>
> <clip>
>
> : done me a kindness. I certainly wouldn't want to hurt any friends I
> :have here - and I (and a lot of people here) consider you a friend.
>
> It is things like this which make my work here worthwhile. Thank you,
> Dan, for this very kind remark.
>
>

I'd like to add my four penn'orth, too. I've not yet found the time to even try to ftp to Hensa (or elsewhere much, for that matter, - work tends to intervene) so I can't comment on the quality of what the archive contains. However, I do know that to maintain such a site must take a hell of a lot of time and effort, and Danny deserves the thanks of every Atari user on the net for his efforts. If the management of the Hensa site see fit to restrict access, so what? I think we should consider ourselves lucky that ANY of the sites on the net allow us access to their machines. They pay for them, and for the upkeep - and even if it's taxpayer's money, as a lot of uni funding in the UK is, and I am a taxpayer, I still have no call on the specific use of it.

rsh seems to have played his usual trick of putting mouth into gear before engaging brain, else he would realise the truth of what many before me have said. I don't know what Danny's day job is, and whether the maintenance of the archive is part of it, or whether it is done as a sideline; what does seem apparent is that he spends more time at that than rsh does working for the NZ Govt. Buying that PC could be the biggest favour that Roge could do the Atari community!

Please, Danny, ignore him. The Atari is already so poorly supported by the micro world at large that we need every friend we can get.

Incidentally where DO you work? you post from qmw, lancs, and others. It's very confusing!

Bazza
--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

2287. Re: Magic incompatibility list

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 19:09:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950215194021.6466A-100000@mars>
Source record: 171536

OK you guys, the issue i wether the 68040 is clockdubbled in some fashion or another or not, right???

Do this test:

compare the raw *integer division* timing to the Intel chip ! (..D0,D1)
^^^^^^^^^^^^^^^^

>>Why ??<<

Because there is no *smart* way of speeding up the division (except for catching some special cases like x/2), {unlike addition or multiply} !!

The timing of division is depended on *raw speed*.

Iff the results are fairly equal then the chips *must* be build in a fairly equal way (give or take a few gates/clocks)

Iff the result differs a lot (say that Motorola uses twice as long time) then the two chips are *not* using the same internal clock, and (as far as I can see) Kim has lost the bet....

Patiently waiting for the final outcome. / Jens Møller Andreasen

2288. Re: Falcon video fault

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 19:10:50 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950215Z191050.782barheath@heathen.demon.co.uk>
Source record: 171537

Whilst I can't help you with your Falcon fault, I can probably tell you why
yo get service problems. Unless they've changed with the Falcons, when
Atari sell the machine, they also sell the warranty ; this means that the
warranty is eventually held by the retailer that sold you the machine.
Therefore, if he is not prepared to offer on-site maintenance, you ain't
gonna get it.
I found this out the hard way over an 8bit many years ago, and over an ST
a few less.

BTW it seems that the markup is on the order of 801f wholesale price to
allow for the warranty as well as the profit. This may explain the
apparently ultra-low prices being discussed in another thread??

ATB
bazza
--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

2289. Re: ST Clock wanted.

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 19:23:44 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950215Z192344.875barheath@heathen.demon.co.uk>
Source record: 171538

In article <Pine.SUN.3.91.950213160957.20583G-100000@PEAK.ORG>
jamesw@CSOS.ORST.EDU "James Wood" writes:

>
>
> I'd like to find a clock for the old 520ST.
>
> Seems like WAAAAAAY back in the beginning, there was the Logichron
> cartridge clock, and there were also some solutions that went INSIDE the
> machine, leaving the cart port (and desk space) free and clean.
>
> I think they might have gone in a ROM socket, under a ROM. Does anybody
> know what's up with the old ROM socket clocks? I think it would be grand
> to have it INSIDE the machine. I have a Toad Computers catalog, but all
> I see there is a cartridge clock.
>
>
> James
>
>
I tried to find an internal clock several years ago, and was told by
Microdeal in the UK that it was ceased because, like a similar BBC Micro
clock, it would occasionally develop a hiccup, and feed back from the NiCd
batteries into the PSU or the motherboard or somewhere and do expensive
damage.(as well as flattening the NiCds)
I currently use a cartridge one by AlfaData (Italy) with a thru-port. It
only sticks out about 1.5 inches and does not get in the way. Not ideal, but
it'll do me. You could, of course, buy a HDD with internal clock??

ATB
bazza
--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

2290. Re: hee hee hee!

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 19:26:34 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950215Z192634.882barheath@heathen.demon.co.uk>
Source record: 171539

In article <3hql2q$k53@bs33n.staffs.ac.uk>
cm3hirjd@bs47c.staffs.ac.uk "Requiem" writes:

> brenjb@hg.uleth.ca wrote:
> : John Sculley quit Apple because he knew it was going bankrupt!
> : Microsoft bought IBM last week, and they're stopping production of the
> : Power PC, anybody who buys one is a LIAR! THEY DON"T EVEN EXIST!
> : The big problem with the STs is Atari. They didn't put in anything.
> : you know what they put in? PORRIDGE! I know, because that's what's
> : in mine. They did it to save money.
> : Acorn has a built in direct-to-God interface!!! Get one, even though
> : I wholeheartedly refuse to.
> : Darn all of you LIARS! I didn't say that! I didn't say anything!
>
> Nurse... get the morphine...
>
Thorazine, surely?

2291. Re: Gif file problem.

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 19:27:08 UTC
From: fah@uhhepj.phys.hawaii.edu
Message-ID: <D423D8.F69@news.hawaii.edu>
Source record: 171540

I have found out what the problem is. The last word of the screen discriptor
block is supposed to be zero. Touchup puts in a 1. xv checks this word
to see that the file is ok. I edited the file, replacing the 1 with a 0,
and xv was happy. I have told Migraph about the problem.
Fred Harris

Chris Gray (cgra@se.bel.alcbel.be) wrote:

: In article <95030.181643HARRIS@SLACVM.SLAC.STANFORD.EDU>,
<HARRIS@SLACVM.SLAC.STANFORD.EDU> writes:
: > Hi,
: > I am having trouble displaying an ST Gif file on UNIX. I
: > am using xv and get the message "corrupt Gif file (screen discriptor).
: > unable to load Gif file." The file was created using touchup. Has
: > anyone done this?
: > Fred

: No but I've had TIFFs which were generated on a Mac and which GEMview
: could display but xv couldn't. Maybe GEMview is just better than xv?

: And speaking of viewers: GEMview is an excellent swiss army knife of a
: program, but the viewers which come with Apex Media are FAST. :>>

: _____

: Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102
: _____

2292. Re: A.A. Not Working...

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 19:34:42 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950215Z193442.681barheath@heathen.demon.co.uk>
Source record: 171541

In article <3hrd1d$6rg@lastactionhero.rs.itd.umich.edu>
weiner@terminator.rs.itd.umich.edu "Jeff Weiner" writes:

> While I'm at it, why do you post things like this when you know
> that you can simply mail me or the atari-archivists alias? It's not
> like these addresses haven't been widely publicized in this group
> over the past 5-6 years.....
>
> Sheesh.
>
>
Oi, hold on a minute. Just because there've been loads of people on the net
for the last 5 or 6 years doesn't mean that we ALL have. I didn't know that
there was an alias for the a/arch (though I daresay I could have found out
if I needed to) cos I've only been here a few WEEKS. Give us a break

bazza
--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

2293. Re: Length of .....

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 19:46:40 UTC
From: simon@kingres.demon.co.uk
Message-ID: <792877600snz@kingres.demon.co.uk>
Source record: 171542

In article <3hspvu$9rk$2@mhade.production.compuserve.com>
76702.1466@CompuServe.COM "BobR" writes:

> >Does anyone know the maximum length you can have a parallel printer cable?
>
> I looked through all my reference material and couldn't find the specification
> (I know it's there somewhere, and I'll probably find it after I log off), but
> I believe it's something like 16 feet.
>
Thanks for you help, I think thats blown the idea of leaving the printers in
a different room to the St !

--

/ | / Snail-mail E-mail
\ |< 216 Scarborough Avenue simon@kingres.demon.co.uk
/ imon | \ ing Stevenage. Herts SG1 2HW

2294. Screen interfearence.....need HELP.

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 21:42:34 UTC
From: joseecek@deepcove.com
Message-ID: <3htsga$o7g@Kaos.deepcove.com>
Source record: 171544

My system consist of:
Atari 1040 ST (TOS 1.00) +ExtRam board with 2meg SIMMs.
SH 204 HDrive, SC1224 colour monitor.

I'm experiencing problem of what looks like RF interference of
diagonal across the screen vertically 'running' lines ('waves').
showing up periodically every one minute. The lines are
'running' fast at first appearance and gradually decreasing speed
until they'll stop for couple of secs, and disapear in reverse
direction.

I'm realising that Marpet ExtRam board sits on top of metal casing
inside the ST. Grounding wire is connected. The lines were visible
even before the board was installed, but not as strong.

My question is: If anyone experienced this fenomenon, what is the
remedy to eliminate it?

Thank you for your atention.

josef.palecek@deepcove.com

2295. Re: Length of .....

Newsgroup: comp.sys.atari.st
Date: 1995-02-15 21:45:18 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950215Z214518.155barheath@heathen.demon.co.uk>
Source record: 171545

In article <792734626snz@kingres.demon.co.uk>
simon@kingres.demon.co.uk "Simon King" writes:

> Does anyone know the maximum length you can have a parallel printer cable ?
> As I wish to site the printers in a different room to the ST.
>
AFAIK there is no "fixed" maximum, but signals degrade badly at much over 3 or 4
metres. if you really want the comp & printer in different rooms, you may
have to look at parallel-serial and back conversion at RS232 levels. Either
that or drill a big hole in the wall :-)

best o'luck

bazza
--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

2296. Re: On-screen Clock?

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 00:54:53 UTC
From: agoold@cix.compulink.co.uk
Message-ID: <D42IJH.IJ0@cix.compulink.co.uk>
Source record: 171547

>on screen clock utility

I use Timedrive V3 which runs from the Auto folder and has never caused me any problems. I originally got it from a cover disk. It is probably available from your PD library.

Regards

Alasdair Goold
agoold@cix.compulink.co.uk

2297. Re: hee hee hee!

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 01:21:21 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3hu9ah$d7i@darkstar.UCSC.EDU>
Source record: 171548

In <9502142119.AA04486@ilmen.lanl.gov> hutch@ilmen.lanl.gov (Hutch) writes:

>In a previous article, brenjb@hg.uleth.ca wrote:

>> * The views contained within are your own responsibility, you sniviling *
>> * STOS-using, lying, teenagers. I didn't say this either. Or that. *

Wow. Did someone finally make a Sheppard-Bot??

~Chris

--

2298. Re: ftp mirrors?

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 01:22:04 UTC
From: vegard@henry.interlink.no
Message-ID: <3hu9bs$8un@henry.interlink.no>
Source record: 171549

Denesh Bhabuta (vctec@westminster.ac.uk) wrote:
: Vegard Hofsoey (vegard@henry.interlink.no) wrote:
: : can NEVER get connected - it`s always too busy. Will uploading to one of
: : the mirror sites work, or is this a one-way system?

: No, it won't. Why not upload to HENSA instead? :-)

: If you can't get in to hensa, then you may always e-mail me the file at
: danny@micros.hensa.ac.uk (not the one I am posting from). As a bonus, I
: will upload the software to umich for you. can't say fairer than that,
: can I?

: Regards
: Danny
: --

Nope, you can't! :-) I'll do that, so there will be some programs coming
your way soon...

Thanks.

Vegard Hofs&#65533;y

2299. Re: What are the best games for the ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 02:18:01 UTC
From: dwallace@wam.umd.edu
Message-ID: <3huckp$drt@cville-srv.wam.umd.edu>
Source record: 171550
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

In article <3gr0h7$mpt@uwm.edu>,
Andrew Krieg: Man or Android? <krieg@allmalt.cs.uwm.edu> wrote:
>Toad Computers has a deal going now where you can get 10 games for $25 for
>the ST. Which of these games are considered 'must haves' by the ST gaming
>arena? Now's your chance to plug your favorite games!
>
Of this list, I would highly recommend the following:

Airball: My raving about this game may be a little much by today's standards, but this game utterly blew me away when I first played it, and is still one of my favorite ST games. The thing I love about it is that I utterly got lost in it - the music, scenery, and mood are soooo absorbing! Basically, it is a 3/4 perspective 3D type game (ala Immortal or Landstalker for Sega), where you are a bubble who is trying to figure out how to return to your original human form. You cruise around a HUGE dungeon trying to collect objects and solve puzzles. There isn't much in the way of fast action, other than some golem-looking things which walk back and forth - finesse is definitely the rule here, but time is also an issue - if you don't visit an air pump thingee on occassion, you die.

Flight Sim II: Decidedly low-tech by today's standards, but very detailed, and engrossing if you get into this sort of thing. I learned lots playing this... You can also play over the modem with a WWI dogfight.

Rick Dangerous I & II: Easily the most obscenely difficult Mario Bros. type game I've ever player, but lots of fun. I can't believe I was masochistic enough to finish the first game - I never solved the second. The grax and sounds are downright hilarious, and if you're into platform type games, this one is a must-have.

2300. Re: hee hee hee!

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 03:52:07 UTC
From: abstract@wam.umd.edu
Message-ID: <3hui57$fih@cville-srv.wam.umd.edu>
Source record: 171451

brenjb@hg.uleth.ca wrote:
: John Sculley quit Apple because he knew it was going bankrupt!
: Microsoft bought IBM last week, and they're stopping production of the
: Power PC, anybody who buys one is a LIAR! THEY DON"T EVEN EXIST!
: The big problem with the STs is Atari. They didn't put in anything.
: you know what they put in? PORRIDGE! I know, because that's what's
: in mine. They did it to save money.
: Acorn has a built in direct-to-God interface!!! Get one, even though
: I wholeheartedly refuse to.
: Darn all of you LIARS! I didn't say that! I didn't say anything!

My god, I do believe he's serious... I buy this, how about you guys?
--Lunatic (or maybe I'm the sane one...)

: **
: * The views contained within are your own responsibility, you sniviling *
: * STOS-using, lying, teenagers. I didn't say this either. Or that. *
: **

2301. Setting programs to use serial 2 instead of modem 1

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 05:37:19 UTC
From: "Conan O. Ford" <ford@freenet.calgary.ab.ca>
Message-ID: <Pine.A32.3.90.950215223543.18298B-100000@srv1.freenet.calgary.ab.ca>
Source record: 171452
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On my mega STE, how can I set all programs to use serial 2 instead of modem 1? (I understand that 38400 bps is possible on serial 2).

2302. New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 09:33:23 UTC
From: vdleij@phil.ruu.nl
Message-ID: <vdleij-1602951033230001@ana-dyn-18.mac.phil.ruu.nl>
Source record: 171453

Hi,

Please do not hang my head for it, I only report what I heard from a friend that I do not totally trust. But then again there is almost always some thruth in what he says. The story is this:

He worked a couple of days for IBM-the netherlands for their server-service department. (This is confirmed). At the time of his work IBM were testing a new kind of computer hanged in a network. It runs on PowerPC and has 3 slots to add a board in it. The board attached to the PowerPC determines what software it can run. Boards running in the test site were: MS-DOS, Apple system 7 and TOS. He has a lot of experience with Atari, and he is sure he saw GEM working on the it.

Please note that it is complete rumour, I just report it.

Joost.

--
Joost van der Leij,
Holland Game Design,
's Gravelandseweg 127,
1217 ER Hilversum,
The Netherlands.

e-mail: Joost.vanderleij@phil.ruu.nl

2303. Re: IMPORTANT NOTICE ABOUT HENSA ACCESS

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 10:20:07 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3hv8sn$l0g@epsilon.qmw.ac.uk>
Source record: 171454

Hendrik Mylius (neptune@galaxy.teuto.de) wrote:
: [virtual hug mode on]
: No, Danny, please don't :-)
: [off]

:-)
Thanks.

: BTW, did you get my mail re. your HDD problems?

Yes, I did. thanx. I am sorry for not replying to people's mails, but I have been ultra busy lately...and going through more than 100 mails per day takes ages. I will get back to you all very soon...

And while I am here, my Hard drive works perfectly. 372 Mb of disk space now, since I bought that extra 127Mb...but it too is filling up. :-(Oh well, just have to sell of the mechs I have, and go for a gigger. :-)

The ay I got it to work was take it to my friend's house who has an ADSCSI connected...connect the drive to this, and run bootfix. My link doesn't recognise parity, so running bootfix with that made no difference at all. Anyway, pretty lucky that I know someone with an ADSCSI. :-)

TTFN
Danny
--
.signature.signature

2304. What should I do?

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 10:27:53 UTC
From: abstract@wam.umd.edu
Message-ID: <3hv9b9$kk2@cville-srv.wam.umd.edu>
Source record: 171455

I have a 1040STfm, and I think it's about time to upgrade. I
want to stay with ATARI, I think they're the best computers available,
but I'm not sure if I should perhaps switch to the PC world. Help, please!

--Lunatic

2305. Re: IMPORTANT NOTICE ABOU

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 10:50:05 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3hvakt$cj4@golem.wcc.govt.nz>
Source record: 171456

In article <3hnc7p$8q5@epsilon.qmw.ac.uk>, efac001@alpha.qmw.ac.uk (D.Bhabuta) writes:
>Dan Dreibelbis (Dan.Dreibelbis@balmybeach.gryn.org) wrote:
>: Don't worry Danny - even though I don't have Internet access, I
>: certainly appreciate what you've done to help out other Atari users
>
>Thanks. :-)
>
>: explained that he actually has done some good. And now he does THIS
>: to you.
>
>From what I gather, Roger is a bit hot headed at times. ;-) He still
>writes to me via personal e-mail...and I definitely look forward to
>more uploads. Yes, i was upset by his comments, but then I should know
>Roger better. He likes wibbling. ;-))

Gee Danny, when you posted here about the Hensa restrictions, I thought
I had been shot in the foot, yes I was upset as well and I think my posts
showed it...!!

Their are only 3 good Atari sites, Hensa, A.A. and tu-Berlin, they all
have good Gopher support, so loosing one is like have ones leg removed...

If any one would like the site to access Hensa via Gopher/FTP Please e-mail me,
or I can ask the person that gave me that site if it can be posted here, he
might even do this himself...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2306. By, Ray: Atari is still alive !

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 10:56:34 UTC
From: "<Worried? You should be.>" <cs2ev@herts.ac.uk>
Message-ID: <Pine.SUN.3.91.950216104913.23905C-100000@altair.herts.ac.uk>
Source record: 171457

Hi, in reply to the mail about Atari only making machines on mass order:

St Format some time ago talked about this problem. Atari said that they would continue to make STe's if they got an order for a thousand or more units. St format pointed out that no shop could afford, or even sell this number of units, so the leading atari dealers could get together and buy 1000+ units between them. Wether anyone actually did this I have no idea.

By the way did anyone see on British t.v on wen 15th Feb 'Hown do they do that'?
There was avery nice bit about Virtual reality, in the last shot the guy who owns Virtuality (Company that make all those machines you see in the trocadero) was wearing a headset rigged upto a Jaguar, with Cybermorph in? If anyone knows anything about this could they (Cybermorph being made as a virtual reality game) could they mail me.
Thanks from Ray.

email: r.c.smith@herts.ac.uk

2307. Who made the MegaArchive CD?

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 11:09:00 UTC
From: christian.mittendorf@ostkupan.ct.se
Message-ID: <ftn_2.203.202.11$fidonet.org_2f4332f7_Christian.Mittendorf@ostkupan.ct.se>
Source record: 171458

Hi!

I read some days ago that the people who made the MegaArchive CD plan to make a second one. Could anybody send me an email adress of the people responsible for that? (I think it was System Solutions, wasn't it? But I'm not sure.)

ThanX!

Christian

+++
C. Mittendorf
Mejerigatan 2-1333
41276 Goeteborg/Sweden
Internet: christian.mittendorf@space.ct.se

(UUCP Dialup connection)

2308. Re:Formating on Ms-DOS problems.

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 11:09:53 UTC
From: "<Worried? You should be.>" <cs2ev@herts.ac.uk>
Message-ID: <Pine.SUN.3.91.950216110833.23905F-100000@altair.herts.ac.uk>
Source record: 171459

Hi, Ray here.
First if you used your Megga STe to format all your discs you would not need a program to do it. As far as I know ALL Ste's (inc Megga?) foramat MS-DOS from the GEM desktop. However, be careful you are not using a High Density disc with your atari, it will cause errors and reading problems. Just format discs on the Megga (using GEM desktop, no programs) and you should have no problem putting the disc in an IBM compt computer.
However, they STfm cannot format MS-DOS, and I'm not sure it can read, without software help, so you may need a program if you want to use the discs on your FM.
Hope this was of some help.

From Ray,
email: r.c.smith@herts.ac.uk

On Thu, 9 Feb 1995, Doug Finch wrote:

> Requesting help with regard to MS-DOS/Windows/ST/STe formatting problem.
> In the past I've had no problem using my Atari 520STfm
> (upgraded to 2.5MB of RAM, TOS 1.0) or Mega STe (4MB,TOS 2.05) to
> format a floppy that could be read on an IBM or clone. I've used a
> (fairly old) PD utility called IBMFMT.TOS that has always done well
> to format a double-sided disk with 80 tracks, I think. I've always
> understood that Atari STs were designed to be able to read MS-DOS
> formatted disks with no problem whatsoever. This is important since
> the library operates on a system of IBM clones.

2309. Re: Atari is still alive !

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 11:39:26 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3hvdhe$2p4@dux.dundee.ac.uk>
Source record: 171460

: I would like to point out once and for all.

: ATARI IS NOT OUT OF COMPUTER BUSINESS AT THIS TIME!!

This is true according to both Atari UK and Sam Tramiel, Atari still makes
computers.

: So I guess you're right :-)

: They are still producing Falcon's, we can get new machines instantly here in Europe.
: Atari do NOT have any further plans on cutting the production.

The production probably is low enough that Atari can sell it without any
huge difficulty. Why should they stop making computers when it still makes
a small amount of cash for them? That would be reverse business sense.

--
Rod McCall, President, Lip Theatre Company
==========
// email: rmccall@mcs.dundee.ac.uk //
@@ No part of any mail I send is the reponsibility of th university @@
@@ hence don't complain to them, complain to me!! @@
==========
for infomation on the following
CD-ROM,Books & Compaq Presario email : cdsales@cix.compulink.co.uk
****

2310. Re: Composite Video from ST

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 11:42:31 UTC
From: lais@cs.man.ac.uk
Message-ID: <3hvdn7$mjk@m1.cs.man.ac.uk>
Source record: 171461

In article <3hn1qm$87v@nuscc.nus.sg>, limchung@iscs.nus.sg (Charlie Mike)
writes:
|> Hi,
|> Is there any hardware circuitry that converts the video signal from the
|> ST into a composite signal? Can someone please point me to any relevant
|> source on the net?
|>
|> Thanks a lot.
|>
|> Chung Yong,
|> National University of Singapore

No need. The ST monitor port has a composite out (pin 2 I think).
I made a lead a couple pf weeks ago, but to be honest, the signal
quality seemed below par (compared to a Sony TR1E Handycam). Nothing
beats RGB !!

Check your manual for the pinouts. If you don't have it I'll check
mine tonight anyway. Ok ?

Cheers

S.Lai (MegaSTE 4/0)

2311. Re: Length of .....

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 11:51:04 UTC
From: lais@cs.man.ac.uk
Message-ID: <3hve78$mqh@m1.cs.man.ac.uk>
Source record: 171462

In article <792734626snz@kingres.demon.co.uk>, simon@kingres.demon.co.uk (Simon King) writes:
|> Does anyone know the maximum length you can have a parallel printer cable ?
|> As I wish to site the printers in a different room to the ST.
|>
|> Thanks
|> --
|>
|> / | / Snail-mail E-mail
|> \ |< 216 Scarborough Avenue simon@kingres.demon.co.uk
|> / imon | \ ing Stevenage. Herts SG1 2HW

I _think_ it's about 3 metres, 'cos the ST uses the YM2149 to drive the parallel port and it's way underpowered. If you want to site them _really_ far apart you'll need line drivers.

S.Lai

2312. Re: DeskToppers?

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 12:07:49 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3hvf6l$2p4@dux.dundee.ac.uk>
Source record: 171463

: The main DeskTopper box looks really tacky, though.

I'd agree, mind you the new Gasteiner box looks quite smart. I just hope
they sell it at a price where DM= ukp, I mean as near to the proper
exhange rate and NOT 1 to 1.

Rod

--
--
Rod McCall, President, Lip Theatre Company
==
// email: rmccall@mcs.dundee.ac.uk //
@@ No part of any mail I send is the reponsibility of the university @@
@@ hence don't complain to them, complain to me!! @@
==
for infomation on the following
CD-ROM,Books & Compaq Presario email : cdsales@cix.compulink.co.uk
****

2313. STacy4 For-Sale

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 12:32:02 UTC
From: ap748@cleveland.Freenet.Edu
Message-ID: <3hvgk2$c9g@usenet.INS.CWRU.Edu>
Source record: 171464

Hello,

I've decided to sell my STacy 4 because I just don't use it enough.

Atari Portible STacy 4
4 MEG RAM
52 MEG SCSI internal hard drive
720 3 1/2" floppy
External Power Supply
Corduroy/nylon carrying case with handle and shoulder strap
Has standard ST ports. MIDI, Paralell, Serial, Mouse, Joystick, DMA, Monitor
Has built in track ball, but if you wish you can use a mouse
Has built in backlit LCD 640x400 mono screen.
You can hook up either an external color or mono monitor.

Unit is in great condition and works fine. Asking $800 or best offer.

E-mail me or call 216-729-0761 evenings 6:00 - 10:00 PM EST

--
Novell DOS 7.0 and IBM OS/2 user Fred Horvat
MultiTOS user, have STacy will travel Free-Net Atari Portfolio Sigop
Videogame Trader Newsletter Publisher Atari Classic/LYNX/Jaguar gamer
Ask for a free issue! And Let's Not Forget an ADAMite!

2314. Does Warp 9 work on the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 12:39:27 UTC
From: ap748@cleveland.Freenet.Edu
Message-ID: <3hvh1v$clg@usenet.INS.CWRU.Edu>
Source record: 171465

I just got my Falcon and was wondering if Warp9 works on the
Falcon. If so in on the ST resolutions or all resolutions?

--
Novell DOS 7.0 and IBM OS/2 user Fred Horvat
MultiTOS user, have STacy will travel Free-Net Atari Portfolio Sigop
Videogame Trader Newsletter Publisher Atari Classic/LYNX/Jaguar gamer
Ask for a free issue! And Let's Not Forget an ADAMite!

2315. Re: DUET 1.00 - coming to an atari.archive near you!

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 13:10:36 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <3hvisc$ie@charm.magnus.acs.ohio-state.edu>
Source record: 171466

In article <FBPDEJUTUp@warpcon.ersys.edmonton.ab.ca>,
Leslie Hartmier <leslieh@warpcon.ersys.edmonton.ab.ca> wrote:
>Duet 1.00 is in the process of being uploaded to atari.archive,
>thanks to the help of John Maxwell Hobbs. It's name is DUET_100.LZH.
>
Now, I would ask this through regular e-mail, but maybe I'm not the only one to
ask this question. What is Duet? Is it a music package?, something to track
those giddy yet not always true doublemint commercials?

Just want to know what something is before I download it... The only person
that I would do this for is Jeff Minter, a true programming genious :)

Michael Steve jr.
The Sequel

_+_-=-=-=_+_+_+-=-=

In my hopes of not being aloof or too almighty, I may have inadvertently stated
that I may have the tendency to be aloof and too almighty.

2316. Re: Not a word about MacMagic

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 13:11:00 UTC
From: djs@jet.uk
Message-ID: <djs.792940212@gen-off-1>
Source record: 171467

hutch@ilmen.lanl.gov (Hutch) writes:

>Yes, yes, yes... I know all that. I also knew the moment I hit the RETURN
>key that someone would probably snipe at me for the 'emulator' comment.
No, you missed the point. We were not talking about MacMagiC, but MagiC
for Falcon.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

2317. Re: MiNT 1.12 - Baud Rate Settings?

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 13:12:09 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3hviv9$1me@percy.cs.bham.ac.uk>
Source record: 171468
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sasmesba@kingcong.uwaterloo.ca (Samy Mesbah) writes:
>I tried running HSMOD stuff after Mint (and in various combos)
>but pppd complains 'tcgetattr: invalid function number' This
>tells me Mint must have some routines that are overwritten
>bz HSMOD05 that are necessary. Does anzone know how to get
>Mint to accept 57600?

I think you have to run HSMODEM *after* Mint, ie ignore what the
HSMODEM docs say. The MintNet docs may be of some help to you.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

2318. Re: Jeff Minter's Home Page???

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 13:40:04 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3hvkjk$ogg@mercury.dur.ac.uk>
Source record: 171469

Dave Cook (davecook@yarrow.wt.uwa.edu.au) wrote:

: Whilst on IRC in the #atari channel someone mentioned that Jeff Minter's
: Home Page was rather impressive. Unfortunately, due to lag, he left
: before I could get the URL.
: Does anyone know what it is??

http://hyrax.med.uth.tmc.edu/misc/zoo/zoo.htm

And it is good fun...

ATB,

Martin

: --
: +---+
: | Dave Cook Perth, Western Australia |
: | Internet: davecook@yarrow.wt.uwa.edu.au |
: +---+

--
****
* ---------------- M.J.Maisey@durham.ac.uk -------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

2319. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 14:30:54 UTC
From: avg@cwi.nl
Message-ID: <avg.792945054@news.cwi.nl>
Source record: 171495

vdleij@phil.ruu.nl (Joost van der Leij) writes:

>...testing a new kind of computer hanged in a network. It runs on
>PowerPC and has 3 slots to add a board in it. The board attached to the
>PowerPC determines what software it can run. Boards running in the test
>site were: MS-DOS, Apple system 7 and TOS. He has a lot of experience with
>Atari, and he is sure he saw GEM working on the it.

It could be the MS-DOS version running the GEMulator...

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2320. AIM3.1 doc file required

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 14:44:51 UTC
From: ljp@coventry.ac.uk
Message-ID: <3hvod3$iub@cc_sysk.coventry.ac.uk>
Source record: 171484
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi can any one help me locate the full documentation file for
AIM v3.1, the archive I downloaded contained a brief introduction
document but the main file is not there.

--
I'm just minding this tinderbox for someone else, honest, officer.

2321. Re: GNUplot

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 15:02:08 UTC
From: t150315@proffa.cc.tut.fi
Message-ID: <t150315.792946437@proffa>
Source record: 171488

In <3hnrp5$16a@ccshst05.cs.uoguelph.ca> thopman@uoguelph.ca (Theodore L Hopman) writes:

>What is the most recent version of the GNUplot _binaries_ available for
>the ST? Is there anything newer than 3.0? If so, were can I get it?

v3.5. If I remember correctly, it was in the ftp.uni-kl.de.
I think it's twice as fast as the old 3.0 (better compiler :),
although multitasking under GEM (if I use the gpclient) on my
1.4 TOS eats away most of that speedup...

The ported GP has a term named 'mtos' which works under MiNT and
MultiTOS. Plotting with that term will spawn a program named
gpclient (communication with named pipes) which uses a bit large
dynamical GUI library named Magic (library name and configuration
is behind one cookie structure which has to be installed with a
separate program). The client is good, but I don't like the idea
that GP itself starts it as then I can't use the programs on
different terminals :-(.

- Eero -

2322. Re: PD Games..

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 15:03:17 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95047.100317STIRRE31@MAINE.MAINE.EDU>
Source record: 171492

Rich,
Are the games you mentioned available via FTP? And, are they compatible
with the Falcon (especially Fatemaster)? Thanks for any info.
sincerely,
scott tirrell

2323. Re: NVDI (worth it?)

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 15:14:49 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95047.101449STIRRE31@MAINE.MAINE.EDU>
Source record: 171494

Jon,
Version 3.01. I also get four bombs sometimes when switching to high
resolution. It still works, though.
-scott tirrell

2324. Re: Looking for FPU 68881/68882

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 15:31:14 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.dIyzplw4MOk@icon.pp.se>
Source record: 171487

In <3hnv8h$3vi@m1.cs.man.ac.uk>, lais@cs.man.ac.uk (S94) writes:
>
> |> but on the MSTE you will also need a GAL in order to make it work.
>
> What's a GAL ? I also want an FPU for my MegaSTE.

It`s short for Grid Array Logic and is basically a small IC which
can be programmed, like an EPROM I believe, to perform different
logical operations and actions on incoming signals. Unfortunately
I don`t know _why_ a GAL is needed in the MSTE.

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

2325. ATARI Works black page syndrome

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 15:49:46 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <3hvs6qEffu@uni-erlangen.de>
Source record: 171470

Hi,

I just installed works here at the university on the Mega ST2. I never had problmes with it on any printer, but with that HP Laserjet III, there always apears a black page when printing. no matter if I use the LJ or DJ driver.

Obviously, that's the black page syndrome. Does anybody know how to solve the problem?

Configuration: Mega ST2, 2MB, Speedo GDOS, Works 1.20x, HPLJ III
--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

2326. Re: Larger hard drives & later versions of TOS.

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 16:08:50 UTC
From: alfasoldt@aol.com
Message-ID: <3hvtai$ias@newsbf02.news.aol.com>
Source record: 171493

> Does this only work in a system with both ICD-soft _and_ hardware, or with > the software on other adaptors as well?

ICD allows partition sizes of 512 megs. A drive larger than that would be partitioned. I have ICD's Pro softwarw with 2.5 gigs online.

Al Fasoldt, Systems Editor, Syracuse Newspapers

2327. Re: Length of .....

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 16:15:54 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.37.0011445C@cam.ac.uk>
Source record: 171471

In article <3hve78$mqh@m1.cs.man.ac.uk> lais@cs.man.ac.uk (S94) writes:
>In article <792734626snz@kingres.demon.co.uk>, simon@kingres.demon.co.uk
>|> Does anyone know the maximum length you can have a parallel printer cable ?
>I _think_ it's about 3 metres, 'cos the ST uses the YM2149 to
>drive the parallel port and it's way underpowered. If you want
>to site them _really_ far apart you'll need line drivers.

The actual length depends upon the particular printer/chip in the ST, Deskjets
for instance are particularly dodgy. In ST Applications there was an article
on buffering the strobe line to improve the length that the cable could go.
(This apparently is the most important line as it keeps things in order).
This also means that you don't need some program to "reset" the parallel port
if you turn the Deskjet on after your ST. You can buffer all the lines but
that might be overkill. I'll try to dig out the article if you like but it
might take a week or so (it's at home).

Adrian (apb25@cam.ac.uk)

2328. Re: Magic incompatibility list

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 16:41:32 UTC
From: kim@dksoft.ping.dk
Message-ID: <FBQQCDURUP@dksoft.ping.dk>
Source record: 171472

In <3htck8$rr5@nyheter.chalmers.se> Johan Klockars wrote:

>Perhaps someone not involved in the bet (yet) should jump in and try to
>define what it's actually about?
>
>1 My understanding is that Kim Andersen claims, as did someone else
> some time ago in this thread, that:
>
> A 32MHz 68040 actually runs at 64MHz internally, and thus has a MIPS
> rate (according to quoted average cycles/instruction) of 64/1.3 ~= 49.
>
> With the same kind of calculations the MIPS rate of a 486DX2/66 would
> be 66/1.8 ~= 36.
>
>2 On the other hand, Hendrik and Hutch claim that the number for the
> 68040 should be 32 / 1.3 ~= 24.
>
>(The numbers might be slightly off of what has been said before here, but
> the idea should be obvious.)
>
>>I'm not backing out of the bet here, i'm just saying where i'd put my bet.
>
>To me it has been quite clear all along that what I described above was
>the bet from the beginning. If you did not think so, please let us know
>what you thought.

My statement has been from that start, that the 68040 is doubble
clocked, and nothing else.
I don't believe you'll find any messages from me saying anything about
how it's doubble clocked, as i would have no idea on this matter, and
therefore would be stupid of me betting on this.
So the question is really simple:
Is the 68040 internally doubble clocked ? Yes or No.
Thats really all.
If the answer is No, then Hendrik win.
If the answer is Yes, then i win.

>
>You might (not?) want to know that Hendrik and Hutch _are_ right here as
>has been said in comp.sys.m68k a couple of times.

I sure want to know who is right here, no matter if i lose or win.

The issue here is not really the bet, (at least not for me), i'm just after
information as usual. And if it takes a bet to get the real info, then i
just have to pay whatever bourbon Hendrik wanted.

>
>Is there any chance I can still join in the bet? ;-)
>

Depending on what you say 8-)

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

2329. Re: Not a word about MacMagic

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 16:43:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FBQQCDUUUP@dksoft.ping.dk>
Source record: 171473

In <3hsqfi$9rk$3@mhade.production.compuserve.com> BobR wrote:

>>Magic for the Falcon...
>
>Umm... are you talking about MacMagic, the emulator that lets you run
>Atari software on a Macintosh, or
>
>Magic, the replacement for TOS...?
>
>BobR
>

As i wrote on the subject line, Not a word about MacMagic. So i guess
i'm after info about Magic for the Falcon,, (or TOS replacement if you
like) 8-)

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

2330. Re: Magic incompatibility list

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 16:50:34 UTC
From: kim@dksoft.ping.dk
Message-ID: <FBQQCDUXUP@dksoft.ping.dk>
Source record: 171474

In <9502151515.AA04632@ilmen.lanl.gov> Hutch wrote:

>OK, so maybe we were discussing different things, then. My contention was
>that "OK, the 040 is internally double-clocked... so what?" Doesn't matta.
>The only reason Motorola and Apple have started touting this "feature" is
>to compete with the advertising claims of the DX2 & DX4 Intel chips.

I havn't seen such an advert before, so i wouldn't know.

>
>> So if you want a bet about _how_ it's doubble clocked, then it's fine with
>> me, but i'll probably loose, as i have no idea and it would only be a guess.
>
>Hendrik has already explained that in a previous post.

He probably did, but either i've missed it, or then i may have misunderstood
the message.
If you are refering to his last message were i think he said something about
a part of the 040 is working different from the Intel, and therefore isn't
giving the same result, then i can only say this message told me we're betting
on two different things.
I believe he things i'm betting on the 040 is doubble clocked the same way
as the Intel, and this is were he has misunderstood me.

>
>Now... can we stop wasting bandwidth and get back to something more useful
>like 'Roger Bashing' or something? ;-)

Poor Roger 8-)

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

2331. Atari - What is it for really?

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 16:53:41 UTC
From: jahronch@koptss03.delcoelect.com
Message-ID: <3hvvul$o5c@kocrsv08.delcoelect.com>
Source record: 171475

Why would anyone want to buy an Atari? I do believe that they are
the best MIDI platform (yes, even better than MAC, DOS, or Windows machines).
I have one running my studio and have produced two albums of original music.

But is there any other reason that one would want to put up with
such a small company?

For some reason, Atari is popular in Europe. Maybe someone could
give some reasons for that. (Even if you don't need a reason.)

JAH

2332. Re: HTML->ST-Guide Converter

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 16:53:46 UTC
From: gc85@vision.hrz.uni-giessen.de
Message-ID: <D43qxM.DFG@muster.hrz.uni-giessen.de>
Source record: 171476

Leon Brocard (lglb@doc.ic.ac.uk) wrote (13 Feb 1995 21:39:21 GMT) in comp.sys.atari.st:
: Hullo there...

: Just out of interest, how many levels of indent do you think it
: should be able to cope with? Say every indent takes up 5 chars, I
: could have about 20... Sound good?

Just make it configurable ! That should be best, think I !

: --
: -+-+ In real life: Leon Brocard Editor of DoCSoc Magazine! +-+-
: -+-+ Internet: lglb@doc.ic.ac.uk ^------ Wow! +-+-
: -+-+ What follows is a real-time, changing .sig... (wait and be amazed!) +-+-
:
: .. Inigo Montoya: You seem a decent fellow, I hate to kill you.
: .. Westley: You seem a decent fellow, I hate to die.

--
-
Konstantinos XONIS
(XAKChaos of XAK-Design Wetzlar)

Snail Mail: E-mail/FAX:
Konstantinos Xonis Konstantinos.Xonis@physik.uni-giessen.de
Buderusstrasse 14 FAX: +49 6441 42504
D35576 Wetzlar +49 6441 417663
FR Germany

2333. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 16:56:06 UTC
From: kim@dksoft.ping.dk
Message-ID: <FBQQCDVAUP@dksoft.ping.dk>
Source record: 171477

In <FBOUABWZUP@galaxy.teuto.de> Hendrik Mylius wrote:

HM> I'm prepared.

8-)

HM>
HM> >And btw. i'm not giving you this guy's name, yet!
HM>
HM> Some childsplay?

Not really. I havn't got the writers permisson, (yet) so i have to take all
responsible for myself.

HM> >And anyway, it's internally double-clocked - A 32Mhz 68040 is actually
HM> >ticking away at 64Mhz.
HM>
HM> This is WRONG!
HM>
HM> The 68040 uses the BLCK for the floating point unit and the instruction unit.
HM> Those two determine the raw power of this cpu (or any other for that matter).
HM>
HM> There is a PCLK, which is exactly BLCK * 2, but this is only used for some
HM> internal logic and therfore does not influence the speed.
HM>

So some part of it is ticking away at the doubble speed ?

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

2334. Re: Not a word about MacMagic

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 17:03:04 UTC
From: kim@dksoft.ping.dk
Message-ID: <FBQQCDVDUP@dksoft.ping.dk>
Source record: 171478

In <9502142117.AA04480@ilmen.lanl.gov> Hutch wrote:

>In a previous article, kim@dksoft.ping.dk (Kim Andersen) wrote:
>
>> Actually, Magic for the Falcon is the only thing holding me back from
>> selling my atari equipment and change to a Pc.
>
>I'm confused... why is the potential availability of a -Mac- emulator
>keeping you from buying a -PC-?

Ahmm!, perhaps my english isn't the best, but who said anything about a
Mac emulator ? Infact i wrote on the subject line, that i didn't want to
hear a word about MacMagic. And since i'm asking for Magic for the Falcon
what gave you the idea that i was talking about a Mac emulator ?

To try avoid more mistakes, i might open up and say, i'm asking about the
'so called' new OS for the Atari computers which is suppose to be named
something like Magic, (perhaps Magic 3.0, i wouldn't know since i havn't
seen it yet).

>
>> But you probably don't care about that anyway.
>
>Yeh, you are probably right. :)
>

8-)

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

2335. Re: IMPORTANT NOTICE ABOU

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 17:07:40 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3i00os$l0g@epsilon.qmw.ac.uk>
Source record: 171479

Barry Heath (barheath@heathen.demon.co.uk) wrote:
: However, I do know that to maintain such a site must take a hell of a lot of
: time and effort, and Danny deserves the thanks of every Atari user on the

Thanx. :-)

: Incidentally where DO you work? you post from qmw, lancs, and others. It's
: very confusing!

:-))

I work at Lancaster University, and my main job is looking after the archives here...esp, the Atari and mac sections. I also do hotline support here, and some documentation, and some lectures, and meetings, and a tutor. That is my day job....I also do some freelance stuff from home.

You will have seen posts from quite a few places...because..

QMW .. I did my undergrad here...and kept my account when I left.

Westminster .. Postgrad here..kept my account

mcc (Manchester Computer Centre) .. I live in Manchester, and so I asked to have an account, so it would not cost me much dialling into Lancaster from home, whenever I do.

Lancs .. cos I work here

cix .. my private (CyberSTrider) account

Don't think there are any others I use Usenet from.... ;-))

Hope this rids you of your confusion.

Regards
Danny
--
.signature.signature

2336. Re: Falcon bombs with HD disks

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 17:36:06 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <3i02e6$48s@vishnu.jussieu.fr>
Source record: 171480

It's a 'known bug' from Atari... Perhaps you could try a disk copier such as
E-copy, if all the disk you do are the same...

MB.

2337. Re: Falcon video fault

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 17:38:16 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <3i02i8$48s@vishnu.jussieu.fr>
Source record: 171481

Never heard of such a problem !

MB.

2338. Re: Magic incompatibility list

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 18:01:48 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBQSCJWSUP@galaxy.teuto.de>
Source record: 171482

In <9502131830.AA04189@ilmen.lanl.gov> Hutch wrote:

>Quite honestly, Kim, I couldn't really care less WHAT or WHO you believe
>and I most imagine that Hendrik feels the same way. And none of what your
>buddy wrote should be considered surprising by any informed technician.

Right on. I'd still like to get that bottle of Scotch, though :*)

Bye.

/Hendr!K/

2339. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 18:10:24 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBQSCJWVUP@galaxy.teuto.de>
Source record: 171483

In <3hha11$lqh@holly.cc.uleth.ca> brenjb@hg.uleth.ca wrote:

> I did see that post. Could you provide a little more detail on the
>subject, like a source maybe? And please don't quote any Intel employees.

The stuff was taken from the comp.sys.68k-faq.

>>IMHO, APEX is not for proffessional use, as it does not provide Anit-Aliasing.
> Check again. It does anti-alias, and very quickly too.

If it really does, I apologise. But I can hardly imagine a Falcon doing a
picture in broadcast resolution (768 x 576, 24 bit), with AA, in a reasonable
time. Not to mention a whole 2D-animation.

> So what? You can't record/playback 16 tracks D2D with a Soundblaster 32s
>either. Furthermore, what does that have to do with processing power?
>Databases are software!

Right. Please show me a decent client-server db with several gigs if data on
an Atari. The hardware wouldn't make it.

>a similarly powered Motorola chip? Even given another 4 megabytes of memory,
>OS/2 (which is probably the best competitor short of the 32 megabyte gulping
>NeXT Step) still can't touch MagiC for speed. Nor can Windows, Windows NT,
>MS-DOS, or DR-DOS or even Linux. The overriding point is this -- even with a

Linux, NT, OS/2, NeXT provide so many more features than MagiC. It is hard to
compare it to anything on other platforms.

> Actually he's not so stupid, but he is an average PC owner, and I own an
>average Falcon, and therefore the average Falcon kicks the average PC's

Could be. I'd still never buy a Falcon. In hi-colour modes, the speed is
really bad.

Bye.

/Hendr!K/

2340. Re: A scripty type comms program

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 18:37:09 UTC
From: 76702.1466@CompuServe.COM
Message-ID: <3i060l$5cr$4@mhade.production.compuserve.com>
Source record: 171485

RE: Comms programs with scripting capability

STORM, the followup to Flash from the original author of Flash, uses a virtual clone of 8bit Atari BASIC as its scripting language, which allows a very good range of flexibility in programming.

BASIC was chosen as the script language because most people are already somewhat familiar with it, which makes it easier to use than some obscure proprietary scripting code.

The program came with several examples of what could be done, but unfortunately not many people ever did much with it.

STORM is shareware, and should be available on Atari ftp sites.

Flash and the sequel Flash II use a more limited (although still adequete) scripting language for their "DO" files. Both Flash and Flash II are commercial programs.

BobR

2341. Re: Atari ST Hack in progress....

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 19:02:39 UTC
From: Jackdeth@voyager.cris.com
Message-ID: <3i07gf$hou@voyager.cris.com>
Source record: 171486

Claus Brod (clausb@PROBLEM_WITH_INEWS_GATEWAY_FILE) wrote:

: Get TOS 2.06. If you cannot affort it now, get at least FATSPEED
: from atari.archive.umich.edu. TOS 2.06, however, is much preferable
: especially since you intend to upgrade your ST with "a faster chip"
: which may well be a 68020 or 68030. TOS 1.04 won't work with
: anything else than a plain 68000.

Can you just pull the 68000 out and pop a 68030 in the ST? And it will still run fine as long as you swap to the TOS 2.06 roms? Also, if you did this kind of an upgrade how much would it speed up the computer and how would it expand its capabilities?? oh, and how much do the 68030 and TOS 2.06 roms cost at this time...?

Jack Deth

2342. Re: Possible to put 720k drive in SF 354 ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 19:11:48 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <2fe_9502181537@sherwd.fidonet.org>
Source record: 171405

In a message of 08 Feb 95 08:00:15, Chris Whitelock wrote:

CW> : |> ... Problem: it's working only as a single sided drive, I can
CW> : |> neither read nor format 720k floppies. Is this a problem with the
CW> : |> electronics found in the SF 354? Or might my drive be broken?
CW>
CW> I quote from the Data-Becker book "ST Disk Drives Inside & Out":
CW>
CW> Pin 32 [of the 34 pin drive connector] Side Select
CW> This line selects the desired side of the disk. A low level selects side
CW> 1
CW> and a high selects side 0. This line is unused for single sided drives
CW>
CW> Unquote.
CW> Perhaps in their infinite commercial wisdom Atari did not wire this line
CW> in the SF354 cable???

The cable is fine, but the internal electronics in the SF354 do not carry the side select line to the drive mechanism. Best bet is to remove all active components from the little PC board in the 354 and bypass the original ribbon cable connections - go straight to the DIN connector with the new ribbon cable. I've done this successfully a half-dozen times.

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

2343. Re: NNTP compat news for MintNet?

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 20:56:02 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <D4425F.tB@exeter.ac.uk>
Source record: 171489
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.ekBL.feFlBHm_plQ@icon.pp.se> root@icon.pp.se (Daniel Eriksson) writes:

> Has anyone tried GNUS under emacs? I tried it yesterday under
> emacs 19.28 on my MiNTNet-box, but unfortunately it didn`t work
> since I was thrown out from the NNTP-host due to lack of
> privilegies.

Where can I get a full port of emacs with the lisp stuff and everything?
Does emacs net programs like rmail and gnus run with mint-net?

--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT 1.12h2 * MiNT-OS 1.4.1 * MiNT-NET 0.70 * Minxfs 0.60pl10 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

2344. WTB: STe

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 21:10:45 UTC
From: mikess@comtch.iea.com
Message-ID: <3i0f0l$8h2@krel.iea.com>
Source record: 171442

I'm looking to buy an Atari 1040STe or a Mega STe. Preferably with a hard drive and 4 megs of RAM.

Anyone selling their Ataris? :)

Michael S. Smith Amiga 1200,
mikess@comtch.iea.com Atari Jaguar,
Spokane, Washington and 3DO.

"No one can grow with nothing to inspire" -Jim Matheos

2345. Re: Atari ST Hack in progress....

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 21:23:52 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1995Feb16.212352.6624@bradford.ac.uk>
Source record: 171490

Mike Wasinger (mwasinge@nyx.cs.du.edu) posted:

: (1) What signals are on the 19 pin line?
: ASCI ? (What is ASCI and how is it different than SCSI?)
:
: (2) What is the 50 pin cable?

SCSI cable.

: (3) What does that small board do, and what is it called?

It's an MFM to SCSI adaptor, but a cut down one; you can't just plug any
SCSI drive into it; it's pretty tempremental.

: (4) What is the large board over the drive? Does it convert
: SCSI to MFM or what? What is the board called? It has
: an extra ribbon cable header. Is this used to hook up
: another drive as I have heard is possible with the
: SH204?

Yes, it's an MFM to SCSI converter (Adaptec A4000).

However, (and I'd like to know too ;-), I don't know how to add multiple
drives to the board.

: (5) How could I hook up an unused SCSI drive (from an old
: Mac) into this system? At what point does it get attached?
:
: (6) I read in an article about MacMagic that this new Mac based
: ST emulator could read/write to Atari HD's hooked up to the
: Mac's SCSI port. Does this mean that the 19pin port on the
: back of the SH204 is true SCSI?
I think you'll find that's Atari formatted HDs, Falcons and TTs run
directly to SCSI, they don't deal with ACSI.

: (7) Will only MFM drives work attached to the large board?
: What drive mechanisms will work with the SH204 controller
: board? Where can I find the format parameters for use in
: Atari's format program datafile WINCAP?

Erm, it's an MFM to SCSI converter so it's not much use as anything else :-).
Dunno about the second bit. Have a look at comp.sys.pc.hardware faqs, I
believe they carry most of the stats for HD's (even old ones).
Or ICD's pro utilities carry an enormous amount of drive stats.

: (8) What are the recommended means of speeding up HD I/O given
: that I am using TOS 1.0 in ROM. What PD programs are helpful.
: How much is TOS 1.4, and where can I find it?

Tos 1.4 is fairly cheap now, you should upgrade really...
I think it's about 25ukp, which is about 35-40 dollars isn't it?

Regards,

Paul.

--
\|/ ____ \|/ Paul Anthony Booth \|/ ____ \|/
@~/ ,. \~@ Department of Electronic and Electrical @~/ ,. \~@
/_(__/)_\ Engineering, University of Bradford, England. /_(__/)_\
__U_/ Email: P.A.Booth@Bradford.ac.uk __U_/

2346. Re: DUET 1.00 - coming to an atari.archive near you!

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 21:35:18 UTC
From: Lexicor@world.std.com
Message-ID: <D443yu.KL4@world.std.com>
Source record: 171491

In article <FBPDEJUTUp@warpcon.ersys.edmonton.ab.ca>,
Leslie Hartmier <leslieh@warpcon.ersys.edmonton.ab.ca> wrote:
>Duet 1.00 is in the process of being uploaded to atari.archive,
>thanks to the help of John Maxwell Hobbs. It's name is DUET_100.LZH.
>
>Leslie

DUET is already available on ftp.std.com in /pub/atari/Telecomm thanks to
the nice fellow who sent it to me (forgot his name ack!), you can upload
it from there anywhere you like as I can never get into atari archives
as of late ;)

I have a problem with it, I cannot network it with two TT's either, I
keep getting wrong cps for currect driver (in german of course..), what
should my setup be for a TT Lan network, speed and cps?

Thanks

2347. Atari Web Browser

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 22:22:25 UTC
From: jperez@uhunix.uhcc.Hawaii.Edu
Message-ID: <D4465D.AD8@news.hawaii.edu>
Source record: 171496

Is there anyone out there developing a Web browser for Atari computers?
I just spoke with George Geczy, the author of Hyperlink for Atari
computers. It is a Hypertext development system which supports Dbase
files, IMG, text fields, buttons, icons, etc... It is not specifically
for HTML, although, it is conceivable that it could be re-written or
patched to serve this purpose. Aside from the translation, it would also
have to be taught to telecommunicate.
In any case, much of the work has already been done, and the
Author is willing to sell the code (cheap) if there is another developer
interested in continuing his work, and/or adapting Hyperlink for HTML.
He can be reached at
george@jmg.on.ca

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio - 2600 - Lynx - Jaguar - 400 - 800 - 130 XE

2348. Looking for places to order recent public domain disks from

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 22:33:30 UTC
From: georgew@chinook.cse.tek.com
Message-ID: <3i0jrq$djh@tekadm1.cse.tek.com>
Source record: 171497

I used to order public domain and shareware software from BRE Software in California. They still sell disks, but no longer actively collect programs for distribution, so their catalog hasn't changed in over a year. Does anyone know of a source that is more up to date? I'm looking for a couple programs mentioned on the net which I can't find on FTP sites. Namely:

>Colour Clash - great puzzle game with cute little chameleons
>Sim Pig - brilliant little sim city clone
>Fatemaster - RPG sort of game quite like the Zelda series on the SNES
>Grandad 1 & 2 - both classic arcade/adventure games
>Utopos - brilliant 'Oids' clone (without the oids!)

Has anyone seen these? Thanks.

George.S.Walker@tek.com *OR* georgew@mdhost.cse.tek.com
OR uunet!tektronix!mdhost.cse.tek.com!georgew

2349. Re: Lynx WWW

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 23:05:34 UTC
From: laramary@eden.rutgers.edu
Message-ID: <3i0lnu$pjr@er6.rutgers.edu>
Source record: 171450

s9205525@otto.bf.rmit.edu.au (John Moon) writes:

>Howdy, dunno what you mean by "install", but if you mean "how do i use it",
>then providing your site has lynx, all you do is type ... lynx
>Up will come your local lynx page, hit g for go and type in the
>URL that you want to peruse, and just move the cursor round to whichever
>subject etc is highlighted. Hit right cursor key to have a look at that
>subject and use your left cursor key to go back.

>I hope this is what you wanted, otherwise, im completely on the wrong bus.

No. My site is without Lynx, but I can get it and instal it
into my account... somehow. I don't know how that is, though. I am
in what I think is just a standard UNIX system...

--
--Shove it up inside, surprize, lies, stains like--	----All praise BOB!----
blood on your teeth, bite, chew, suck	The Church
---------------away the tender parts---------------	---of the Sub-genius---

2350. WTB - Mega Ste

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 23:15:19 UTC
From: Mark Santora <santora@delphi.com>
Message-ID: <5Ez4E4f.santora@delphi.com>
Source record: 171498

I'm looking for a Mega Ste 4(preferably). I don't need a monitor. I don't need a printer. I just need a system as my Mega ST4 is on its way out.

Contact me if your selling.

Mark "Stingray" Santora
-->
- Video/Film Production Services ------------------------------------->
- Screenwriting Services ---------------------------------->
- Special Effects and Make Up ----------------------------------->
--aeo.4@genie.geis.com-->
---Santora@delphi.com-->

2351. How many Falcons were sold?

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 23:50:35 UTC
From: James Kleist <jkleist@achilles.net>
Message-ID: <3i0ocb$b33@hermes.achilles.net>
Source record: 171500

It would be interesting to know how many Falcons were sold, or up to now how many. Mainly because it seems that everyone I talk to with an atari has a falcon.

James

2352. Re: File at UNI-KL.DE..

Newsgroup: comp.sys.atari.st
Date: 1995-02-16 23:53:26 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D44AD2.9I0@cix.compulink.co.uk>
Source record: 171401

> my own fault for not making that clear. However, in the past I have
> always found the Atari userbase to be both friendly and helpful to
> the less knowledgeable - or is it academic life that changes one?

AFAIK the Atari user base is even more friendly than it used to be. Many
Atari owners help the userbase out of love for the machine because there
isn't really much hope of making good money out of it any more.

> net access. Is there any chance of civility and help myself if I
> ask questions on other matters in relevant threads, or will I just

A very good chance IMHO.

:-)

Roland.

@CiX

2353. Re: Falcon serial-port speed?

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 00:28:46 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.RXwnaPIf4Is@icon.pp.se>
Source record: 171499

In <FBNTBBWWUP@galaxy.teuto.de>, neptune@galaxy.teuto.de (Hendrik Mylius) writes:
>
> >No need for hardware-hacks on the Falcon. To get more than 19k2 on a
> >ST, MegaST or STE will however require a small HW-hack.
>
> MegaSTE won't require any HW-mod to get more than 19k2 DTE ...

Which is what I wrote above, or at least intended to write above. :-)

I`m sorry if I was unclear!

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

2354. Re: Falcon serial-port speed?

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 00:52:54 UTC
From: zap@eskimo.com
Message-ID: <D44D47.JLB@eskimo.com>
Source record: 171406

Where would I find HSMODA6 and will it work on my STe as well as Falcons?
--
Randall Dale Spreadborough <zap@eskimo.com>
PGP v2.6.2 Public Key Available by Request

2355. Where to find a RAM-Disk?

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 00:54:46 UTC
From: jscholar@ccnet.com
Message-ID: <3i0s4m$l2v@ccnet3.ccnet.com>
Source record: 171402

A friend of mine desparately needs a RAM-Disk program so that he can transfer thousands of files onto an IBM-conpatable disk without popping the disk in and out of the drive thousands of times (Disk-copy unfortunately copies the disk format along with the disk).

Does anyone know the name of such a program or of an FTP site that would have one? "atari.archive.umich.edu" is off-line at the moment.

Thanks,
Joshua Scholar (jscholar@ccnet.com)

2356. WANTED: 40MB OR BETTER HARD DRIVE

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 02:56:41 UTC
From: talbotp@cadvision.com
Message-ID: <talbotp-1602951956410001@cad45.cadvision.com>
Source record: 171403

A friend of mine in the Calgary area is looking for a cheap 40 MB or better external hard drive for an Atari Model# 1040 STFM. If you've got one call (or FAX) Mike at 403.233.2934. Alternatively you can e-mail me at talbotp@cadvision.com and I'll pass it on.

Thanks.

--
"Whoever in discussion adduces authority uses not
intellect but rather memory." -- Leonardo da Vinci

2357. Re: HSMODEM6 ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 03:10:24 UTC
From: simon@bassland.demon.co.uk
Message-ID: <792990624snz@bassland.demon.co.uk>
Source record: 171404

Forget the last message.....
I now have HSMODA06.....
So I have a Falcon; I have DRVIN.PRG in the auto folder. What other driver so I need? After reading about the others, it soulds like none of them are for the Falcon!

There must be somebody who has got HSMODEM working on a Falcon...Hmmm?

Please, please help...I need a faster connection.
--
| Simon Williams |
| simon@bassland.demon.co.uk |
| ATART STF-2.5Mb/52Mb, ATARI FALCON-4Mb/127Mb, Macintosh 4Mb/20Mb |

2358. Re: HSModem (confused)

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 07:03:43 UTC
From: mike@medsun.unige.ch
Message-ID: <1995Feb17.070343.16104@news.unige.ch>
Source record: 171407

<Confused> Does HSMODEM need a hardware modification? Or is
it software only?

Mike Morris

****
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

2359. Re: Atari is still alive !

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 07:12:00 UTC
From: christian.mittendorf@ostkupan.ct.se
Message-ID: <ftn_2.203.202.11$fidonet.org_2f444e18_Christian.Mittendorf@ostkupan.ct.se>
Source record: 171408

In a message of <14 Feb 95 10:16:34>, Henrik Lunardi Weide (2:200/427.1)
writes:

Hi!

HL>
HL> I would like to point out once and for all.
HL>
HL> ATARI IS NOT OUT OF COMPUTER BUSINESS AT THIS TIME!!

But what do you call a computer company which does not further develop it's
operating system? Do you know how long MTos 1.08 has been out for beta testing?
Do you know how long rumours about Tos 5.00 are spreading around? (AFAIK there
is a 4.9X Beta.)

So why don't they get these things fixed?

Greetings,
Christian

+++
C. Mittendorf
Mejerigatan 2-1333
41276 Goeteborg/Sweden
Internet: christian.mittendorf@space.ct.se

(UUCP Dialup connection)

2360. Re: ST Games decline... Producer's Fault?"

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 08:13:53 UTC
From: jperez@uhunix3.uhcc.Hawaii.Edu
Message-ID: <D44xJ5.2Hr@news.hawaii.edu>
Source record: 171409

Why has Atari been left behind in the entertainment scene?

I can see several reasons that the Atari entertainment market has dwindled so significantly. To begin with, Atarians have been the piracy scapegoats since the 8-bit days. Lots of companies wouldn't do Atari games simply because of the bogus reputation. This also led to a horrific scourge on the Atari community, on disk copy protection. Although this can help prevent piracy, it also renders many games incompatible with a large number of the systems in circulation. Most protected games will not run on anything but a stock ST - largely because the copy protection methods were so severe. When I got a Mega STE, I found that most games wouldn't even begin to boot because of bad sectors at the beginning of the disk. Frequently, I have heard of hacked versions (with protection removed) that would run perfectly. And even on a Turbo25 ST with TOS 1.0 or 1.4, most protection schemes render the games unbootable.
The disk protection also has the added effect of refusing to run on some machines (simply because not every disk drive is identically aligned or speed calibrated, and many protection techniques are VERY picky abouth this. Several of my games including Epic, Dragons Lair, Stunt Car Racer, etc... would only run on about 30% of the machines that I have access to.
In addition, some protection methods even use physical damage to the disk (in the form of laser burns in the MIDIMOUSE music lessons series). As one might guess, this can render the disk impossible to backup, and at the same time, more likely to fail.
And who can forget that most protected games will also not run from a hard disk drive (which gets maddening with games like Robocop 3 - an excellent game - but one that requires feverish disk swapping).
Another element that kept me from buying many games is that features that wer undoubtable dificult to implement on other platforms, like MIDI music on PCs, were ommitted in the Atari versions. When Loom and Ultima VI came out, I refused to buy them for this reason (why not have MIDI support for ALL Atari games? All Atari's have them... I don't know too many people that have MIDI on their Macs, PCs, or Amigas).
Also, features like cyberlinking/networking were also frequently left out of the ST versions, which is silly, since several earlier games such as Falcon, Stunt Car/Track Racer, and Midi-Maze showed that this was not only possible with the ST, but a hell of a lot of fun!
Late releases such as Dogfight from Microprose had little purpose without the ability to dogfight with another human being.
The entertainment industry also ignored that the ST can be pushed to get better results. Photochrome and Spectrum 512 (and Anispec) showed that the ST can display graphics and animation at 512-19,000 colors. Any

stock ST can pull off 512 color animation - try that with a 1985 PC!

I'm actually surprised that anyone bought ST games at all with
all of this working against us. I know that I have been frustrated again
and again to the extent that I sold almost all of my games (and bought a
Jaguar ;-) It's just sad that the software companies didn't realize that
they weren't just depriving us of enjoyable software, but they were also
kissing profits goodbye. Now they would say that the Atari computers
aren't profitable enough to develop for - but they never seem to want to
take credit for having made it that way.

Unfortunatly, it's not just games. Heck, I'm still steamed that I
have shelled out over $1000.00 for my C-Lab Notator/Emagic Logic Midi
sequencing software, and it only boots about 50% of the time because of
the cartridge dongle (hey folks, I've had two dongles, and three different
computers - it's not me, its the copy protection).
I'm certainly not happy about it, but I can't really blame people
for changing platforms. Software publishers have made it unbearable to
use software for these truly wonderful machines.

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio - 2600 - Lynx - Jaguar - 400 - 800 - 130 XE

P.S. If it comes to the point that there is no longer software support for
Atari computers, I guess I'll just write my own. It's still better than
beating my head against Windows...

2361. [Q] Any HC11 cross Ass known ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 08:30:14 UTC
From: stkocz@sun1000.ci.pwr.wroc.pl
Message-ID: <3i1mqm$4fq@sun1000.ci.pwr.wroc.pl>
Source record: 171410

So, is there any PD/SW csross assembler, that I could use to test HC11 code
on my MEGA ST2 ?
Or is there perhaps a HC11 simulator ?

--
****
*Sebastian Tkocz *
stkocz@asic.ict.pwr.wroc.pl
stkocz@ci3ux.ci.pwr.wroc.pl
****

2362. Re: ST Clock wanted.

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 09:45:40 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3i1r84$4dq@epsilon.qmw.ac.uk>
Source record: 171411

Barry Heath (barheath@heathen.demon.co.uk) wrote:
: > I'd like to find a clock for the old 520ST.

: I tried to find an internal clock several years ago, and was told by
: Microdeal in the UK that it was ceased because, like a similar BBC Micro

I'm pretty sure that System Solutions in the UK sell an internal clock....you can mail them on ssolutions@cix.compulink.co.uk

Danny

--
.signature.signature

2363. Re: MiNT 1.12 - Baud Rate Settings?

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 09:46:23 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <SCHWAB.95Feb17104624@issan.informatik.uni-dortmund.de>
Source record: 171412
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3hviv9$1me@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

|> sasmesba@kingcong.uwaterloo.ca (Samy Mesbah) writes:
|>> I tried running HSMOD stuff after Mint (and in various combos)
|>> but pppd complains 'tcgetattr: invalid function number' This
|>> tells me Mint must have some routines that are overwritten
|>> bz HSMOD05 that are necessary. Does anzone know how to get
|>> Mint to accept 57600?

|> I think you have to run HSMODEM *after* Mint, ie ignore what the
|> HSMODEM docs say. The MintNet docs may be of some help to you.

It's actually the other way round, you should run HSMODEM *before*
MiNT, still ignoring the HSMODEM docs.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

2364. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 09:48:00 UTC
From: Martin_Reitzlein@gi.maus.de
Message-ID: <199502171148.a3933@gi.maus.de>
Source record: 171413

hi,

JVDL>IBM were testing a new kind of computer
JVDL>Boards running in the test site were: MS-DOS, Apple system 7 and TOS.

this seems to fit with another rumour recently spraed in germany:
ibm will show a tos-copatible computer at c-bit (biggest european
computer-fair, end of march, i belive).

we'll see...

gruss, martin .

internet: martin_reitzlein@gi.maus.de
please no mails >16kb
(will be bounced at the gate internet->mausnet
and _somebody_ has to pay for it)

2365. tfmx player

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 10:24:52 UTC
From: Per B�rge Heidenstr�m <PERHEI@CALVIN.NHIDH.NKI.NO>
Message-ID: <3i1thk$mos@ratatosk.uninett.no>
Source record: 171414

I have lots of great music by Chris Huelsbeck in tfmx formatt
but I don't have a program to play it... Does anobody know
of such a program ? (preferably for the Falcon)

If not, how about making one ?

2366. Re: PD Games..

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 10:34:54 UTC
From: goringgn@aston.ac.uk
Message-ID: <D45426.504@aston.ac.uk>
Source record: 171366

In article g49@bs33n.staffs.ac.uk, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
>
>: Well what I am after is a list of the better PD games, colour/mono
>: that will run from a HD on a ST/STE etc...
>
>Depends what style game you like. Personally I find the following good:-
>
>Colour Clash - great puzzle game with cute little chameleons
>Sim Pig - brilliant little sim city clone
>Fatemaster - RPG sort of game quite like the Zelda series on the SNES
>Grandad 1 & 2 - both classic arcade/adventure games
>Utopos - brilliant 'Oids' clone (without the oids!)
>
>There are no doubt hundreds others...
>
>
>RiCH

Sheesh, I've only played two of those. I'd personally add to the list.

BLAT! (STe only) - okay, so it's columns, but it's a damn good version.
Ozone - Excellent platformer, which I fully intend to register. How much is it?
Chaos - (Maybe 1meg only) Brilliant conversion with loads of samples from comedies.
Grav and Grav 2 - Best thrust games EVER. Which I still need to register...
Llamatron - I cannot believe he left this one out! Argh! Best game EVER!

Graham

+---+
|Why not visit my unfinished Home Page? Refreshments served every hour.|
+---------------+ http://www.aston.ac.uk/~goringgn/ +------------------+
| Set in the beautiful country-side |
| Of Aston University |
+-----------------------------------+

2367. Re: Not a word about MacMagic

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 11:01:29 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3i1vm9$k5m@m1.cs.man.ac.uk>
Source record: 171415

In article <9502142117.AA04480@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:
|> In a previous article, kim@dksoft.ping.dk (Kim Andersen) wrote:
|>
|> > Actually, Magic for the Falcon is the only thing holding me back from
|> > selling my atari equipment and change to a Pc.
|>
|> I'm confused... why is the potential availability of a -Mac- emulator
|> keeping you from buying a -PC-?

Eh? I'm confused... What are you talking about? Magic (AFAIK) a replacement OS or Atari computers (not MagicMac). Magic doesn't work on the Falcon, but were were told that a Falcon version would be arround soon... Not so!

|> > But you probably don't care about that anyway.
|>
|> Yeh, you are probably right. :)

Well, being a Falcon owner, I want to see as much software for it as possible, and as _lots_ of users - to generate more software....

Anthony

2368. Re: Looking for places to order recent public domain disks from

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 11:14:06 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3i20du$4dq@epsilon.qmw.ac.uk>
Source record: 171416

George Walker (georgew@chinook.cse.tek.com) wrote:
: I used to order public domain and shareware software from BRE Software in
: California. They still sell disks, but no longer actively collect programs

Don't know about Calif., but here in England, the ones to go for are
Goodmans, Floppyshop, and 16/32 PDL. They are very active on and off
the net. There is also a new one (mine ;-), called CyberSTrider, which
you can contact on the net too...esp. dbhabuta@cix.compulink.co.uk

Danny
--
.signature.signature

2369. Re: Atari ST Hack in progress....

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 11:43:43 UTC
From: clausb@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <3i225f$e3@hpscit.sc.hp.com>
Source record: 171417

JACKDETH (Jackdeth@voyager.cris.com) wrote:
> Can you just pull the 68000 out and pop a 68030 in the ST?

It's a little bit more than that, I guess. I am not familiar with
current products and their installation procedures, though.

--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

2370. Monitor port on ST....

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 12:03:47 UTC
From: starkrl@aston.ac.uk
Message-ID: <D4586C.EFD@aston.ac.uk>
Source record: 171418
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello everyone!

Just a quickie for y'all to muse over....

Does anyone know what the "General Purpose Output" is from the monitor port on an ST? I ask this because I have an RGB monitor available to me which has RGB connections, that's no problem, but also needs composite sync. Would this General Purpose Output, by any chance, be this elusive composite sync??? If it isn't, I'm still interested in what it is. (Atari couldn't have really given a more vague description, now could they!)

I can get an I.C. from Maplins that will extract composite sync from the composite video output, but it costs about 5 quid, and 'cause I'm a tight git, I'm trying other ways first!

Cheers for any help!

ROB.

```
----------------------------------------
| There are holes in the sky |
| Where the rain gets in, |
| The holes are small |
| That's why rain is thin. |
| |
| Spike Milligan |
| |
| It's my favourite poem, |
| I hope he doesn't mind :-) |
----------------------------------------
```

2371. VT-52 program for MagiC....remove from ftp sites...

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 12:14:16 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3i23uo$4dq@epsilon.qmw.ac.uk>
Source record: 171419

Hi all, and FTP site admins...

It has come to my attention that the VT-52 Program, to be used with MagiC, as was available on HENSA, is NOT PD. I have removed this from HENSA now, and on behalf of Wilfried Behne, as all the other ftp sites to remove their copies too...

I have seen this on some sites...and can't remember wher I got my copy from.

If you own MagiC, then you can ask ASH to send you the updated VT-52 program..

Regards
Danny
--
.signature.signature

2372. Re: ST Clock wanted.

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 12:34:29 UTC
From: pi92pob@pt.hk-r.se
Message-ID: <1995Feb17.123429.27732@nomina.lu.se>
Source record: 171420
Cross-posted to: comp.sys.atari.st,compy.sys.atari.st.tech

In article 100000@PEAK.ORG, James Wood <jamesw@CSOS.ORST.EDU> writes:
>
>
> I'd like to find a clock for the old 520ST.
>

----SNIP

> Anybody have a clock they'd like to sell, by the way?
>
> James
>

I'd like to know if there's anyone that would want/like/use a do-it-your-self clock doc as PD? Of course, supplied with a program, source code etc.

If a lot people are interested I might try to put something together.
All hints 'n' tips are welcome, wether to make a cartridge or internal mod...

This is no promise, just a survey of interest
/PO
PS. If something like this already exists, please tell me where I can get it.
~~~~~~
pi92pob@pt.hk-r.se Villa Flora | Musicians have more fun?!?
+46 (0)457 26165 372 36 Ronneby |
~~~~~~
~~~~~~~~~~~~ WWW homepage http://www.pt.hk-r.se/~pi92pob ~~~~~~~~~~~~
~~~~~~~~~~~~

2373. Re: Monitor port on ST....

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 12:34:46 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <3i2556$56r@ccpnws.in2p3.fr>
Source record: 171440
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Rob Stark (starkrl@aston.ac.uk) wrote:
> Hello everyone!

> Just a quickie for y'all to muse over....

> Does anyone know what the "General Purpose Output" is from the monitor port
> on an ST? I ask this because I have an RGB monitor available to me which
> has RGB connections, that's no problem, but also needs composite sync.
> Would this General Purpose Output, by any chance, be this elusive composite
> sync??? If it isn't, I'm still interested in what it is. (Atari couldn't
> have really given a more vague description, now could they!)

> I can get an I.C. from Maplins that will extract composite sync from the
> composite video output, but it costs about 5 quid, and 'cause I'm a tight
> git, I'm trying other ways first!

> Cheers for any help!

> ROB.

There is a composite synchro signal on the monitor connector (pin 2).
The GPO pin is connected on bit 6 of port A of the PSG (I think it could be
used as an input despite its name - General Purpose Output).

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+--------------------------------+
I don't like Patrick Bruel, I like le bruit ... TOUT POUR LE TRASH

2374. Re: Re:Formating on Ms-DOS problems.

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 13:54:57 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3i29rh$opj@m1.cs.man.ac.uk>
Source record: 171365

In article <Pine.SUN.3.91.950216110833.23905F-100000@altair.herts.ac.uk>,
"<Worried? You should be.>" <cs2ev@herts.ac.uk> writes:
|>

|> However, they STfm cannot format MS-DOS, and I'm not sure it can read,
|> without software help, so you may need a program if you want to use the
|> discs on your FM.
|> Hope this was of some help.
|>

I believe that the fm was originally designed to both be 100% compatible
with MS-DOS disks. It is able to read and write to MS-DOS disks, but is
not able to format disks to MS-DOS standard (using TOS routines). All that
was wrong was 2 bytes in the bootsector. There are many other formatters
(such as Diamond format) that simply correct these 2 bytes.

On STE's and latter machines, this bug in the OS was corrected, and so,
the Desktop / Newdesk formats MS-DOS disks.

Hope this clarifies the MS-DOS format problems....

Anthony

2375. FS 520 STE system

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 14:07:43 UTC
From: st92nxqj@dunx1.ocs.drexel.edu
Message-ID: <3i2ajf$2fr@noc2.drexel.edu>
Source record: 171370

I am selling my 520 ste with 4mb 120mb HD that has the LINK adapter. St1224
Monitor and also included the Spectre GCR mac emulator with original roms.
The bettle mouse and a 2400 Baud Modem. Tons! of software both ST and MAC
. All for $400 or best offer. Welling to get all away for the GEMULATOR BOARD
and $250 or better All my system for a JAGUAR and $200. I would preferr
to deal with anyone in the PHildelphia AREA. Home delivered if residing in
this area. Any way if interested my internet address is st92nxqj@post.drexel.edu Orlando
Santiago (215)572-7946 no crank calls please

C
C
C
C
K
monitor. Spectre GCR witho
A
A

2376. CD ROM

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 14:15:36 UTC
From: eb4336@irix.bris.ac.uk
Message-ID: <D45EA0.6uF@info.bris.ac.uk>
Source record: 171373

How come quotes for prices of Atari-compatible CD-ROM drives are so high?
I get quoted about 200UKP (e.g. the 'Apple 300e') for these when I have seen
CD-ROM drives advertised in Computer Shopper and other PC mags for only
about 100UKP. I have an Atari Falcon, so I surely should be able to connect
just about any CD-ROM drive to it. I just want a drive to read samples off
sample CDs and perhaps play back CDs (perhaps through the Falcon DACs with
bass-boost removed)- I don't want to do graphics work or anything particularly
random-access-intensive with it. For my purposes would I be better off
getting an audio-orientated CD player instead?

Any information/comments would be greatly appreciated.

Ellis Breen

2377. Re: Magic? Benchmarks?

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 14:19:16 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950217150840.22247A-100000@mars>
Source record: 171421

On Wed, 15 Feb 1995, Hendrik Mylius wrote:

>
> Benchmarks usually show the speed of the particluar compiler and not the
> machine itself.

Yes, I'll agre on that if the benchmark is written in say C. But you could roll your own just to settle this ongoing argument and implement it in assembly. You don't even have to run the test, just sum up the timing of the op-code it takes to do "something sensible" (whatever you decide that to be.)

/Jens M. Andreasen

2378. First word plus

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 14:27:11 UTC
From: rg185@csc.albany.edu
Message-ID: <3i2bnv$n2e@rebecca.albany.edu>
Source record: 171422

I have a 1040st and several hundred documents that were created with first word plus. I would like to transfer them over to the DOS world without having to perform alot of modifications. I tried saving them as ascii files and then downloading them over but all spaces including hard spaces disappeared and each line created by FWP became one long word. Someone has told me that if I get Word perfect for the Atari and read them in then I can "easily" use them in WP for DOS. Is this true and if so where can I obtain WP for the Atari ?
----Richard----

2379. Re: Formating on Ms-DOS problems.

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 14:57:16 UTC
From: rtor@ansa.co.uk
Message-ID: <3i2dgc$f21@plato.ansa.co.uk>
Source record: 171423

Anthony Jacques (jacquesa@cs.man.ac.uk) wrote:
: On STE's and latter machines, this bug in the OS was corrected, and so,
: the Desktop / Newdesk formats MS-DOS disks.

Not quite! My STe with TOS 1.62 formats disks that MS-DOS recognises
but it does not mark the non-existent clusters 0 and 1 as in use in
the FATs the way the MS-DOS formatter does. I never risk writing from
a PC (or anything else claiming to write MS-DOS discs) onto a disk
formatted by the STe, just in case they go by the FAT and I end up
with a corrupt root directory and other nasties.

Another bug is that the ST interprets the number of clusters
incorrectly - it will never use the last two clusters, but seems happy
to read them if the PC has filled up the disk. If you 'fix' this by
altering the number of clusters, a PC will try to write to
non-existent clusters off the end of the disk!

Another difference is that the STe allocates too many sectors for the
FATs. This is harmless, it just wastes a bit of space.

Regards,
Owen Rees <rtor@ansa.co.uk>
Information about ANSA is at <URL:http://www.ansa.co.uk/>.

2380. ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 15:07:14 UTC
From: b9458317@wlv.ac.uk
Message-ID: <ECS9502171519C@wlv.ac.uk>
Source record: 171424

Nearly everyone on the planet knows that the ST is dead. It has been for 2 years. So why bother - get a PC... It beats the ST in every way. It is incredible that people still insist the machine is very much alive. Atari just don't know how to market new projects either - jaguar is a flop - and falcon... hey - just take a look around - I've never seen one.

Get a life - get a PC :)

2381. Re: Liest mich jemand?

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 15:31:00 UTC
From: Martin_Reitzlein@gi.maus.de
Message-ID: <199502171731.a3934@gi.maus.de>
Source record: 171425

M>Ja, Aber Koennen Sie auch englisch?

i'm afraid that he cann't even write german in a right manner.
(sorry Markus - couldn't resist ;-)

gruss, martin .

internet: martin_reitzlein@gi.maus.de
please no mails >16kb
(will be bounced at the gate internet->mausnet
and _somebody_ has to pay for it)

2382. Editor/Librarian for Kawai K4 req.

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 15:57:58 UTC
From: martin24@vaxa.mdx.ac.uk
Message-ID: <3i2h26$sct@epsilon.qmw.ac.uk>
Source record: 171426
Cross-posted to: alt.binaries.sounds.utilities,alt.music.midi,comp.sys.atari.st,rec.music.makers.synth,alt.binaries.sounds.midi

Hi,
Does anyone know where I can FTP a synth editor or a librarian for
the Kawai K4 to use on the Atari ST?

thankYOU :-)

Martin Robinson

2383. GEM patches..

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 16:03:54 UTC
From: pi92pob@pt.hk-r.se
Message-ID: <1995Feb17.160354.12300@nomina.lu.se>
Source record: 171427

Hi.
Is there any program that adds features to the GEM desktop, that requires memory only for those features requested.

ex. if I want double click on right mouse button, but not the new icons for printer, the extra gem menu... The only thing loaded in memory should be the 'clickthing'.

/PO
~~~~~~
pi92pob@pt.hk-r.se Villa Flora | Musicians have more fun?!?
+46 (0)457 26165 372 36 Ronneby |
~~~~~~
~~~~~~~~~~~~ WWW homepage http://www.pt.hk-r.se/~pi92pob ~~~~~~~~~~~~
~~~~~~~~~~~~

2384. Re: CD ROM

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 16:19:19 UTC
From: Lexicor@world.std.com
Message-ID: <D45K07.7L3@world.std.com>
Source record: 171428

In article <D45EA0.6uF@info.bris.ac.uk>,
EAM. Breen <eb4336@irix.bris.ac.uk> wrote:
>
>How come quotes for prices of Atari-compatible CD-ROM drives are so high?
>I get quoted about 200UKP (e.g. the 'Apple 300e') for these when I have seen
>CD-ROM drives advertised in Computer Shopper and other PC mags for only
>about 100UKP. I have an Atari Falcon, so I surely should be able to connect
>just about any CD-ROM drive to it. I just want a drive to read samples off
>sample CDs and perhaps play back CDs (perhaps through the Falcon DACs with
>bass-boost removed)- I don't want to do graphics work or anything particularly
>random-access-intensive with it. For my purposes would I be better off
>getting an audio-orientated CD player instead?
>
>Any information/comments would be greatly appreciated.
>
>Ellis Breen

Ellis,

not exactly sure if there is such a thing as an audio-orientated CD
Player and a "graphics"-orientated CD, although I do know that there are
some that have graphics capability but no sound.

Anyways, all you actually require is a CDROM that can be attached
via SCSI, many PC CDROMS attach via the ide port so I'm not sure that those
will work on your falcons as they also require very specific drivers (such
as the Puma syquest drivers do..). Just make sure I guess that you have
audio capabilities _and_ can read ISO9660 standard CD's (and perhaps Kodak
Photo CD as well).

I ca't quote you UK prices, but a 1xspeed will go for 99 U$D or
less, the 3xspeed Toshiba costs 199 U$D in the U.S. These are fairly
reasonable prices IMHO.

Cheers

2385. Re: Support in Canada?

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 16:26:00 UTC
From: Martin_Reitzlein@gi.maus.de
Message-ID: <199502171826.a3935@gi.maus.de>
Source record: 171429

JD>I have to travel an hour

try this...

~~~ THE TORONTO ATARI FEDERATION
~~~ Largest Atari User Group in North America!
~~~ (416) CALL-TAF (225-5823) For ACE '95 Information ~~~
~~~ TAF Online BBS (416) 421-8999 ~~~
The *GREATEST* Atari Exhibition in *YEARS* is happening on April 1st
& 2nd, 1995, in TORONTO!

...and keep in mind, that i would have to travel several days...

gruss, martin .

internet: martin_reitzlein@gi.maus.de
please no mails >16kb
(will be bounced at the gate internet->mausnet
and _somebody_ has to pay for it)

2386. ftp sites and info needed

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 16:32:36 UTC
From: ron@nova.umuc.edu
Message-ID: <3i2j34$q2r@nova.umuc.edu>
Source record: 171356

A friend recently bought an Atari 1040ST and asked me for help in getting some programs. Can some kind sole point me to any anonymous ftp sites for Atari software? One other question: what options do I have in getting this software from my UNIX account to her Atari?

Thanks. Ron Maltz -- ron@nova.umuc.edu

2387. Re: Atari ST Hack in progress....

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 16:45:02 UTC
From: g02o@alf.zfn.uni-bremen.de
Message-ID: <3i2jqe$mta@gina.zfn.uni-bremen.de>
Source record: 171430

Claus Brod (clausb@PROBLEM_WITH_INEWS_GATEWAY_FILE) wrote:
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

hmmm... still not fixed?

:> Mike Wasinger (mwasinge@nyx.cs.du.edu) wrote:
:> > (2) What is the 50 pin cable?
:> SCSI.
:> > (5) How could I hook up an unused SCSI drive (from an old
:> > Mac) into this system? At what point does it get attached?
:> Attach it to the host adapter. You will no longer need the Adaptec
:> anymore.

But it doesn't always work. For example, we tried to use a Quantum LPS52S
with a SH204 hostadapter, and it didn't work OK... sometimes it began to
throw errors, which could only be cured by switching all off 1/2 hour.
With an ALIA, the drive works OK, and so does the original MFM.

But here in the Informatik, there are some SH104, where the MFM disks have
died some years ago. They were replaced by Quantum drives, and work OK.

But I should tell you that Helge Schulz might have had his fingers in there...

--
MfG MOW []-) Hardware-Gruppenleiter des A.C.T.e.V Bremen
| | | Atari Computer Team e.V. Bremen 400/800/XL/XE/ST(E)/TT/Falcon/Lynx
| | | Mailbox (BBS): ++49-(0)421-38 50 41 ZyXel 19200, free account.
/ | \ "Offnungszeiten: Mo19-21/Mi19-22(MIDI)/Do18-21/Fr18-20 (open end:)
*** Always LOGON - the bright side of life ! ***

2388. Re: How many Falcons were sold?

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 16:46:07 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3i2jsf$cd7@m.ehd.hwc.ca>
Source record: 171431

James Kleist (jkleist@achilles.net) wrote:
: It would be interesting to know how many Falcons were sold, or up to
: now how many. Mainly because it seems that everyone I talk to with
: an atari has a falcon.

I don'thave one, much as I would LIKE one. Ahhhhhhhh
--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

2389. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 17:22:15 UTC
From: rtor@ansa.co.uk
Message-ID: <3i2m07$hs1@plato.ansa.co.uk>
Source record: 171351

ViSioN FX (b9458317@wlv.ac.uk) wrote:
[snip]
: Get a life - get a PC :)

You need that extra life to create all the boot discs with different CONFIG.SYS and AUTOEXEC.BAT files so that your children have some chance of being able to play the PC games!

As has been said here before, many of us have both, and judge for ourselves based on our own experiences. My personal experience is that if you want to do some C programming for fun, especially if you are looking for a free compiler, forget the PC, use the Atari.
--
Regards,
Owen Rees <rtor@ansa.co.uk>

2390. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 17:27:16 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3i2m9k$2e1@m.ehd.hwc.ca>
Source record: 171432

ViSioN FX (b9458317@wlv.ac.uk) wrote:

: Nearly everyone on the planet knows that the ST is dead. It has been for
: 2 years. So why bother - get a PC... It beats the ST in every way. It is
: incredible that people still insist the machine is very much alive. Atari
: just don't know how to market new projects either - jaguar is a flop - and
: falcon... hey - just take a look around - I've never seen one.
: Get a life - get a PC :)

Thank you for sharing your opinions with us. Good bye.

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

2391. Falcon serial port

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 17:28:18 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <793042098snz@chowgar.demon.co.uk>
Source record: 171392

I've just got hold of HSMODA04 (or something like that) and wanted to check that I had it installed right. Is it just a matter of putting DRIVIN.PRG and then MFD_FALC.PRG in my auto folder or do I have to do something else??

--

Simon Moore
smoore@chowgar.demon.co.uk

2392. New files at HENSA (17 Feb)

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 17:34:28 UTC
From: vctec@westminster.ac.uk
Message-ID: <D45nHH.M1p@westminster.ac.uk>
Source record: 171433

```
Hi again

Latest installment of your fave list! :-)

ftp/gopher/telnet:- micros.hensa.ac.uk
WWW:- http://micros.hensa.ac.uk/

Go on...log in
Download and enjoy!

...OK..OK...so it is harder to get in ATM...but there are other ways,
as I'm sure Roger will tell you.

Danny

ATARI NEWS OF THE DAY Updated 17/02/95 @ 1705

Newsletters
-----------
Latest releases:-

atari-tos Volume 08 Issue 004 15/02/95
atari-mint Volume 08 Issue 002 16/02/95
atari-falcon Volume 08 Issue 002 15/02/95

Back copies can be found in the directory "tos/news","mint/news","falcon/news"
Please refer to the file "00readme" in the directory for details of how to
subscribe.

Digests
-------
tos/o/o107 Info-Atari8 digest e-mail newsletters
Updated weekly

tos/o/o116 Silicon Times Report (STR) International Online Magazine
Latest updates on.... 15/02/95

New software for the Atari TOS section
--------------------------------------
New packages are as follows; type "cd ~/micros/atari/tos/<x>/<code>" to get to
where they are held. <code> is as below and <x> is the first letter of <code>.
EG. For package "m100" you'd "cd ~/micros/atari/tos/m/m100".

Pfx Date Key Details
--- ---- --- -------
o191 17/02/95 ---- MODULAR (SERIAL) DEVICE DRIVERS 6 (HSMODA06) (G/E)
p175 17/02/95 ---- ARTIFICIAL WEIRDNESS GENERATOR 5.0 Funny text analyser (E)
p126 23/01/95 ---- VT52 IN A WINDOW 1.30 ******PACKAGE WITHDRAWN******
```

```
n139 15/02/95 S--- EVEREST 3.4e Versatile GEM based text editor (E)
p172 15/02/95 ---- EDITH PROFESSIONAL 1.188 DEMO Desktop text editress (E)
p173 15/02/95 S--- JUNIOR OFFICE Shareware FAX program (G)
p174 15/02/95 ---- MurKs 1.05 Removes garbage from mailed UUEncoded files (G)
p161 14/02/95 ---- HIGHER 2.1 Generates paradoxical melodies (F)
p162 14/02/95 ---- D TONE EDITOR 3.0 Midi tone editors for Roland synths (F)
p163 14/02/95 ---- BRUTAL ALGORITHMIC CONON HARMONIST 1.1 Midi canon maker (F)
p164 14/02/95 ---- GFA SOUND PLAYING DEMO Using Playback routine and BITBLT (E)
p165 14/02/95 ---- BOOTNAME 2.12 Boot manager program (F)
p166 14/02/95 ---- CZPHONIX 1.3 Patch editor and librarian for Casio CZs (E)
p167 14/02/95 ---- ELECTRONIC FORMULAE Diverent electronic calculations (G)
p168 14/02/95 ---- ADAPTAKEY PATCH 0.5 Adaptakey driver and config program (F)
p169 14/02/95 ---- TECHNICAL REFERENCE FOR HAYES MODEM USERS 1.0 (E)
p170 14/02/95 ---- FREEDOM 0.999B DEMO File selector, support d&d, iconify (G)
p171 14/02/95 ---- HP LASERJET 4P DRIVERS FOR SPEEDO GDOS (E)

New software for the Atari MiNT section
---------------------------------------
New packages are as follows; type "cd ~/micros/atari/mint/<x>/<code>" to get to
where they are held. <code> is as below and <x> is the first letter of <code>.
EG. For package "a001" you'd "cd ~/micros/atari/mint/a/a001".

Pfx Date Key Details
--- ---- --- -------
a086 16/02/95 ---- FALCON 030 JINGLE SYSTEM 1.0W DEMO Plays jingles (E)
a087 16/02/95 ---- GLASEN 1.4 Sailor clock (bells) for MiNT (G)
a062 15/02/95 ---- MINIX FILE SYSTEM 6.0 PL11 Binaries and sources (E)
a085 15/02/95 S--- SANDERS MULTITOS BACKGROUND FORMATTER (E)

New software for the Atari Falcon section
-----------------------------------------
New packages are as follows; type "cd ~/micros/atari/falcon/<x>/<code>" to get
to where they are held. <code> is as below and <x> is the first letter of <code>
EG. For package "a001" you'd "cd ~/micros/atari/falcon/a/a001".

Pfx Date Key Details
--- ---- --- -------
a081 15/02/95 ---- FAST DTM 1.00 Assembly sources for a DTM player (F)
a082 15/02/95 ---- MUSIC ANALYZER, 1995, Shows incoming sound graphically (E)
a083 15/02/95 ---- BACKGROUND-MUSIC 3 Play MOD files in the background (E/G)
a084 15/02/95 ---- QUICK DSP ASSEMBLER 0.04 Motorolla 56K DSP assembler (E)

--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

----->>>>>THIS MESSAGE FROM vctec@wmin.ac.uk<<<<<-----
```

2393. Re: DUET 1.00 - coming to an atari.archive near you!

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 17:38:37 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3i2mut$93q@lyra.csx.cam.ac.uk>
Source record: 171357

leslieh@warpcon.ersys.edmonton.ab.ca (Leslie Hartmier) writes:
>Duet 1.00 is in the process of being uploaded to atari.archive,
>thanks to the help of John Maxwell Hobbs. It's name is DUET_100.LZH.

I am sure I am not the only person to ask this but, what exactly is DUET??

Phil

--
[E-mail pd@mole.bio.cam.ac.uk]

Never offend people with style when you can offend them with substance.

2394. Re: Is Atari Alive???

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 17:43:53 UTC
From: rappleye@felix.kodak.com
Message-ID: <rappleye-170295123659@150.102.161.162>
Source record: 171434

In article <3ht4pu$c3r@news.iesd.auc.dk>, chainxor@kom.auc.dk (Henrik Lunardi Weide) wrote:

> In article <3h65o7$19q2@quartz.ucs.ualberta.ca>, dhohenst@gpu.srv.ualberta.ca (Doug Hohenstein) writes:
> > What is the current status of Atari?

They are a video game company, doing mediocre at best.

> > Do they still exist? Do they still
> > make or sell computers?

They make a few and sell a few. Most of the Atari computer marketplace is in used or third party hardware and software.

> >Should I bother upgrading, or should I bail?

Unless there's some Atari-specific application you want to run, there's no practical reason to upgrade (unless you've got Atari religion). The most practical upgrade path is to find a newer, faster, bigger Atari than what you've got. Adding pieces to an old ST is probably not worth doing.

As for bailing...there's not much bailing to do. Ataris have little resale value, but most of them are still usable, supportable machines.

> There are coming a lot of interesting software/hardware for the Falcon these days.
> And we can also look forward to see a lot of new games for it in the spring.
>
Yup, that's what they were saying back in '87 when I got my ST. Didn't come true then, hasn't been true since, but maybe it'll be true in spring...

RevDrFreak
'foot soldier

2395. Graphic WWW browser for Atari?

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 18:28:32 UTC
From: hallvart@oslonett.no
Message-ID: <3i2psg$4ee@hasle.oslonett.no>
Source record: 171435

Is there a *graphic* web browser available for the Atari St computers
available? Something like Mosaic for Mac/Pc/Unix...

I have tried out a program for a PC which fools the UNIX host to think it's
a SLIP account that's being used. It's called "Winsocket" or something,
and there's TIA (The Internet Adaptor) available as well.
We have TIA installed on the UNIX system I'm connected to (modem connection)
so, can I use this with my STE? How?

Hallvard, Oslo, Norway

2396. Spectrum emulator question

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 18:51:52 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3i2r88$asi@lyra.csx.cam.ac.uk>
Source record: 171436

I have a spectrum emulator for my falcon called specfalc.zip. This works really well for the games that come with it.
I also found a spectrum emulator called xzx which I use on the unix machines at work (after hours of course :)).

My question is, can I use the games from xzx, which are called *.z80 or *.sna with this specfalc emulator or any other one on my Falcon?

I can't wait to play Rebelstar again!!

Thanks very much,
Phil

--
[E-mail pd@mole.bio.cam.ac.uk]

Never offend people with style when you can offend them with substance.

2397. Re: Editors for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 19:17:28 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBRSEBWXUP@galaxy.teuto.de>
Source record: 171437

In <792730880snz@bassland.demon.co.uk> Simon Williams wrote:

>I require a decent *fast* text editor for the Falcon. I have Tempus on my ST,
>but, it doesn't work on the Falcon. Where could I ftp one from?

Which version of Tempus? The newer ones ought to work. The latest is 2.25.

Bye.

/Hendr!K/

2398. Re: SCSI Floppy, other questions

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 19:24:12 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBRSEBXAUP@galaxy.teuto.de>
Source record: 171438

In <199502141239.a31857@ka2.maus.de> Goetz Hoffart wrote:

>VS>He's _never_ been able to get a coherent screen dump -- just junk.
>Because it's a 24pin printer. TOS only supports 9pin printers.

One can use TosPatch to make the hardcopies NEC-PinWriter compatible.

>VS>Upon opening the box, it says he needs to buy a GDOS, which he doesn't
>VS>have yet. If there are no GDOS drivers for the SB-10,
>I think there are GDOS drivers for Star SB-10!!

Isn't that one Epson compatible?

>VS>or, is it simple to make one
>No, it is unfortunately not easy to make one!

With NVDI3 one can easily create or modify printer-drivers.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

2399. Linux-Whiteline

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 19:30:26 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.162.000E824E@cfcsc.dnd.ca>
Source record: 171439

Has anyone heard anything from/about Whiteline re: Atari Distribution of Linux?
OR any distribution of Linux for the Atari

2400. Re: What should I do?

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 19:33:38 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950217Z193338.635barheath@heathen.demon.co.uk>
Source record: 171303

In article <3hv9b9$kk2@cville-srv.wam.umd.edu>
abstract@wam.umd.edu "Some guy" writes:

> I have a 1040STfm, and I think it's about time to upgrade. I
> want to stay with ATARI, I think they're the best computers available,
> but I'm not sure if I should perhaps switch to the PC world. Help, please!
> --Lunatic

In the faint hope that this is actually a real request ;-) first problem is:
how much money have you got?
IMHO, order of importance should be:
more memory
second floppy
hard drive (large as possible)
TOS 2.06
monitor (rather than TV)
NeoDesk
Geneva (or MagiC)
umpteen software improvements (file selector, etc)
Falcon
Falcon with more memory
Falcon with bigger HDD

Bankruptcy??

OTOH, if it's not, BOG OFF and waste someone else's time

--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

2401. Re: Atari - What is it for really?

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 19:51:38 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950217Z195138.909barheath@heathen.demon.co.uk>
Source record: 171304

In article <3hvvul$o5c@kocrsv08.delcoelect.com>
jahronch@koptss03.delcoelect.com writes:

>
> Why would anyone want to buy an Atari? I do believe that they are
> the best MIDI platform (yes, even better than MAC, DOS, or Windows machines).
> I have one running my studio and have produced two albums of original music.
>
> But is there any other reason that one would want to put up with
> such a small company?
>
> For some reason, Atari is popular in Europe. Maybe someone could
> give some reasons for that. (Even if you don't need a reason.)
>
>
Dunno about the rest, but I bought mine because:
I had an Atari 800XL and wanted better
It could outperform a Mac at a fraction of the price
The PC was so ludicrously anachronistic (I can't even remember if it aws
even released)
It was easy to use
It had a good and widespread userbase
There was already plenty of software, free and commercial, available
It had MIDI, just in case I ever learned to play music

As for Europe loving it, I think all the above applies, and probably more.

Why did you buy it?

bazza
--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

2402. WANTED: Sc1224 Monitor

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 20:45:06 UTC
From: jplpuchy@acs.ucalgary.ca
Message-ID: <3i31si$mki@ra.lib.ucalgary.ca>
Source record: 171441

The title says it all.. I am looking for a SC1224 (the color one)
monitor for my 1040STf as mine is ka-put!
Email me if you have one lying around, and want to get rid of
it...
jplpuchy@acs3.acs.ucalgary.ca
puchyr@enme.ucalgary.ca

Thanks muchly.

2403. Re: DUET 1.00 - coming to an atari.archive near you!

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 21:06:38 UTC
From: Lexicor@world.std.com
Message-ID: <D45xB2.7qD@world.std.com>
Source record: 171443

In article <3i2mut$93q@lyra.csx.cam.ac.uk>,
Phillip Davey (Path) <pd@mole.bio.cam.ac.uk> wrote:
>leslieh@warpcon.ersys.edmonton.ab.ca (Leslie Hartmier) writes:
>>Duet 1.00 is in the process of being uploaded to atari.archive,
>>thanks to the help of John Maxwell Hobbs. It's name is DUET_100.LZH.
>
>I am sure I am not the only person to ask this but, what exactly is DUET??
>
>Phil
>
>--
>[E-mail pd@mole.bio.cam.ac.uk]
>---
>Never offend people with style when you can offend them with substance.

Duet is a networking package that will allow you to hook up to ataris and
exchange information via midi/lan or serial ports (Falcon lan not working
straight yet).

I however couldn't get it to work yet with two TT's...

Cheers

2404. Re: Atari ST Hack in progress....

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 21:09:44 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3i33ao$64o$6@mhadf.production.compuserve.com>
Source record: 171444

>Can you just pull the 68000 out and pop a 68030 in the ST?

No.. the Operating System doesn't support the chip.

There are a small number of commercial upgrade boards which give you a
68030 CPU, but along with external cache memory and timing control, these
boards also include a different set of OS chips.

BobR

2405. 68000 to 680XX upgrade easy?

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 21:27:05 UTC
From: zap@eskimo.com
Message-ID: <D45y95.5yp@eskimo.com>
Source record: 171445

If I were to aquire a 68010 through 68040 chip could I simply pull my
old 68000 chip out and plug in the new chip? Is there other modifications
neccessary for this type of upgrade? Is it practicle? Other than the obvious
expense of the new chip is it a cheap way to go? I have both a 1040 ST and a
4 meg STe with Tos 1.04 and 1.06 respectively. Any info appreciated. I do
plan on doubling the clock speed to 16MHz soon on one or the other units.
--
Randall Dale Spreadborough <zap@eskimo.com>
PGP v2.6.2 Public Key Available by Request

2406. Re: CD ROM

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 21:30:58 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3i34ii$64o$8@mhadf.production.compuserve.com>
Source record: 171447

The big difference in price range for PC CD-ROM drives is due to the style of interface used.

The very cheap drives you see advertised connect to an IDE controller, or direct to a proprietary controller (sometimes built into a sound card).

The more expensive ones, and the ones you'd need to use on the Falcon, are SCSI interface based drives.

All computer CD-ROM drives can play audio.. there really ISN'T any kind of "audio oriented" drive that will do audio but not graphics...

BobR

2407. Re: Falcon bombs with HD disks

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 21:41:54 UTC
From: contacts@mits.mdata.fi
Message-ID: <3i3572$2po@prime.mdata.fi>
Source record: 171448

In article <3ho812$g49@bs33n.staffs.ac.uk>,
Requiem <cm3hirjd@bs47c.staffs.ac.uk> wrote:
>When copying as many disks as I do on my Falcon I was interested to note
>a small problem I came across. With a high density disk that has been PC
>formatted I simply could not copy a folder onto that disk - it would bomb
[snip]
>There's got to be a patch program for this rather odd little problem and
>don't say format the disk with the GEM desktop because I have to copy
>hundreds of disks and therefore buy them ready formatted. Thanks..

FLOP_FIX.LZH (5404 bytes) will probably cure the bug. I recall I
took it from ftp.cnam.fr of src.doc.ic.ac.uk /uni-kl mirror.
If you can't find it let me know, and I'll UUE it to you.

Here's the READ_ME file form the package:

This program fixes some very bad bugs in the floppy routines of
TOS2.06, 3.06, 4.00, 4.01, 4.02, 4.04. I can not understand how
it is possible to insert so much bugs in only some kByte of code -
by only adding some lines in the language C. I think it was a
very bad programmer (or a typist, not a programmer). I can not
understand that Atari does not distribute this patch as an offical
one. I tried it more than once (my first bug report I think
has gone directly in the trash can, otherwise these bugs would not
be present in the Falcon TOS).

These bugs will bite you very hard if you use above TOS versions
and have two disc drives. But one disc drive is enough to get in
touch with these bugs too.

etc...

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

2408. STARWARS Falcon demo problems

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 21:53:43 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <D45zHK.AH5@freenet.carleton.ca>
Source record: 171449

I have tried to run this in all sort of resolutions on both a VGA and RGB monitor but I get garbage on the screen because the video mode seems to be screwed up. Has anyone gotten this demo to work properly?

--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

2409. Re: Editors for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 22:30:54 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.f9D04FrJ1Fg@icon.pp.se>
Source record: 171446

In <792730880snz@bassland.demon.co.uk>, simon@bassland.demon.co.uk (Simon Williams)
writes:
> I require a decent *fast* text editor for the Falcon. I have Tempus on my ST,
> but, it doesn't work on the Falcon. Where could I ftp one from?

I know this isn`t the answer you are looking for, but:

GNU emacs on a virtual console is _very_ fast!

If you like GEM-applications you could try Everest. Probably
available from most Atari FTP-sites. :-)

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

2410. Re: Composite Video from ST

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 23:31:11 UTC
From: josk@stud.unit.no
Message-ID: <3i3bjv$405@due.unit.no>
Source record: 171352

Ted Skrecky (ud264@freenet.Victoria.BC.CA) wrote:
:
: >Hi,
: > Is there any hardware circuitry that converts the video signal from the
: >ST into a composite signal? Can someone please point me to any relevant
: >source on the net?
: >
: > Thanks a lot.
: >
: >Chung Yong,
: >National University of Singapore
:
: If you have a 1040STf or a Mega ST2 like I do, you will need a VideoKey
: made by Practical Solutions in order to connect the ST to a Composite
: Monitor. The bad news is that Practical Solutions is long dead. Perhaps
: TOAD might have one VideoKey collecting dust on some long lost shelf at
: the back of the store.

Well you can get yourself an old (Or new, but they're a bit costly) modulator
from an Amiga. These can be used with all ST's if you make a suitable cable.
A TV-repair shop can make up this cable if you supply them with the pin-layout
of both the ST's videoport and the Amiga modulator.

As Amigas are very delicate and tender machines (The crack up all the time.)
getting a cheap second-hand modulator won't cost you much.

:
: Ted Skrecky
: ud264@freenet.victoria.bc.ca

--
***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk
Tlf.: 73 93 52 76 (Tr.heim) 57 87 33 84 (Olden)

"Pils, hamburger og saccosekk."

2411. Re: Falcon bombs with HD disks

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 23:38:58 UTC
From: josk@stud.unit.no
Message-ID: <3i3c2i$405@due.unit.no>
Source record: 171353

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: When copying as many disks as I do on my Falcon I was interested to note
: a small problem I came across. With a high density disk that has been PC
: formatted I simply could not copy a folder onto that disk - it would bomb
: out. This happened when using Kobold or any other program, even the
: Desktop. I have TOS 4.02, I got a friend with TOS 4.01 to test this and
: the same happened for him. Copying files is fine, either single or
: multiple, but copying a FOLDER (either empty or with files inside) just
: made the machine crash.

On my TOS 4.04 this only happens when trying to copy folders to an empty HD-disk from the desktop. No problems when running MiNT, alternative desktops etc. Note that wether it's a PC-disk or not doesn't matter, the bug's still there.

:
: There's got to be a patch program for this rather odd little problem and
: don't say format the disk with the GEM desktop because I have to copy
: hundreds of disks and therefore buy them ready formatted. Thanks..

I asked for this a week ago, and the only suggestion I got was flopfix. This does not work though. Since you're having problems even when running other programs (Kobold is usually a very stable program.) I suggest you upgrade your TOS (Compo can do this I think.), the problem will then only appear in the desktop! Or use MiNT, even if it's a bit (Hey a *lot*!) slow.

***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk
Tlf.: 73 93 52 76 (Tr.heim) 57 87 33 84 (Olden)

"Pils, hamburger og saccosekk."

2412. Re: Which TOS version is best?

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 23:41:27 UTC
From: josk@stud.unit.no
Message-ID: <3i3c77$405@due.unit.no>
Source record: 171354

James Wood (jamesw@CSOS.ORST.EDU) wrote:
:
:
: I've heard rumors that some of the older games won't work with a new
: version of TOS. Does anybody know if there's any truth to that rumor?
: I have a bunch of older games that I'd like to run, but at the same rate,
: it would be nice to upgrade to the latest version fo TOS, for increased
: hard drive performance.
:
: Which version of TOS begins the incompatibilites, if any? Is TOS 1.04
: (?? I think that's the #) TOTALLY compatible with 1.0? Is there any way
: to install more than one version of TOS and switch between them?

Get a switchable TOS 2.06 kit, there's not much software that won't run on
this setup. I'd go for one with a hardware-switch if I were you.

:
: Is there a TOS FAQ that might answer my questions?
:
: Thanks in advance.
:
: James
:

--
***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk
Tlf.: 73 93 52 76 (Tr.heim) 57 87 33 84 (Olden)

"Pils, hamburger og saccosekk."

2413. Re: Editors for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-02-17 23:47:48 UTC
From: josk@stud.unit.no
Message-ID: <3i3cj4$405@due.unit.no>
Source record: 171355

Daniel Eriksson (root@icon.pp.se) wrote:
: In <792730880snz@bassland.demon.co.uk>, simon@bassland.demon.co.uk (Simon Williams)
writes:
: > I require a decent *fast* text editor for the Falcon. I have Tempus on my ST,
: > but, it doesn't work on the Falcon. Where could I ftp one from?
:
: I know this isn`t the answer you are looking for, but:
:
: GNU emacs on a virtual console is _very_ fast!
:
: If you like GEM-applications you could try Everest. Probably
: available from most Atari FTP-sites. :-)
:
I'm looking for a good text-editor too. Normally I use q.e.d. which is
very good, but not very good when running under MiNT. It grabs the whole
screen with background and all, not very practical when running multiple
programs.

Everest looks good, but it's very particular about the keyboard! Whatever
I do, I can't get the norwegian special characters on the screen, it just
prints blank spaces. Very annoying, and totally unnecessary.

Does anybody know of a fast editor which...

a) Let me use special characters.
b) Don't f**k with the background under MiNT/MultiTOS.
c) Is GDOS/Speedo-compatible.

***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk
Tlf.: 73 93 52 76 (Tr.heim) 57 87 33 84 (Olden)

"Pils, hamburger og saccosekk."

2414. Re: softpc <-> dos 5.0

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 01:13:19 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D468q8.EE5@cix.compulink.co.uk>
Source record: 171367

In message <D3xwHG.8ty@sci.kun.nl>, sanders@sci.kun.nl said:
> In <3hgkkh$k70@newsbf02.news.aol.com> alfasoldt@aol.com (Al Fasoldt)
> writes:
>
> And on legal terms, if I FORMAT /S a floppy on someone else's PC, can
> I use that as bootdisk at home?

No

Thats piracy of DOS.

:-(

Roland.

@CiX

2415. Re: Support in Canada?

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 01:18:47 UTC
From: tapp@phys.UVic.CA
Message-ID: <1995Feb18.011847.4676@sol.UVic.CA>
Source record: 171380

I had good mail-order service from Click Here Computers, but I'm not certain if they're still in the Atari business.

Their address used to be Box 1966, Deep River, Ontario, K0J 1P0.
Phone: (613)584-4825. FAX: (613)584-1438.

--

Bob Tapp, University of Victoria tapp@uvphys.phys.UVic.CA

2416. Re: Setting up X (is there a FAQ?)

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 01:21:09 UTC
From: Doctor Zweistein <drz@raven.cybercom.com>
Message-ID: <Pine.LNX.3.91.950217202007.2148A-100000@raven.cybercom.com>
Source record: 171359
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

On Fri, 17 Feb 1995 selick@acs.bu.edu wrote:

> : I've sort of succeeded (not really) at installing X, but I'm not sure what's

> What problems are you having? I "sort of have X running" on my machine, and
> might be able to help. I have X successfully displaying Mosaic from my host
> machine through Mintnet. Still have to work on automating the login, as I have
> a list of about 12 commands I have to type manually to get it all running.

I can get xinit to run, but then all I see when I run it is an xterm window
(at least I assume it's xterm) which I can't move. And I can't figure out
how to run an extra xterm in a diff window on a different place on the
screen.

.. Doctor Zweistein, aka Baruk or Tim Newsome
''::..
D ''':: drz@raven.cybercom.com | Microsoft is not the answer.
..::'' http://raven.cybercom.com/~drz/ | Microsoft is the question.
::'' R | "No!" is the answer.
''::.. quidquid latine dictum |
'' sit, altum viditur | Intel inside? Don't divide!

2417. Re: HSModem

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 01:34:50 UTC
From: kim@dksoft.ping.dk
Message-ID: <FBSBBHUUUP@dksoft.ping.dk>
Source record: 171358

In <3htcjk$a10@sparc2.abc.se> Carl Lofgren wrote:

>To: ogal@cix.compulink.co.uk
>
>> Yes, install hsmodem (PD) which allows for higher speeds. Also, Connect
>> (shareware) is the best program to use on the Falcon. It has a very fast
>> built-in zmodem and works with and without hsmodem.
>
>Sorry for interrupting, but doesn't transfers get better when HSModem
>is installed?
>

It sure does, and even better than Connect as well.

It seems like there is a fault in Connect. I tested a 28k8 modem a few weeks
ago with Connect running 115.000 baud on the serial port of my Falcon. I
transfered a ascii (non compressed) file to a friend of mine, which also
ran 28k8 and 115.000 baud on the port. I could only reach about 4500 cps
when running without Hsmodem.
After i installed Hsmodem i reached about 11300 cps.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

2418. Re: Network a TT030 with a Macintosh?

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 02:47:35 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D46D3B.LuE@cix.compulink.co.uk>
Source record: 171361

In message <3hhs71$pn1@prime.mdata.fi>, contacts@mits.mdata.fi said:
> In article <D3nnGD.En0@cix.compulink.co.uk>,
> Roland Givan <rgivan@cix.compulink.co.uk> wrote:
> >
> > Never saw any software for this purpose. Never saw any software to
> > network 2 TTs or a TT and MSTE together via this port either :-(
> >
>
> I've seen working nets between a TT & Falcon, but unfortunately I

Yes - this isn't too hard. But I've not seen it done with the LAN port,
at least not without additional hardware.

For networking 2 Ataris together the midi ports are quite good.

:-)

Roland.

@CiX

2419. Re: Adding memory

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 02:47:37 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D46D3D.Lv5@cix.compulink.co.uk>
Source record: 171362

In message <D3xwKF.JrG@cs.vu.nl>, gerco@cs.vu.nl said:

> Actually the MMU in the ST does provide memory protection, what do
> you think happens when you in user mode try to access system variable
> or system register, you get bombs the same as for accessing
> non-existent memory. This could be called memory protection. It is
> just a shame that these values are hardcoded and not in a system
> register...

Well okay - you *could* call this memory protection - but yet again its
not really what the rest of the world consider to be MMU memory protection.

:-)

Roland.

@CiX

2420. Re: CD ROM

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 02:47:39 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D46D3F.Lw3@cix.compulink.co.uk>
Source record: 171363

In message <D45EA0.6uF@info.bris.ac.uk>, eb4336@irix.bris.ac.uk said:
>
> How come quotes for prices of Atari-compatible CD-ROM drives are so

Because Atari drives tend to be SCSI based - and SCSI stuff is always more expensive (and generally better too).

> when I have seen CD-ROM drives advertised in Computer Shopper and
> other PC mags for only about 100UKP. I have an Atari Falcon, so I
> surely should be able to connect just about any CD-ROM drive to it.

What make you think you should be able to connnet just about any CD-ROM to the Atari Falcon?

Essentially the Falcon has one suitable interface (SCSI2) so you are limited to SCSI drives. The cheap PC CD-ROMs all require some sort of interface card which doesn't fit the Atari anyway. The CD-ROM-ROM interface is an attempt to get around this - but its still added cost over and above what PC owners have to pay. The other option are proper IDE CD-ROMs, but I don't know if anybody has done a Falcon driver for them yet.

> random-access-intensive with it. For my purposes would I be better
> off getting an audio-orientated CD player instead?

A CD-ROM is better - as in the long run you can do so much more with it.

:-)

Roland.

@CiX

2421. Getting Flash 1.6 to work with Lynx?

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 03:31:38 UTC
From: hellman@teleport.com
Message-ID: <3i3pmq$3r5@kelly.teleport.com>
Source record: 171360

Hello All,
I'm using Flash 1.6 in the Ansi mode on a 1 mb STE. When I use
the Lynx www browser all the "hot" spots come up in inverse video
(dark). Nothing changes on them when you move the cursor to any one of
them so you can't tell what you are selecting. This makes Lynx almost
impossible to use. Does anyone know of a solution to this problem? It
is the same on mono and color screens.
Thanks in advance.

Walter Hellman
--
hellman@teleport.com Internet Public Access User Hillsboro, Oregon USA

2422. Re: STARWARS Falcon demo problems

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 04:06:32 UTC
From: darmok@leland.Stanford.EDU
Message-ID: <3i3ro8$3jp@elaine35.Stanford.EDU>
Source record: 171377

Jack Kitowicz (ac382@FreeNet.Carleton.CA) wrote:
: I have tried to run this in all sort of resolutions on both a VGA and RGB
: monitor but I get garbage on the screen because the video mode seems to be
: screwed up. Has anyone gotten this demo to work properly?

No. (speaking for myself that is). I got a glimpse of a very low-res
looking moon landscape or something (?!?) and then it bombed. Not worth
the hassle i guess - phil.

: --
: ** Computer Systems Engineering Jack Kitowicz **
: ** Carleton University ac382@freenet.carleton.ca **
: ** Ottawa Ontario Canada jack@aurora.carleton.ca **

2423. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 05:06:30 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3i3v8m$l8n@lastactionhero.rs.itd.umich.edu>
Source record: 171364
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-rw-r-- weiner 9509 Feb 13 15:03 ./Applications/0index
-rw-rw-r-- entropy 31006 Feb 13 17:13 ./Utilities/0index
-rw-r--r-- baldrick 152511 Feb 10 05:17 ./Utilities/Tosfixes/hsmoda06.lzh
-rw-r--r-- baldrick 127669 Feb 13 17:24 ./0ls-lR.Z
-rw-r--r-- baldrick 127603 Feb 13 17:28 ./0ls-lRc.Z
-rw-r--r-- baldrick 11103 Feb 13 11:21 ./Falcon/0index
-rw-r--r-- baldrick 616774 Feb 13 11:11 ./Falcon/Games/dldh.zip
-rw-r--r-- baldrick 964692 Feb 13 11:10 ./Falcon/Games/killing.zip
-rw-r--r-- baldrick 161521 Feb 13 17:18 ./0compind.Z
-rw-r--r-- baldrick 402834 Feb 13 17:18 ./0index
-rw-rw-r-- weiner 9577 Feb 14 14:43 ./Applications/0index
-rw-r--r-- baldrick 16315 Feb 5 14:08 ./Applications/Math/solve.zip
-rw-r--r-- baldrick 131643 Feb 7 20:38 ./Archivers/pacsh259.lzh
-rw-rw-r-- entropy 4213 Feb 14 14:17 ./Archivers/0index
-rw-r--r-- baldrick 28280 Feb 14 14:36 ./Games/0index
-rw-r--r-- baldrick 33893 Feb 7 20:32 ./Games/Puzzle/maze.lzh
-rw-r--r-- baldrick 713322 Feb 14 13:43 ./Games/Adventure/nishiran.zip
-rw-r--r-- baldrick 14538 Feb 12 02:07 ./Misc/artweird.zoo
-rw-rw-r-- entropy 3448 Feb 14 16:14 ./Misc/0index
-rw-r--r-- baldrick 127827 Feb 14 16:52 ./0ls-lR.Z
lrwxr-xr-x baldrick 27 Feb 14 14:34 ./Utilities/ltmf_120.lzh ->
../Programming/ltmf_120.lzh
-rw-rw-r-- entropy 31201 Feb 14 14:34 ./Utilities/0index
-rw-r--r-- baldrick 229531 Feb 13 10:04 ./Utilities/Fileselectors/freedom.lzh
-rw-r--r-- baldrick 101613 Feb 13 10:08 ./Utilities/Fileselectors/freedomd.lzh
-rw-r--r-- baldrick 77711 Feb 7 20:34 ./Utilities/Bootmanagers/bcs.zip
-rw-r--r-- baldrick 43542 Feb 7 20:34 ./Utilities/Bootmanagers/boots174.lzh
-rw-r--r-- baldrick 127559 Feb 14 16:57 ./0ls-lRc.Z
-rw-r--r-- entropy 7479 Feb 14 14:32 ./Programming/0index
-rw-r--r-- baldrick 161847 Feb 14 16:46 ./0compind.Z
-rw-r--r-- baldrick 403348 Feb 14 16:45 ./0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

2424. Re: File at UNI-KL.DE..

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 05:22:56 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.b97VHJt35Js@icon.pp.se>
Source record: 171376

In <950214Z191928.707barheath@heathen.demon.co.uk>, barheath@heathen.demon.co.uk (Barry Heath) writes:
>
> I'm beginning to regret actually saying anything here, but what the heck.

Don`t regret anything, nobody is flaming you. I`m sorry if you took my last article as a flame, it wasn`t intended to be one (neither is this one)!

> To start with, I know it is possible to rename and d/l using other systems,
> but why let that in the way of a good argument?

Because, as most things in this world the computer industry is also moving forward. By being overly conservative, as I think sticking to the 8+3-filenames is, we will just dig a deeper and deeper hole for ourselves. Personally I think the hole is more than deep enough as it is. Don`t you?

> Secondly, I said "exotic" not expensive. I know all the various options
> that I mentioned are free; what makes them exotic is that minix, mint, et al
> require that I effectively replace my complete OS and learn a new language
> before I do anything else.

This is wrong, IMHO. Dropping MiNT in the AUTO-folder and the MinixFS-driver (MINIX.XFS) in C:\MINT or C:\MULTITOS is easy. Rebooting is also easy. Doubble-clicking on MINIT.TTP and typing "-V -n 2 -P X:" in the dialog is also easy (exchange X for the partition you wish to install a MinixFileSystem on). Answer y, as in Yes, to the question minit asks you if you have entered the correct drive-letter. Wait while the partition is turned into a MinixFS-partition and reboot. Now you have exactly the same OS enhanched with preemptive multitasking and a partition that you can have files with strange and long filenames on.

I wouldn`t call this difficult! And you definately doesn`t have to learn a new language. If you want more than long filenames you will also have to learn some basics about networking and Unix. This is however not as complicated as it sounds!

> Judging by the many problems posted here by
> various users, it ain't easy. And if anyone can tell me how to set up a
> partition that CAN handle long filenames without doing that, I'd be pleased
> to hear how.

Read above! The most frequent problem users have nowadays with the basic setup (as described above) is that the documentation that comes with MinixFS states that the MinixFS-driver should be placed in the root of the boot-drive. This is unfortunately not true for the latest

version of MiNT.

> It's bad enought having to convert from the GEM GUI (which is one of the
> reasons I got an ST in the first place) to a cli/keyboard screen operation
> to get into the net.

It`s the same with all computers and OSes. The "mouse-surfers" you
see on other platforms can only perform the most basic tasks with the
mouse. As soon as they need to do anything complex they too are forced
to use the keyboard.

> Just because "them upstairs" decided that the ST is a
> poor machine and anything big blue makes MUST be good doesn't mean that I
> have to agree. You lot obviously don't else you wouldn't be here.

Of course, but I still can`t understand what kind of program you are
looking for. If Mosaic or Netscape is what you are looking for then
I can understand that you are disappointed. The Atari user-base is
just too small to interest anyone in putting huge amounts of time and
money into porting such programs to GEM. The only thing we can hope
for is that some kind soul with lots of free time and a burning
interest in surfing writes/ports a graphical WEB-browser. Rumour has
it that there actually are two groups of people separately working
on two different graphical WEB-browsers. Only time will tell if
they succeed...

As someone else wrote in this group not long ago: "we kicked the
babysitter out several years ago". If you are looking for a simple path
to a "real" Internet-connection (like SLIP/PPP with a mailbox) you`d be
better of looking somewhere else, unfortunately.

If you have a 68030-Atari, a CDROM and don`t mind waiting a month or
two I`m sure there will be a CD with a complete Linux68k-distribution,
including Mosaic for X11R6. :-)

> It's obvious from the addresses that many of you out there are computer
> specialists at universities and commercial organisations. Unix is probably
> as familiar as English to you; to me it's Swahili.

But if you don`t learn Unix, or at least the most basic Unix-stuff,
you will have trouble using the net whatever platform you are running.
I`ll admit that with programs like Mosaic you`ll be able to download,
upload, surf the WWW, read/write mail and participate in discussions
like this one without having to learn any Unix. However, even if
there were programs like Mosaic for the Atari you would need to use
the keyboard every now and then.

> I had hoped, in starting
> the argument, to stimulate a few intelligent replies (I got some) not a
> flame war.

Don`t worry, this isn`t a flamewar. :-)

> All I ask is that a few of you who are considerably more expert
> than many of us, remember that not everyone is as bright or as knowledgeable
> as you. I am, I suppose, a "newbie" in net terms, and it's probably my own
> fault for not making that clear.

Unfortunately the small user-base has made the Atari a much less user-friendly computer than it used to be, at least when it comes to advanced topics such as networking. As a "newbie" it`s not easy to find info on how to get things up and running. Personally I don`t see how this could change in the future. The userbase is quickly shrinking, and the users that only play games and use their Ataris as terminals or word-processors will probably never bother to install MiNT or Linux68k and try to figure out "what all the fuzz is about". OTOH, the powerusers will continue to develop their MiNT/Unix/Network-knowledge to get more and more out of their machines. The cleft between newbies and powerusers will get bigger and bigger, and the hurdles a newbie has to pass to become a poweruser will get higher and higher as the programs that the powerusers use gets more and more complicated.

IMO, the main reason why this is happening is that there are no new Atari-users anymore. Nobody buys an Atari nowadays without knowing _exactly_ what they want. Most newbies seems content with staying newbies. The few ones that don`t likes being newbies will run into a high brickwall quite soon effectively forcing them to stay newbies even though they aim much higher. If Atari-computers were sold to new users there would be a much higher pressure to write FAQs and making user-friendly programs. Unfortunately the Ataris that are sold today are only sold to people that already have an Atari or for use as MIDI-studios (and those MIDI-packages are quite userfriendly). :-(

> However, in the past I have always found
> the Atari userbase to be both friendly and helpful to the less knowledgeable
> - or is it academic life that changes one? I never got that far, so I can't
> tell.

The userbase is still rather helpful, but as I wrote above the hurdles a newbie has to pass is getting higher and higher. The knowledge among powerusers are getting bigger and bigger, and the questions from newbies seems more and more stupid or trivial. This is at least how I feel. I`m no expert, but I believe I know quite much about Atari-computers. For every day I learn something new and get better at something else. It`s not that I don`t want to share what I know, it`s just that the newbie-questions are getting more and more boring to answer.

What we really should have is a good set of FAQs. They would help newbies to get a decent system running without having to ask "stupid" questions all the time. As soon as you`ve got a decent system running it`s _much_ easier to find answers to the new questions that might arise.

> I've tried to help others in various areas where I can since getting net
> access. Is there any chance of civility and help myself if I ask questions

> on other matters in relevant threads, or will I just get flamed again?

You keep complaining about getting flamed even though the only thing
you`ve received so far is constructive criticism. :-)

> rsh must either have a very thick skin or be very dumb to still keep posting
> the way he does and take all the flak that comes his way.

Roger is Roger is Roger is ...

He`s a grown man and can take what is coming for him. Most of the time
it`s his own "fault" that he gets flamed. His articles often reflect
an "I`m Roger, therefore my facts and thoughts are correct"-attitude.
This is often what triggers the flames towards him, and I`m sure he`s
capable of handling them all. Right Roger? ;-)

> I was raised differently.

Considering that there`s only about 3 million (right?) people in NZ I
would be _very_ surprised if you weren`t. :-)

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

2425. Re: First word plus

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 05:44:33 UTC
From: abstract@wam.umd.edu
Message-ID: <3i41g1$a08@cville-srv.wam.umd.edu>
Source record: 171306

Richard Goldstein (rg185@csc.albany.edu) wrote:

: I have a 1040st and several hundred documents that were created with first
: word plus. I would like to transfer them over to the DOS world without
: having to perform alot of modifications. I tried saving them as ascii
: files and then downloading them over but all spaces including hard spaces
: disappeared and each line created by FWP became one long word. Someone
: has told me that if I get Word perfect for the Atari and read them in then I
: can "easily" use them in WP for DOS. Is this true and if so where can I obtain
: WP for the Atari ?
: ----Richard----

There is a piece of software called WPSwitch which converts Atari docs
or ascii files to Wordperfect... Check it out...
--Good Luck
--Lunatic

2426. Help...real quick question...

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 05:47:30 UTC
From: abstract@wam.umd.edu
Message-ID: <3i41li$a08@cville-srv.wam.umd.edu>
Source record: 171305
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Does anyone know about the compatability (sp?) of ST games on the Mega?
Thanks in advance!
--Lunatic

2427. Re: Composite Video from ST

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 05:52:58 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <hQ640Uq.lmcclure@delphi.com>
Source record: 171393

In a message dated 2-16-95, S.Lai said:

"No need. The ST monitor port has a composite out
(pin 2 I think)."

True of ST's that came equipped with an RF modulator, but on those that do not (such as the original [non "e"] Mega), you will only find composite sync on that pin.

I can verify from personal experience that if he has a 1040STf, as he mentioned (that is, he did not leave off the "m"), that he will be out of luck getting composite video out of it on pin 2.

2428. Re: Please answer a stupid question...

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 05:54:13 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <hy67E6l.lmcclure@delphi.com>
Source record: 171394

In a message dated 2-15-95, Robert Goos said:

"What is the difference between the various ST models I
see mentioned here (ST, MegaST, STe, TT, Falcon)? Are
all of these models compatible with the same software?"

With some exceptions for the TT and Falcon, the answer to the
software question is pretty much "YES", especially regarding
the ST and Mega ST.

The Mega ST was essentially a two-part ST (i.e. separate keyboard).
Except for an simple expansion bus, it adding nothing you might
not find in a regular ST. Of course, at the time the Mega ST was
introduced, it was the model sold by Atari that one could obtain
with 2 or 4 megs of memory installed. However, a 1040 or 520 with
aftermarket memory expansions installed was still compatible. The
Mega ST shipped mostly with TOS 1.2, whereas some early ST's shipped
with TOS 1.0. However, you will also find TOS 1.2 and 1.4 in
standard ST's, as they came from Atari, and the incompatibilites
between these versions as regards programs is virtually non-existent.

With the STe came some new hardware, and new TOS versions (1.6 and
1.62), but still compatibility was very high. With the Mega STe
came some new hardware (VME bus, 16Mhz cached CPU, extra serial
ports, and on some, a high-density drive), but more of a problem
to some software was the new TOS 2.05 (and later, 2.06). As a TOS 2.06
user, I would have to say the few compatibility problems are worth
the tradeoff for a much better OS.

With the TT and Falcon come not only new TOS versions, but substantial
changes to the architecture of the machine. Not having an TT or
Falcon, and having little exposure to either, I will leave it to
TT and Falcon owners to address their compatibility with most software.

"Ataris use a "Gem" interface, right? I became familiar
with this interface years ago with some PC software based
on it, and I liked this interface quite a bit and was always
disappointed that it never caught on with PC software."

The big problem there was that Apple threatened to sue DRI over the
"look and feel" of GEM. Lacking the deep pockets of Microsoft, DRI
revised GEM to appease Apple, with the result being less appealing
than the original version. There were other factors at work as well,
but IMO, this was the main reason MS-DOS GEM never made it in the
long run.

Compare something like the GEM interface of even TOS 1.04 to the second version of GEM for MS-DOS (such as one will find packaged with the old Amstrad PC's), and you'll see the difference. Compare the GEM of TOS 2.06 or TOS 4.xx on the Falcon, and you'll get a glimpse of what GEM for MS-DOS could have been had it endured.
The closest thing to GEM currently on the PC, IMO, is Geoworks, but if you go hunting for it, you'll note it suffered from Windows Popularity Syndrome (a disease OS/2 is infected with, but has yet to totally succumb to).

2429. Re: Does Warp 9 work on the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 05:54:59 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <hyyZUwr.lmcclure@delphi.com>
Source record: 171395

In a message dated 2-16-95, Fred Horvat said:

"I just got my Falcon and was wondering if Warp9 works on the
Falcon. If so in on the ST resolutions or all resolutions?"

As I recall, the latest version of Warp 9 does indeed work with the Falcon. However, I am certain it does not work in truecolor, and am uncertain if it works in modes greater than 16 colors, which would also leave out the popular 256 color modes.

I have noted that NVDI seems to be the screen accelerator of choice for Falcon owners. It does have the advantage of being actively supported. It recently was updated, while Codehead has essentially stated to expect no further updates of their programs, due to the current state of the Atari marketplace.

2430. ** Atari PC/JAG/Lynx WWW Links! **

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 06:09:51 UTC
From: rbatina@infinet.com
Message-ID: <3i42vf$3o5@horus.infinet.com>
Source record: 171396

--==**< http://www.infinet.com/~rbatina >**==--

Please consider adding my home page to your collection. Although it
doesn't contain a lot of original information by me, it has *tons* of links
to information that you may find useful. Here are some examples of what
you can get to, through my home page:

Atari Info and File Links - Jaguar, Lynx, Personal Computers, 2600-7800
Video Game Systems, etc... also in these links
are reviews, cheats, ordering info, ftp sites,
other Atari users, etc...

Commodore 64 Info
and File Links ---- Various C64 home pages, plus several ftp links to
C64/128 files... lots of demos and games. Also, you
can find schematics, pictures, FAQs, etc...

Commodore Amiga
Info and File Links -- Several Amiga related home pages, plus ftp links
to Aminet and other non-Aminet file areas. Also,
links to info on Amiga products, production, new
hardware/software info, FAQs, and other general
Amiga related topics.

Useless/Kewl/Dumb ------ Also in my home page is a page of "Kewl Links"
which you may or may not find interesting...
Including: Pizza Server, Things People Cram up
their Butt, Palindrome Page, Roberto's Candy Bar
Wrapper Collection, PopTart Blowtorches, The OJ
Simpson Page (the good one), WebCrawler, Magic
8-Ball, Mad Libs, etc...

Utilities --- I have included a link to many reference materials,
including dictionaries, area code finders, etc... a
general reference section with all the goodies. Also
included on my home page is the Yahoo Guide to almost
everything, and the NetFind utility for locating the
e-mail address of someone on the 'net. The Figlet ASCII
Font Translator is fun to play with too, along with the
guide to making your *own* web pages.

Misc -- I have included some stuff that is probably just of interest
to me, but I may as well list it here as well. Home pages of
users at infinet.com, info on my girlfriend, pages relating to
Genesis, Tori Amos, and Elton John, a direct link to all of the

MED songs that I have written, Scarecrow's ASCII art archives,
plus a couple others. My personal collection of candy bar wrappers
is also being updated as I get them, on my Kewl Links page...
Feel free to donate a wrapper. :)

So, you can see that this page can be used as a general reference point, if
any of the above topics are of any interest to you. While everything I
listed above is covered, I pay a little more attention to the Commodore and
Amiga stuff, since that is my primary system. However, if *anything* in
the list interests you, please check out:

http://www.infinet.com/~rbatina

Thanks and best regards... Rob Batina

--

Robert J Batina - Lancaster, Ohio USA Proud user of: Lynx, SNES, SCD,
/\/ Genesis, NES, Gameboy, Amiga 500,
Internet e-mail: rbatina@infinet.com 32X, X-BAND, 3DO, IBM 286,
Web: http://www.infinet.com/~rbatina Norand 4000, GameGear, & 2600!

2431. Re: NVDI (worth it?)

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 07:34:01 UTC
From: dcohen@cix.compulink.co.uk
Message-ID: <D46qCq.Avq@cix.compulink.co.uk>
Source record: 171323

In message <95044.155401STIRRE31@MAINE.MAINE.EDU>, STIRRE31@MAINE.MAINE.EDU
said:
> George,
> Does your new copy of NVDI work in 40 column True Color mode? My copy
> gives two bombs and locks up the computer. Thanks. -scott tirrell
>
>
This is a known bug in the first release of NVDI 3. It has been fixed,
and you should be able to get a free upgrade.

Daniel Cohen
e-mail: D.E.Cohen@qmw.ac.uk or dcohen@cix.compulink.co.uk

2432. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 08:37:48 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3i4bks$mkp@turing.fwi.uva.nl>
Source record: 171368

b9458317@wlv.ac.uk (ViSioN FX) wrote:

:Nearly everyone on the planet knows that the ST is dead. It has been for 2 years.
:So why bother - get a PC... It beats the ST in every way. It is incredible that
:people still insist the machine is very much alive. Atari just don't know how to
:market new projects either - jaguar is a flop - and falcon... hey - just take a look
:around - I've never seen one.
:
:Get a life - get a PC :)

I guess this silly person also thinks the c64 is dead...

--
Martijn Dekker +--- Ishido by PFF software ---+
University of Amsterdam | For info about this great puzzle game: |
Math department | finger -l mdekker@turing.fwi.uva.nl or |
E-mail: mdekker@fwi.uva.nl | http://www.fwi.uva.nl/~mdekker/home.html |

2433. Re: Screen Interference... need HELP.

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 09:49:19 UTC
From: ud264@freenet.Victoria.BC.CA
Message-ID: <1995Feb18.094919.26936@freenet.victoria.bc.ca>
Source record: 171369

>My system consist of:
>Atari 1040 ST (TOS 1.00) +ExtRam board with 2meg SIMMs.
>SH 204 HDrive, SC1224 colour monitor.
>
>I'm experiencing problem of what looks like RF interference of
>diagonal across the screen vertically 'running' lines ('waves').
>showing up periodically every one minute. The lines are
>'running' fast at first appearance and gradually decreasing speed
>until they'll stop for couple of secs, and disapear in reverse
>direction.
>
>I'm realising that Marpet ExtRam board sits on top of metal casing
>inside the ST. Grounding wire is connected. The lines were visible
>even before the board was installed, but not as strong.
>
>My question is: If anyone experienced this fenomenon, what is the
>remedy to eliminate it?
>
>Thank you for your atention.
>
>josef.palecek@deepcove.com

You can thank Atari Corp for the screen interference problem. Since your ST has TOS 1.0, you probably have the Rev. C motherboard. My first ST computer was a 520STfm with Rev. C motherboard and it had those annoying wavy lines. The solution for me was to take it to a repair shop. They failed to fix it. I returned again. They failed to fix it. I return yet again. They finally fixed it! They did a modification to the video in the ST. Unfortunately, it was so long ago I have forgotten the details. Also, I can't examine my 520STfm because I sold it after the video display problem reappeared and no amount of hacking could fix it again. I then bought a 1040STf with TOS 1.2. I checked the motherboard and it is a Rev. D. The video display is excellent! There also isn't any of those annoying permanent up and down lines that go across the entire screen. Strangely enough, my brother has a 1040STf with TOS 1.2 and his video display is excellent! What is even more bizarre, after Atari Corp fixed the video problems of the previous motherboard, they reintroduced them with the 1040STE machines. I have seen only one 1040STE with a good video display. The three other STE machines I have examined have had video displays with wavy lines and those permanent vertical lines. My conclusion is that Atari Corp has not been paying much attention to quality control with their ST machines.

Ted Skrecky
ud264@freenet.victoria.bc.ca

2434. Re: File at UNI-KL.DE..

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 10:30:24 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950218Z103024.312barheath@heathen.demon.co.uk>
Source record: 171371

In article <H.ekBL.b97VHJt35Js@icon.pp.se>
root@icon.pp.se "Daniel Eriksson" writes:

> In <950214Z191928.707barheath@heathen.demon.co.uk>,
> barheath@heathen.demon.co.uk (Barry Heath) writes:
> >
> > I'm beginning to regret actually saying anything here, but what the heck.
>
> Don`t regret anything, nobody is flaming you. I`m sorry if you took
> my last article as a flame, it wasn`t intended to be one (neither is
> this one)!
>
> > I had hoped, in starting the argument, to stimulate a few intelligent
> > replies (I got some) not a flame war.
>
> Don`t worry, this isn`t a flamewar. :-)
>
> > All I ask is that a few of you who are considerably more expert
> > than many of us, remember that not everyone is as bright or as knowledgeable
> > as you.
>
> You keep complaining about getting flamed even though the only thing
> you`ve received so far is constructive criticism. :-)
>
You should have seen my mail! "RTFM - if you don't know what you are doing,
you shouldn't be here," was quite mild. Constructive criticism, such as
yours is what was posted, and I thank all those who took the trouble.

However, I feel that you have gone slightly off-target towards a better
discussion. The "8+3 or longer" debate is only part of the problem. You have
yourself impinged on the basic problem - progress. The only problem is,
we're going backwards. I'll explain my thinking.
Way back in the mists of time, (when Sir Clive were a lad) computers had
valves (tubes to you Yanks) magnetic ring memory, and each instruction was
fed in by setting individual switches. Progress has taken us through the
electric typewriter interface to the screen based VDU, and programs have
gone through punched cards, paper tape, magnetic tape, magnetic disks (which
have shrunk -I think the earliest floppies were 10") to CD. Switches have
moved on to keyboards, from basic 40 or so keys up to the 100+ on a modern
PC, now we even have pens and handwriting recognition. In terms of ease of
use the biggest leap forward in recent years came when Rank Xerox developed
the WIMP interface. (Incidentally, they were worse than Atari at marketing
a Good Thing) which was immediately seen by Apple as the erstwhile Good
Thing, and they built a (fairly) good computer around it. Atari also saw it,
and saw that it was Good and built a better computer - faster, cheaper,

better display capabilities, and so on, and more to the point used (they thought) an industry standard disk format; because Big Blue, in their wisdom had developed an anachronistic desktop computer that used an interface that needed almost a degreee in computer science to understand - but the world bought the badge, and therefore the computers - in their _millions_!
Since then the world has moved on. PCs now have a Window on the world instead of DOSsing about, Apples have come slightly down price albeit still staying upmarket, while we, the Atari users in the forefront, are going BACK to the keyboard/cli interface that IBM has now dropped!

What's the point of all this? Simply to illustrate that aping the format of mainframe Operating Systems is NOT progress; it may be necessary to deal with it, but we should not have to copy it. By all means argue that 8+3 is effectively dead, but so is the command line. If you we want to progress, why are people with the skills not working on a graphical interface for the net. I know that keyboard skills are still needed, but they will alway be needed while ever we have text. This is where your argument about graphical interfaces falls down. What we need is to avoid the housekeeping chores. If you like it's akin to wanting an automatic washing machine to replace the tub, washboard and wringer (whaddyamean wot's a washboard?) This is precisely what the GUI does. It removes the tedious routine chores and leaves you free to concentrate on the task in hand.

Take a nice simple operation, selecting a file on a UNIX setup:
-cd /(must remember SPACE then FORWARD slash)
topdirectory/subdir1/subdir2/subdir3/file <rtn>
- Not a valid file or Directory
- What? oh sh*t, there's a capital in there
- cd \(bugger)b/sp /topdirectory/subdir1/subdir2/subdir3/File <rtn>
How much simpler to:
click(fileselector) click(drive) click(topdir) click(subdir1) click(subdir2 click(subdir3) click(File) click [OK]
No worries about spelling, case or anything, because the information displayed is read from the machine. Even better, it stays there for the next time you want to use it. If text based operation is so good, why the hell do so many people buy Apples, PCs that run Windows, Amigas (sorry) STs and Falcons, Archies and NeXT. EVERYTHING uses GUIs now. When are we going to learn you don't progress by going backwards. I'm sorry if I'm repeating myself but it has to be said.

I'm a user, not a programmer. If I were a programmer, I wouldn't fix cars for a living, so I have a little more trouble than many in converting from a nice modern GUI to an antediluvian CLI to troll around the net. In fact this is a classic example; it's a rewrite of something I wrote at 6am today (that's the only time my host is quiet enought to get on the news server) then went to save. Except I hit ^C (close, no save) instead of ^Z (save then close) cos I'm not a typist. Much more difficult to get it wrong with GEM.
Why is it that when some enterprising programmer writes some useful software for the Atari to use the net, it's written to suit the net, not the Atari? _I_ don't mind paying reasonable fees for good software; I resent paying a

small fortune for crap. I'd register a lot of shareware that I don't use if it weren't paying more to the banks than the authors! I believe part time authors should be encouraged, but I also believe that they should write what we need. Maybe I should try buttering up Dan Wilga; he's the best I've come across so far for utilities. (apology to all the others whose work I don't know)

All I am trying to say is that we MUST get up to date. Changing from GEM to UNIX is not the way to go, IMHO. Hiding the UNIX may be.

bazza
--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

ps: you mentioned using the minix setup with MultiTOS; can I use it with Geneva? that's for reference, I'm going to wait until Simon's mint/minixfs etc FAQ and handbook comes out before I risk it!

2435. Re: Atari mags...

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 11:00:03 UTC
From: lais@cs.man.ac.uk
Message-ID: <3i4jvj$fcu@m1.cs.man.ac.uk>
Source record: 171372

In article <3ht7bv$876@epsilon.qmw.ac.uk>, efac001@alpha.qmw.ac.uk (D.Bhabuta)
writes:
|> Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
|> : Jeff Apolis (japolis@nyx10.cs.du.edu) wrote:
|> : : cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
|>
|> : : Aren't you the same guy that was drooling over my TT/030 tower for sale?
|> |> : : Sounds to me like you NEED my mags! Hell, might only be a hundred
|> bucks
|> : : to ship'em there...
|> : : Hehehe :)
|>
|> : Drooling over a TT? Err I think not ;) Certainly wasn't me guv.
|> : I just like to read old Atari mags, nowt wrong with that is there?
|>
|>
|> Yeah, I think he is getting mixed up between you and Nick harlow of
|> 16/32, who I do recall drooloing over a TT a while ago.

Eh ? He's already got a TT though, and fitted with a drop dead gorgeous
graphic card too (SuperNOVA was it ?) - maybe I'm imagining things...

S.Lai

2436. Re: Screen interfearence.....need HELP.

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 11:28:10 UTC
From: lais@cs.man.ac.uk
Message-ID: <3i4lka$fq0@m1.cs.man.ac.uk>
Source record: 171374

In article <3htsga$o7g@Kaos.deepcove.com>, joseecek@deepcove.com (Josef Palacek)
writes:
|>
|> My system consist of:
|> Atari 1040 ST (TOS 1.00) +ExtRam board with 2meg SIMMs.
|> SH 204 HDrive, SC1224 colour monitor.
|>
|> I'm experiencing problem of what looks like RF interference of
|> diagonal across the screen vertically 'running' lines ('waves').
|> showing up periodically every one minute. The lines are
|> 'running' fast at first appearance and gradually decreasing speed
|> until they'll stop for couple of secs, and disapear in reverse
|> direction.
|>
|> I'm realising that Marpet ExtRam board sits on top of metal casing
|> inside the ST. Grounding wire is connected. The lines were visible
|> even before the board was installed, but not as strong.
|>
|> My question is: If anyone experienced this fenomenon, what is the
|> remedy to eliminate it?
|>
|> Thank you for your atention.
|>
|> josef.palecek@deepcove.com

Hmm, my old 520STFM does this on a TV (modulator getting old) but
no such thing when connected to the Philips CM8833 MkII perched on
top of my MegaSTE :) Sorry, can't help you there !

S.Lai

2437. Re: Monitor port on ST....

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 11:31:07 UTC
From: lais@cs.man.ac.uk
Message-ID: <3i4lpr$frl@m1.cs.man.ac.uk>
Source record: 171375
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <D4586C.EFD@aston.ac.uk>, starkrl@aston.ac.uk (Rob Stark) writes:
|> Hello everyone!
|>
|> Just a quickie for y'all to muse over....
|>
|> Does anyone know what the "General Purpose Output" is from the monitor port
|> on an ST? I ask this because I have an RGB monitor available to me which
|> has RGB connections, that's no problem, but also needs composite sync.
|> Would this General Purpose Output, by any chance, be this elusive composite
|> sync??? If it isn't, I'm still interested in what it is. (Atari couldn't
|> have really given a more vague description, now could they!)
|>
|> I can get an I.C. from Maplins that will extract composite sync from the
|> composite video output, but it costs about 5 quid, and 'cause I'm a tight
|> git, I'm trying other ways first!
|>
|> Cheers for any help!
|>
|> ROB.
|>

Here's another one: What the hell is the AUDIO IN and how do you use it ???

S.Lai

2438. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 11:54:35 UTC
From: lais@cs.man.ac.uk
Message-ID: <3i4n5r$g1g@m1.cs.man.ac.uk>
Source record: 171378

In article <ECS9502171519C@wlv.ac.uk>, b9458317@wlv.ac.uk (ViSioN FX) writes:
|> Nearly everyone on the planet knows that the ST is dead. It has been for 2
|> years.

Really ? Mine works fine.

|> So why bother - get a PC... It beats the ST in every way. It is incredible
|> that

Hehe, to think that my battered old 8 quid Casio fx82b can do division better
than
a 2000 pound Pentium. Pffahaar ! Someone pass me a glass of water :p

|> people still insist the machine is very much alive. Atari just don't know
|> how to

Why ? 'cos it does what they want it to, without the need for crappy programs
that
eat up 8 or more megs of RAM, chuckle chuckle :p :)

|> market new projects either - jaguar is a flop - and falcon... hey - just take
|> a look
|> around - I've never seen one.

Go see an optician, or join your local birdwatching club. Anoraks available
from...

|>
|> Get a life - get a PC :)

A PC is your life ? You have no dreams, ambitions or aspirations ?
Oh dear, you terminally sad git :) Titter titter :)

S.Lai

:) :) :) :) :) :) :) :) :) :) to you too :)

2439. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 11:57:37 UTC
From: lais@cs.man.ac.uk
Message-ID: <3i4nbh$g1q@m1.cs.man.ac.uk>
Source record: 171379

In article <3i2m07$hs1@plato.ansa.co.uk>, rtor@ansa.co.uk (Owen Rees) writes:
|> ViSioN FX (b9458317@wlv.ac.uk) wrote:
|> [snip]
|> : Get a life - get a PC :)
|>
|> You need that extra life to create all the boot discs with different
|> CONFIG.SYS and AUTOEXEC.BAT files so that your children have some
|> chance of being able to play the PC games!

Hahahaha !!! Nice one ! Never thought of that :)

S.Lai

2440. Re: Not a word about MacMagic

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 13:06:22 UTC
From: richcsst@crash.cts.com
Message-ID: <D475qn.z4@crash.cts.com>
Source record: 171381

Hutch (hutch@ilmen.lanl.gov) wrote:
: In a previous article, kim@dksoft.ping.dk (Kim Andersen) wrote:

: > Actually, Magic for the Falcon is the only thing holding me back from
: > selling my atari equipment and change to a Pc.

: I'm confused... why is the potential availability of a -Mac- emulator
: keeping you from buying a -PC-?

: > But you probably don't care about that anyway.

: Yeh, you are probably right. :)

: -Hutch- @ Fair Dinkum Tech

Uhh...Hutch, "MagiC" is a multitasking operating system for ST's and
TT's. It is currently being updated for use on the Falcon. The program
you are thinking of is called "Spectre-GCR". Perhaps you were thinking
of the Atari emulator for Macintosh's called "MacMagic"...hmmm...

Rich

2441. Re: Gfa Basic Compiler

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 13:11:24 UTC
From: richcsst@crash.cts.com
Message-ID: <D475z1.1GA@crash.cts.com>
Source record: 171382

Bob Brown (bob@earthlight.co.nz) wrote:
: Hi There,

: I've got an Atari STE, and I do a bit of programming in GFA Basic. The
: only problems is that I don't have a compiler (i'm using v3.5 off the ST
: Format coverdisk special).

: I have the compiler for GFA Basic v2.0, but I don't have GFA Basic 2.0,
: and v3.5 doesn't save in the same tokenized format that v2.0 does.

: Any ideas where I can get GFA Basic v2.0? On a ftp site somewhere perchance?

: Cheers!

: -=-
: Internet: bob@earthlight.co.nz
: Bob Brown, ,,,,, Phone me:
: 9 Severn St, (o x) aka. Middy +64 3 489-5575
: Mosgiel, Otago, -----------ooO(_)Ooo---------- (after 6pm NZST)
: NEW ZEALAND
: FidoNet : Bob Brown@3:770/515
: -=-

Bob, trust me on this. GET THE 3.5 COMPILER. You'll thank me later. It
is leaps and bounds better than the buggy 2.0 version. Besides, you lose
tremendous functionality in 2.0. Ever since 3.07 you could write REAL
GEM programs, on the par with Pascal and C ones.

It's worth the dough.

Rich

2442. FORSALE: 520st, (Jul '85) sc1224, 1meg

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 13:16:32 UTC
From: Peter.J.Ikusz@99.flight.org
Message-ID: <855_9502191528@flight.org>
Source record: 171308

From: pete@miller.cs.uwm.edu (Peter J Ikusz)
Subject: FORSALE: 520st, (Jul '85) sc1224, 1meg
Organization: University of Wisconsin, Milwaukee

As the title states,I have a 520 st made in July of 85 forsale,
it includes:
ez-ram II 1-4 meg upgrade
Tos on ROM, version 1. something (one of the first)
An original sc1224 color monitor
720k drive

Software:
Dungeon Master I and II and probably some other goodies

Make me a reasonable offer, please!

Also:
1 panasonic 1091 printer
and
1 citizen 200 gx 9 pin dot matirx printer (color upgrade not installed
but still available)

-Pete

---------- -//- ----------
Internet: Peter.J.Ikusz@99.flight.org
| FlightLine InterNet Gateway <> note: the views of this |
| serving the aviation community <> user are strictly his own. |
---------- -//- ----------

2443. Re: Is Atari Alive???

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 13:25:21 UTC
From: richcsst@crash.cts.com
Message-ID: <D476M9.23E@crash.cts.com>
Source record: 171383

sinclair@ins.infonet.net wrote:
: In article <3hqdla$dfk@brachio.zrz.TU-Berlin.DE>, alpldbia@w255zrz.zrz.tu-berlin.de (Andre Leistner) writes:
: >In article <3hiojk$1f@insosf1.infonet.net>, <sinclair@ins.infonet.net> wrote:
: >
: >>Or buy a used PowerPMac 6100.
: >
: >But you can't run MagicMac on a PowerPC-based Mac -- yet.

: Does it matter?

: >
: >Andre
: >
: >--
: >Andre Leistner
: >UseNet: alpldbia@w250zrz.zrz.tu-berlin.de
: >MausNet: Andre Leistner @ B

: Peter

Peter, YES IT DOES MATTER! I happen to have a beautiful PowerMAC and boy do Native code applications fly. To give you an idea of how fast these are. The PPC EMULATES a 68020 processor, and averages (in emulation) about 20-25 MHz throuput. Remember how slow "PC-Ditto" was? About 1MHz for only 8086 emulation. Now picture an Atari Emulator executing in native (not emulated) code for all TOS functions, and emulating 680x0 code. Get the picture? The "slow" models of PPC (60MHz RISC with 64bit memory) are at least 8 times faster than a TT. Now, add in a "typical" Apple display (640x480 True Color) and you have one serious TOS machine.

I do not see why Atari doesn't make (or at least endorse) PPC based TOS machines.

There's something a bit sinister about me being able to run a Mac application (or a few) in a window and have MS-DOS and Windows running applications in another. Now, with a TOS emulator I can have all three computers in one box.

The P60x series of processors are so fast (being RISC processors it helps) they can emulate just about any system at an equivelent or greater speed than the system it is emulating! Apple's latest model uses a P603e processor running a 100MHz! Now let's see...8 MHz vs. 100MHz...tough decision!

Don't get me wrong I still have my ST (and am using it now), but man would it be nice to see TOS running on a PPC. 8-O!

By the way, I can't wait to get a Falcon....

Rich

2444. Re: HSMODEM6 ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 13:32:18 UTC
From: richcsst@crash.cts.com
Message-ID: <D476xv.2Hu@crash.cts.com>
Source record: 171384

Simon Williams (simon@bassland.demon.co.uk) wrote:
: Forget the last message.....
: I now have HSMODA06.....
: So I have a Falcon; I have DRVIN.PRG in the auto folder. What other driver
: so I need? After reading about the others, it soulds like none of them are
: for the Falcon!

: There must be somebody who has got HSMODEM working on a Falcon...Hmmm?

: Please, please help...I need a faster connection.
: --
: | Simon Williams |
: | simon@bassland.demon.co.uk |
: | ATART STF-2.5Mb/52Mb, ATARI FALCON-4Mb/127Mb, Macintosh 4Mb/20Mb |

Simon, you need to put the following in you AUTO folder (in the order shown):

DRVIN.PRG
SCC.PRG or SCC_X.PRG or SCC_FALC.PRG (depends on version).

BOTH have to be in the AUTO folder to work, and in that order.

Rich

2445. Re: Where to find a RAM-Disk?

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 13:38:21 UTC
From: richcsst@crash.cts.com
Message-ID: <D4777y.2uz@crash.cts.com>
Source record: 171385

Joshua Scholar (jscholar@ccnet.com) wrote:
: A friend of mine desparately needs a RAM-Disk program so that he can
: transfer thousands of files onto an IBM-conpatable disk without popping
: the disk in and out of the drive thousands of times (Disk-copy
: unfortunately copies the disk format along with the disk).

: Does anyone know the name of such a program or of an FTP site that would
: have one? "atari.archive.umich.edu" is off-line at the moment.

: Thanks,
: Joshua Scholar (jscholar@ccnet.com)
Joshua, are you serious?? Are you REALLY not kidding?? Of all of the programs available for the Atari ST series, I believe RAM disks take most of the majority. Pick ANY FTP sight and yous should find one in a "utility" or "diskutil" directory. I guarantee you will find bunches. However, since the Europians seem to worship RAM disks I would assume a UK or German sight would have the best selection.

Personally, if you want a simple "dirty" and fast installation of a RAM disk, then just get one that is a "TTP" application. Accessories and others just hog memory if you are short on it. Besides, what difference can there be in functionality of a RAM disk???

Good luck Joshua, and smile!

Rich

2446. Re: CD ROM

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 13:47:33 UTC
From: paul@xciv.demon.co.uk
Message-ID: <793115253snz@xciv.demon.co.uk>
Source record: 171386

In article <D45EA0.6uF@info.bris.ac.uk>
eb4336@irix.bris.ac.uk "EAM. Breen" writes:

> How come quotes for prices of Atari-compatible CD-ROM drives are so high?
> I get quoted about 200UKP (e.g. the 'Apple 300e') for these when I have seen
> CD-ROM drives advertised in Computer Shopper and other PC mags for only
> about 100UKP. I have an Atari Falcon, so I surely should be able to connect

The cheapo drives for the PC don't have SCSI interfaces but use varying
other PC specific interfacing.

> just about any CD-ROM drive to it. I just want a drive to read samples off
> sample CDs and perhaps play back CDs (perhaps through the Falcon DACs with
> bass-boost removed)- I don't want to do graphics work or anything particularly
> random-access-intensive with it. For my purposes would I be better off
> getting an audio-orientated CD player instead?

I was going to get an NEC 3xi (internal SCSI triple speed) for my PC I'll be
getting, 224UKP+VAT. Then someone suggested a new Toshiba one, XM5201B that
has just come out, internal SCSI 3.4 speed and only 130UKP+VAT.

You can guess which one I'll be getting. ;-)

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk (home), paul@xexos.com (work) */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC "In the garden I was playing the tart, I kissed your lips */
/* Owner broke your heart, but you, you were talking about the EoTW" */

2447. Un-Zipping .gz

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 13:48:26 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950218Z134826.060barheath@heathen.demon.co.uk>
Source record: 171387

I know that somewhere I've got this information, but I'm damned if I can find it, so my apologies in advance for having to ask again :-(

Just HOW do I go about unzipping a .gz file? I know it needs a program /module that I don't have at present (else I wouldn't have to ask) but what is it, and what is the procedure? I assume I can get it from one of the regular sites.

TIA
bazza
--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

2448. Re: HSModem (confused)

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 14:12:42 UTC
From: kim@dksoft.ping.dk
Message-ID: <FBSOAGUTUP@dksoft.ping.dk>
Source record: 171389

In <1995Feb17.070343.16104@news.unige.ch> Mike Morris wrote:

><Confused> Does HSMODEM need a hardware modification? Or is
>it software only?
>

Software only. But a hardware modification doesn't do things worse you
know. I did the 38.400 baud modification on my STE, and i still use
HSmodem. So the option is really yours only.

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

2449. Re: HSMODEM6 ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 14:15:10 UTC
From: kim@dksoft.ping.dk
Message-ID: <FBSOAGUWUP@dksoft.ping.dk>
Source record: 171390

In <792990624snz@bassland.demon.co.uk> Simon Williams wrote:

>Forget the last message.....
>I now have HSMODA06.....
>So I have a Falcon; I have DRVIN.PRG in the auto folder. What other driver
>so I need? After reading about the others, it soulds like none of them are
>for the Falcon!
>
>There must be somebody who has got HSMODEM working on a Falcon...Hmmm?
>

There is. But first i would like you to either dump Hsmodem6 and get Hsmodem5
or get the updates, cause there seem to be a problem with hsmodem6.
When you use it on your Falcon you need the DRVIN.PRG and the SCC.PRG.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

2450. Re: Length of .....

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 14:39:22 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBSOFBXCUP@galaxy.teuto.de>
Source record: 171331

In <792734626snz@kingres.demon.co.uk> Simon King wrote:

>Does anyone know the maximum length you can have a parallel printer cable ?
>As I wish to site the printers in a different room to the ST.

IMO, the ST is _very_ sensitive on the p-port. No buffering whatsoever.

I wouldn't use more than 5 meters. I've seen a couple of machines, which were
damaged when a printer was connected via a looong cable, and the printer was
turned off during use.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

2451. Re: Not a word about MacMagic

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 14:42:26 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBSOFBXFUP@galaxy.teuto.de>
Source record: 171332

In <9502142117.AA04480@ilmen.lanl.gov> Hutch wrote:

>> Actually, Magic for the Falcon is the only thing holding me back from
^^^^^^^^^^^^^^^^^^^^
>> selling my atari equipment and change to a Pc.

>I'm confused... why is the potential availability of a -Mac- emulator
>keeping you from buying a -PC-? ^^^^^^^^^^^^^^

Erm, John,

how about another quick read-through ...

Hendr!K

2452. Re: Graphic WWW browser for Atari?

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 14:49:22 UTC
From: henk@elrond.Simplex.NL
Message-ID: <FBSOBBVOUp@elrond.Simplex.NL>
Source record: 171388
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3i2psg$4ee@hasle.oslonett.no> Hallvard Tangeraas wrote :

>Is there a *graphic* web browser available for the Atari St computers
>available? Something like Mosaic for Mac/Pc/Unix...
>
>I have tried out a program for a PC which fools the UNIX host to think it's
>a SLIP account that's being used. It's called "Winsocket" or something,
>and there's TIA (The Internet Adaptor) available as well.
>We have TIA installed on the UNIX system I'm connected to (modem connection)
>so, can I use this with my STE? How?
>
>
>Hallvard, Oslo, Norway

I played with SlipKnot on a 486 PC + Windows. It just works on a
standard UNIX account and gives almost the same as Mosaic.
You should try it if you can.

I am almost sure it is possible to create something like this for
the average Atari ST (Maybe 4 MB is required) running under GEM.

If a team of enthousiasts could be formed (people with programming
experience) around the world, it could probably be accomplished in
a relatively short period.

A lot of the buildingblocks are already available on the ST.

Who is interested?

Henk.

Please do not reply to me personally, unless you would like to work
on it.

--
Henk van der Griendt, Student Library Sciences
Dordrecht Email: henk@elrond.Simplex.NL or
The Netherlands griendt@Simplex.NL

2453. Re: DUET 1.00 - coming to an atari.archive near you!

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 15:10:36 UTC
From: jmax@panix.com
Message-ID: <3i52lc$e0k@panix.com>
Source record: 171391

DUET_100.LZH has been uploaded to atari.archive.umich.edu. At the moment it is in the New/ directory.

JMH

2454. For Sale!

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 17:00:34 UTC
From: stevedc@ac.dal.ca
Message-ID: <1995Feb18.130034.34285@ac.dal.ca>
Source record: 171397

```
For Sale
********

SC1435 Color monitor, SM125 Mono monitor, lots of software
Migraph scanner & tray etc. If interested, please e-mail!
```

2455. Re: Graphic WWW browser for Atari?

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 17:12:31 UTC
From: thomah@ifi.uio.no
Message-ID: <3i59pv$233@heptifili.ifi.uio.no>
Source record: 171398

In article <3i2psg$4ee@hasle.oslonett.no>, hallvart@oslonett.no (Hallvard Tangeraas) writes:

> Is there a *graphic* web browser available for the Atari St computers
> available? Something like Mosaic for Mac/Pc/Unix...

Not at the moment, but two browsers are under development, according to ST Format and .net

--
- Thomas Hansen - E-mail: thomah@ifi.uio.no
- Oslo, Norway - WWW: http://www.ifi.uio.no/~thomah

2456. Re: Magic incompatibility list

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 17:31:00 UTC
From: christian.mittendorf@ostkupan.ct.se
Message-ID: <ftn_2.203.202.11$fidonet.org_2f462f64_Christian.Mittendorf@ostkupan.ct.se>
Source record: 171399

In a message of <15 Feb 95 18:11:36>, Johan Klockars (2:200/427.1) writes:

Hej!

JK> Is there any chance I can still join in the bet? ;-)
I didn't know that you were so keen on a bottle whiskey ?!
(Men om du vinner haer en flask saa aer det billigare aen paa bolaget ;-)

mvh,
christian

(UUCP Dialup connection)

2457. Re: A.A. Not Working...

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 17:45:30 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.6rIeO4bEvCs@semprini.waterloo-rdp.on.ca>
Source record: 171400

In <3hprqd$eps@golem.wcc.govt.nz>, Roger Sheppard.. writes:
>Does any one know if the Atari Archive is up and working..??
>
>I have not bee able to access for a few days, even at different times...

I've been accessing it almost daily for about a week and a half ("Oh yah, I need XXXXX, too...") via gopher (gopher://gopher.merit.umich.edu:7055/ or something like that) with no problems.

Maybe it's a local problem?

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

2458. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 17:54:56 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.LqlAO1ijAFg@semprini.waterloo-rdp.on.ca>
Source record: 171301

In <vdleij-1602951033230001@ana-dyn-18.mac.phil.ruu.nl>, Joost van der Leij writes:
>The story is this:
>
>He worked a couple of days for IBM-the netherlands for their
>server-service department. (This is confirmed). At the time of his work
>IBM were testing a new kind of computer hanged in a network. It runs on
>PowerPC and has 3 slots to add a board in it. The board attached to the
>PowerPC determines what software it can run. Boards running in the test
>site were: MS-DOS, Apple system 7 and TOS. He has a lot of experience with
>Atari, and he is sure he saw GEM working on the it.

Again, I have to wonder out loud, _why_ would anyone bother running TOS
on a PowerPC chip? 100% of software (including system software, unless
somebody wants to port the large sections of TOS that are still 680x0
assembly to PowerPC assembly or C) would have to run in emulation, which
means your snappy new PowerPC system would run about as fast as a 25Mhz
68040 system... and if you're going to do that, it'd make more sense to
run a 68040 system.

I've got to wonder about DOS, too, unless it was running on SoftPC; DOS
is 100% 8088 assembly AFAIK (gathered from Microsoftie comments on the
'net) and would be in a similar emulaton state...

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

2459. Re: MiNT 1.12 - Baud Rate Settings?

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 18:02:30 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D47JG6.CrF@watserv2.uwaterloo.ca>
Source record: 171302
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <SCHWAB.95Feb17104624@issan.informatik.uni-dortmund.de>,
Andreas Schwab <schwab@issan.informatik.uni-dortmund.de> wrote:
>In article <3hviv9$1me@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>
>|> sasmesba@kingcong.uwaterloo.ca (Samy Mesbah) writes:
>|>> I tried running HSMOD stuff after Mint (and in various combos)
>|>> but pppd complains 'tcgetattr: invalid function number' This
>|>> tells me Mint must have some routines that are overwritten
>|>> bz HSMOD05 that are necessary. Does anzone know how to get
>|>> Mint to accept 57600?
>
>|> I think you have to run HSMODEM *after* Mint, ie ignore what the
>|> HSMODEM docs say. The MintNet docs may be of some help to you.
>
>It's actually the other way round, you should run HSMODEM *before*
>MiNT, still ignoring the HSMODEM docs.

I'm certain I have to run HSMODEM before Mint, that seems to work but
it still does not allow me to choose 57600 as a valid baud rate on
Serial2 (or any serial port). Even the remapped values don't work.
So is there a way to get HSMOD and Mint to co-operate? Or is there
a small auto folder utility that can set the baud rate after Mint
has loaded to 57600 so I can have pppd just use the default baud
rate instead of trying to set it? Once I get Gcc up and running
properly I suppose I can take a crack at it myself. BTW, the last
GCC I downloaded was 2.5.3 (or something close to that). People
have mentioned that the 2.6.x have problems. IN fact I've heard
I should go back to 2.3.x for better realiability? Is this true?

Thanks,
Sam

2460. Re: Graphic WWW browser for Atari?

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 18:06:04 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D47JM4.Cv1@watserv2.uwaterloo.ca>
Source record: 171317

In article <3i59pv$233@heptifili.ifi.uio.no>,
Thomas Hansen <thomah@ifi.uio.no> wrote:
>
>In article <3i2psg$4ee@hasle.oslonett.no>, hallvart@oslonett.no (Hallvard Tangeraas)
writes:
>
>> Is there a *graphic* web browser available for the Atari St computers
>> available? Something like Mosaic for Mac/Pc/Unix...
>
>Not at the moment, but two browsers are under development, according to ST
>Format and .net
>
But if you run Xwindows under mint and have a PPP or SLIP connection
to a system which runs XMOSAIC, you can use it and it is VERY useable
on 14.4 modem with compression.

SAm

2461. FORSALE: 520st, (Jul '85) sc1224, 1meg

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 18:16:32 UTC
From: pete@miller.cs.uwm.edu
Message-ID: <3i5di0$ba0@uwm.edu>
Source record: 171307
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other.misc,misc.forsale.computers.other.systems

As the title states,I have a 520 st made in July of 85 forsale,
it includes:
ez-ram II 1-4 meg upgrade
Tos on ROM, version 1. something (one of the first)
An original sc1224 color monitor
720k drive

Software:
Dungeon Master I and II and probably some other goodies

Make me a reasonable offer, please!

Also:
1 panasonic 1091 printer
and
1 citizen 200 gx 9 pin dot matirx printer (color upgrade not installed
but still available)

-Pete

2462. Okami ???

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 18:38:18 UTC
From: artoj@mits.mdata.fi
Message-ID: <3i5eqq$71p@prime.mdata.fi>
Source record: 171310

> Hi, Will this new 'Okami' Newsreader work as an offline QWK mail reader ?
> ..or is it something specific for Unix systems ?

I think Omaki is a SOUP-reader, not QWK-reader. If you want to use
QWK, you'll have to find a QWK reader such as Kivi QWK, MicroTalk,
Captain's QWK or Mountain QWK.

---
* Kivi 1.21 *

2463. For Sale or Trade CHEAP!

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 20:49:22 UTC
From: mbates@netcom.com
Message-ID: <mbatesD47r6A.I4A@netcom.com>
Source record: 171330

I am primarily looking for trade but will take cash or a
combination/variation of the following:

I will trade the following for any 2 of the following Jaguar carts:
Doom
Iron Soldier
Kasumi Ninja
Zool 2
Checkered Flag

If you trade me I will cover shipping. If you would like to purchase I
am asking $100 plus shipping.

Everything has the manual. There is also a lot more disks which have
been separated from their manuals. They are all original disks but
either I have misplaced the manual or it is buried in the stack and I
missed it.

I also have available about 5 years of Antics, ANALOGs, and misc. ST mags
and will include them if you do the trade.

Books

Abacus #1 Presenting the Atari ST
Abacus #4 ST Machine Language
Abacus #5 ST Tips and Tricks
Abacus #6 ST Graphics and Sound
Abacus #7 ST Logo Users Guide
Abacus #11 ST BASIC to C
Abacus #12 ST 3D Graphics

ST BASIC Sourcebook
ST BASIC Sourcebook and Tutorial
Helpful Hints for the Atari or Mega ST User
Compute&#65533;s Programming Graphics on the Atari ST or Amiga
GFA BASIC Toolkit

Applications
FoReM ST - two complete versions
Fleet Stree Publisher
CAD 3-D 2.0
Easy Draw
Typesetter ST
Inventory Master
Timeworks Desktop Puiblisher
Hippo C

Hardware

90 MB RLL full height Hard drive
various and sundry interfaces and cases
Magic Sac Apple Mac Emulator and ROMS

Utilities
G+Plus
MultiDesk
NeoDesk CLI
Copy II ST
Hotwire
Codekeys
Lookit and Popit
Kermit
Flash
Michtron HD Turbo Kit

Games
Flight Simulator II
Global Commander
Roller Coatser Rambler
Omnitrend's Universe
MicroLeague Wrestling
Falcon
Gunship
ArticFiox
Deep Space
Star Fleet I

2464. Re: ST Clock wanted.

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 20:53:55 UTC
From: akeady@nmrc.ucc.ie
Message-ID: <3i5mp5$pfl@bastion.nmrc.ucc.ie>
Source record: 171325

PerOlof Bengtsson (pi92pob@pt.hk-r.se) wrote:
: In article 100000@PEAK.ORG, James Wood <jamesw@CSOS.ORST.EDU> writes:
: >
: >
: > I'd like to find a clock for the old 520ST.
: >

: ----SNIP

: > Anybody have a clock they'd like to sell, by the way?
: >
: > James
: >

: I'd like to know if there's anyone that would want/like/use a
do-it-your-self clock doc as PD? Of course, supplied with a program,
source code etc.

: If a lot people are interested I might try to put something together.
: All hints 'n' tips are welcome, wether to make a cartridge or internal mod...

: This is no promise, just a survey of interest
: /PO
: PS. If something like this already exists, please tell me where I can get it.

Elektor Electronique (French-language version of Elektor Electronics) published a
cartridge port clock circuit for the ST in the September 1991 edition. I presume
it's also in the English-language version. A PCB and software were available
from them for the project.

Aidan.

2465. STARWARS Falcon demo problems

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 21:08:41 UTC
From: PHIL2034@delphi.com
Message-ID: <3i5nkp$1si@news1.delphi.com>
Source record: 171326

What you need to do is (if you're on a Falcon) is to go to ST Low and it'll work just fine

Phil Bacheler...

Rainbow V 1.10 for Delphi - Test Drive

2466. APEX and AntiAliasing!?

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 21:26:34 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBSVDGVCUP@galaxy.teuto.de>
Source record: 171309

In <3hha11$lqh@holly.cc.uleth.ca> brenjb@hg.uleth.ca wrote:

>>IMHO, APEX is not for proffessional use, as it does not provide Anit-Aliasing.
> Check again. It does anti-alias, and very quickly too.

I re-checked, and found out that Apex has some sort of blurring-filters which
might be interpreted as anti-aliasing. But it ain't.

Have you ever seen a professional drawing/designing tool which does true AA?
I'm talking VISTA-TIPS or Quadtel-Paintboy here. Both are used for producing
paintings and 2D-animations for TV-broadcasting.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

2467. Re: Atari - What is it for really?

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 22:11:25 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <17349C796S86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 171311

Why would anyone want to buy an Atari?
But is there any other reason that one would want to put up with
such a small company?
For some reason, Atari is popular in Europe. Maybe someone could
give some reasons for that. (Even if you don't need a reason.)
JAH

To briefly answer your questions, AFAIK, when the Atari ST first came out in the mid-'80s, it compared very favorably to the Apple Macintosh, which at the time was a slow, squat, boxey, expensive machine available only with a B/W monitor. IBM PC's were outrageously priced, and worked only with MS-DOS (Windows wasn't even available yet.) The ST, on the other hand, was reasonably priced, and many considered its TOS a superior operating system. In Europe, apparently computer users simply compared computers, considering what you got versus what you paid for. Even against the Commodore Amiga, Atari was the clear winner for many users. However, Apple, IBM, clone manufacturers, etc. had good marketing, while Atari had inept marketing. Atari tried to keep up with the larger manufacturers, but they always seemed to be too little, too late. For all intents and purposes, the Atari computer market is dead in the U.S., even though it's a good machine, and there are reports that small quantities of Falcons are being manufactured. Why would anyone go out and buy one today? There's no good reason to, as far as I can tell. Current owners, if they are ingeneous, and still get a lot of use out of their Atari compuers, but if I were to go out and buy a new computer today, I'd buy a PC or a Mac. No brainer. However, the MIDI application might be a reason for some to go with Atari. Hope that helps.
--Mark van Wyk

2468. Re: COMA FAX PROBLEMS..

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 23:35:00 UTC
From: christian.mittendorf@ostkupan.ct.se
Message-ID: <ftn_2.203.202.11$fidonet.org_2f468512_Christian.Mittendorf@ostkupan.ct.se>
Source record: 171312

In a message of <14 Feb 95 22:58:49>, Roger Sheppard.. (2:200/427.1) writes:

RS> Problems with KEYWARE COMA....
RS>
RS> ONE of the BIG problems with COMA is that its Keyware,
RS> so if you need to run 2 versions you can't..
RS>
RS> Like one for say a private business and one from home,
RS> you will have to buy 2 copies...
RS>
RS>
RS> They should let you buy a full working copy with out the Keyware,
RS> or let you enter your own headers and not lock you in with
RS> the Keyware header....
RS>
RS> The USA ST-FAX does not have these locks, so you can use any name you
RS> like, but I don't think ST-FAX is as good as COMA...
So what is _your_ problem? If _you'll_ need a copy of COMA with two keys ?why don't you try to contact the author and explain your problem?
(On the other hand: If you run Coma on two different machines - one at your business and one at home - you'll *need* _two_ licenses! Am I right?)

mvh,
christian
(Wondering about what problems some people have...)

(UUCP Dialup connection)

2469. Re: Uniterm and Simon Poole

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 23:40:00 UTC
From: christian.mittendorf@ostkupan.ct.se
Message-ID: <ftn_2.203.202.11$fidonet.org_2f4685d1_Christian.Mittendorf@ostkupan.ct.se>
Source record: 171313

In a message of <14 Feb 95 09:38:46>, Wolfgang Wander (2:200/427.1) writes:

WW> Wolfgang Wander (btw author of connect ;-)
THERE he is! Time to ask the _ultimate_ question:

When do we get the FAX-option disabled?????

mvh,
christian

+++
C. Mittendorf
Mejerigatan 2-1333
41276 Goeteborg/Sweden
Internet: chris@ostkupan.ct.se

(UUCP Dialup connection)

2470. Atari Midi Software FS - UPDATE

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 23:41:47 UTC
From: michaelk@pacifier.com
Message-ID: <3i60jr$m16@pacifier.com>
Source record: 171314
Cross-posted to: rec.music.makers.synth,rec.music.makers.marketplace,comp.music,comp.sys.atari.st

I have the following items for-sale --UPDATE
Buyer pays shipping
Price in U.S. Dollars

Roland M-240 24 channel line mixer, table top -- SOLD

SOFTWARE FOR ATARI-ST:

GENWAVE Sample Editor -- SOLD

DR. T's XoR (Universal Editor/ Librarian)
* $75

DW/EX8000 Synth Editor
* $10

E-Magic's Logic 2.0 (& Logic Audio for the Falcon)

*One of the most comprehensive sequencer programs on the market,
included is Logic Audio 2.0 for the Falcon (Hard Disc Recording)
*Includes LOG-3 -- three additional midi outs, all manuals
* $200

--
---
pacifier.com - Vancouver's Public access Internet (206) 693-0325
telnet or dial the above and type "new" at the prompt to register

2471. For Sale: Atari SM124 mono monitor

Newsgroup: comp.sys.atari.st
Date: 1995-02-18 23:42:22 UTC
From: lamarth@delphi.com
Message-ID: <Ju3bkG2.lamarth@delphi.com>
Source record: 171315

For Sale - Atari SM124 Monochrome Monitor. Includes original container
and documentation- less than 50 hours total operation. $50 + shipping.

David (lamarth@delphi.com)

2472. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 00:32:57 UTC
From: kulabocca@aol.com
Message-ID: <3i63jp$orc@newsbf02.news.aol.com>
Source record: 171316

I'm not into bashing other computer systems. I own and regularly use four different computers. A Mega ST4, a Falcon 030, a Mac PPC 8100/80, and a Toshiba 486DX2. I use the Mega ST4 for MIDI applications and a BBS. I use the Falcon 030 for dtp and MIDI/hard disk recording. I use the Mac for desktop video and graphic design (and some MIDI.) The Atari's are my personal favorite for MIDI. The timing is always rock-steady and the available programs will suit my needs for a very long time to come. Hard disk recording on the Falcon (using Cubase Audio with the FDI & FA8) is fantastic! The sound quality IMHO is pro-level. I am not sacrificing quality using the Atari for my sound needs. The Mac serves as a wonderful video editing platform and is nice for cruising the 'net. I'm still trying to figure out what the IBM-clone is good for. If anyone knows send me an email! :)

Seriously, it's very shortsighted to criticize other platforms as each have thier unique strengths. If my only concern was games... well then I think I'd have to own a Jaguar, 3D0, and a SEGA. But that new Donkey Kong for Nintendo looks kinda cool too!

Long Live Atari!!!
kulabocca@aol.com

2473. Mouse transformation

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 00:56:49 UTC
From: cl152@cleveland.Freenet.Edu
Message-ID: <3i650h$n13@usenet.INS.CWRU.Edu>
Source record: 171318

I have been given a Genius serial mouse for IBM compatible.
It has the same plug as the Atari mouse. I have a dead Atari
mouse. Is there any way I can adapt the Genius mouse to use
on my Atari or should I pass it on.

Thanks

Alyre

2474. Re: Everything needed for X-Windows

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 01:05:26 UTC
From: benni@schlunz.dfki.uni-sb.de
Message-ID: <3i65gm$rv1@coli-gate.coli.uni-sb.de>
Source record: 171319

Simon Williams <simon@bassland.demon.co.uk> wrote:
>Er, where can I get Linux68k. I use Linux at College on the Pee Cee's. But
>I was not aware of it for my Falcon.

Try 'ftp.phil.uni-sb.de:/pub/atari/linux/', there you will find a mirror
of tsx-11.mit.edu and some precompiled binaries...

A Falcon kernel binary will be available soon, too!

Ciao,
Benni
--
Benjamin Lorenz, Johannisstr. 15, 66111 Saarbr&#65533;cken Run Linux68k on your
Phone: +49 681 372253, E-mail: benni@phil.uni-sb.de Atari TT / Falcon NOW!

2475. Re: Everything needed for X-Windows

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 01:05:55 UTC
From: benni@schlunz.dfki.uni-sb.de
Message-ID: <3i65hj$rv4@coli-gate.coli.uni-sb.de>
Source record: 171320

```
Steve Payne <srp20@cam.ac.uk> wrote:
>AFAIK Linux still barfs on the Falcon owing to Hard disc screwiness.
>If this is old hat then please feel free to update me.

Using either IDE or SCSI works, but not both together... :-(
```

Benni
--
Benjamin Lorenz, Johannisstr. 15, 66111 Saarbr&#65533;cken Run Linux68k on your
Phone: +49 681 372253, E-mail: benni@phil.uni-sb.de Atari TT / Falcon NOW!

2476. Re: Please answer a stupid question...

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 01:06:00 UTC
From: Martin_Reitzlein@gi.maus.de
Message-ID: <199502190306.a3939@gi.maus.de>
Source record: 171321

it's /not/ a stupid question, so let me try:

-st[e] 260, 520, 1040 [fm]

f=internal 720kb floppydrive
m=internal tv-signal-modulator (you can connect yor tv - good for games)
e=enhanced (i'm not shure about the interpretation. but: newer = sound and pictures are better if software supports - there is a few, especially games)

520 was the first - 10 yaers ago.
68000 cpu.
tos (operating system) 1.0 - 1.62. 1.4 (1.04 is "official" spelling) is today's minimum).
it's expensive to connect a harddisk.
loads of software of all kind. the good ones are supported even 'till today.

-mega st 1,2,4
same as above, but but numbers stand for ram in megabyte, not kb. a little faster in graphics (exept the [e]-type). much better keyboard. easy to upgrade with a lot of things (graphics, speed, i/o-cards etc) wich are hard to find nowadays. nevertheless: low-budget-recommendation.

-stacy (laptop), st book (notbook)
nice, seldom, expensive.

-mega ste 1,2,4
16 instead of 8 mhz system-speed.
using common ram-simms (quite cheap)
tos 2.05 and 2.06 (quite bug-free)
space and interface for one(!) internal scsi-harddisk.

-tt
best and fastest.
68030 cpu.
tos 3.05 and 3.06.
internal grapics up to 1280x960 b/w
internal vga graphics.
up to 256 fast ram. also 2-10 mb old ram to be compatible, but it isn't (as far, as you want to play).

-falcon
newest and most colerfull, very good sound, but slow in comparison with tt.
tos 4.0x. some very interesting software wich uses the internal "dsp-chip", so it does'nt run on the older ataris.

RJG>Ataris use a "Gem" interface, right?

yep. and if the software really does, it should run on every atari.

RJG>ST's seem to be pretty cheap.

this is not new. softwar-prices are low as well.

gruss, martin .

2477. Re: Which TOS version is best?

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 01:10:11 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D4838z.BDA@cix.compulink.co.uk>
Source record: 171322

In message <Pine.SUN.3.91.950213160634.20583F-100000@PEAK.ORG>,
jamesw@CSOS.ORST.EDU said:

> I've heard rumors that some of the older games won't work with a new

True. Some really old games only work with TOS 1.00 or TOS 1.00-1.02

> Which version of TOS begins the incompatibilites, if any? Is TOS 1.04

Each TOS is incompatible to some extent with the one before. Most of the
time it doesn't matter as software is far less TOS dependent than it used
to be.

> way to install more than one version of TOS and switch between them?

There are TOS switchers which may do the job - but quite honestly unless
you are really addicted to a certain very old game (were talking 1987ish
here), then TOS 1.4 is pretty safe.

:-)

Roland.

@CiX

2478. Re: Things Sheppard's Wrong O

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 01:41:38 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D484pE.Czx@cix.compulink.co.uk>
Source record: 171324

>I stated that FZDT was programes in GFA, not the best language for a Terminal
>Program and I do have Codeheads to back me up on that...

Nonsense! You can, if you want, write the best terminal prog in GFA, the
language used is of little consequence.

Ofir ogal@cix.compulink.co.uk

2479. ---> Program for BBS please?

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 02:28:54 UTC
From: garnerg@esu.edu
Message-ID: <3i6ad6$sek@jake.esu.edu>
Source record: 171327

```
---> I'm *thinking* about starting an all Atari BBS. Does anybody know a
program I can run on my STE to handle one? Any response will be
*greatly* appreciated. Thanks!
---> Please respond to the e-mail address below
George

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
"War is peace, freedom is slavery, ignorance is strength. Big Brother is
wathcing you!" - George Orwell _1984_
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

If anything in the above message sounds interesting, please respond at:

===> garnerg@esu.edu ** George W. Garner **

Thank you, drive through.
```

2480. Re: Atari - What is it for really?

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 02:53:19 UTC
From: garnerg@esu.edu
Message-ID: <3i6bqv$sek@jake.esu.edu>
Source record: 171328

jahronch@koptss03.delcoelect.com wrote:

: Why would anyone want to buy an Atari? I do believe that they are
: the best MIDI platform (yes, even better than MAC, DOS, or Windows machines).
: I have one running my studio and have produced two albums of original music.

---> I am a computer science major at East Stroudsburg University. I
have used IBM PC's in my high school for 3 years, a unix system in my
college for 8 months, and the ST for about 2 years. The Atari can do
just about everything the other two systems can, a few they can't, and it
can do them all in a nicer, better looking environment.

: For some reason, Atari is popular in Europe. Maybe someone could
: give some reasons for that. (Even if you don't need a reason.)

---> Hey, so's David Hasselhoff! Go figure!

: JAH

--
~~~~~~
"War is peace, freedom is slavery, ignorance is strength. Big Brother is
wathcing you!" - George Orwell _1984_
~~~~~~

If anything in the above message sounds interesting, please respond at:

===> garnerg@esu.edu ** George W. Garner **

Thank you, drive through.

2481. Re: What should I do?

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 03:19:19 UTC
From: abstract@wam.umd.edu
Message-ID: <3i6dbn$ime@cville-srv.wam.umd.edu>
Source record: 171329

Barry Heath (barheath@heathen.demon.co.uk) wrote:
: In article <3hv9b9$kk2@cville-srv.wam.umd.edu>
: abstract@wam.umd.edu "Some guy" writes:

: >
: > I have a 1040STfm, and I think it's about time to upgrade. I
: > want to stay with ATARI, I think they're the best computers available,
: > but I'm not sure if I should perhaps switch to the PC world. Help, please!
: >
: > --Lunatic
: >

: In the faint hope that this is actually a real request ;-)

Yes, of course... Lunatic I may be, but I'm not crazy...

first problem is how much money have you got?

Not too much. (sheesh, I'm a college student)

: IMHO, order of importance should be:
: more memory
: second floppy
: hard drive (large as possible)
: TOS 2.06
: monitor (rather than TV)
: NeoDesk
: Geneva (or MagiC)
: umpteen software improvements (file selector, etc)
: Falcon
: Falcon with more memory
: Falcon with bigger HDD

: Bankruptcy??

Almost...

: OTOH, if it's not, BOG OFF and waste someone else's time

Gracias... sorry to waste your time... take it easy,man... no one's
forcing you to read or respond to anything...

--Lunatic

: --
: *=*=*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
: | Barry Heath O o o o | The original and genuine |
: * working from ____ 8 * Look for the Trademark *

```
: | the spare room ) |_^__!_ | Accept no imitations |
: * a private Internet site |________| * Contains no artificial additives *
: | barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
: *=*=*=*
```

2482. Atari SC1224 DIN cable needed!

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 04:10:20 UTC
From: al215@FreeNet.Carleton.CA
Message-ID: <D48BL8.751@freenet.carleton.ca>
Source record: 171341

I have a Atari SC1224 color monitor, however I lost the DIN cable that
runs from the monitor to the computer. If someone has one, or can tell me
a substitute, this would be great, because the monitor is useless without it.

James
jkleist@achilles.net
Ottawa, Canada

--
James Kleist | 'All is insignificant in our sand grain
al215@freenet.carleton.ca | of time.'
Ottawa, Ontario. | - 15,001,994

2483. Connecting Stfm & Pc together ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 04:14:52 UTC
From: simon@kingres.demon.co.uk
Message-ID: <793167292snz@kingres.demon.co.uk>
Source record: 171295

Does anyone know the best way to connect a Atari 520 STfm and a PC 286 so that I can transfer files from one to the other ?
Can I just connect a cable from the serial port of the ST to the serial port of the PC ? And use comms progs to send the files?

Or is it possible to connect them so that they can access each others hd's, modems, etc ?

Any help would be appreciated.

--

/ | / Snail-mail E-mail
\ |< 216 Scarborough Avenue simon@kingres.demon.co.uk
/ imon | \ ing Stevenage. Herts SG1 2HW

2484. Just one thing I hated about my Atari...

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 04:37:29 UTC
From: al215@FreeNet.Carleton.CA
Message-ID: <D48CuH.94o@freenet.carleton.ca>
Source record: 171344

There was really only one things that stuck out in my mind about my atari, well I still have one, and run a Atari BBS, but I am talking about when I bought my first ST back in 1985, and yes it was the one without the internal disk drive and power supply, kinda like my old 800xl. Anyways, everything was great for about one year, then the disk drive went out on me and I sent it to Atari to get repaired, and as most of you know it takes about 6 weeks, and you usually get it back not working. I sent it back and got supposedly a new one, but this one would not read some of my existing disks.

Needless to say I scraped the Atari 354 SS and got a great deal on a Indus GT double sided, which works 'till this day, with its sometimes usefull sector read out.

Well I am sorry if I wasted some bandwidth here but I really like Atari computers, and wish that they were repaired with a little more confidence.

BTW - I was reading news clips from the Feburary 95 Computer select, and searched for Atari, and in a article with the head of atari, saying that '1987 was Ataris record breaking fiscal year with a total of $500 million is sales.' With this in mind, and knowing that in 87 they were producing computers, not game systems, why would they go with the Jaguar? Just a thought...

James
--
James Kleist | 'All is insignificant in our sand grain
al215@freenet.carleton.ca | of time.'
Ottawa, Ontario. | - 15,001,994

2485. For Sale or Trade CHEAP!

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 05:14:08 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <d34_9502191226@flight.org>
Source record: 171339

I'm very interested in the Abacus books volume(s) 6 and 11.
I'm also very interested in the 90 meg hard drive plus extras.

How to I contact you voice to make some sort of arrangements to acquire some of
these items?

* TheEdit v2.00g3
---------- -//- ----------
Internet: Michael.Fitzpatrick@flight.org
| FlightLine BBS 612.544.5118 <> note: the views of this |
| airline-generl.aviation-flsim <> user are strictly his own. |
---------- -//- ----------

2486. FORSALE: 520st, (Jul '85) sc1224, 1meg

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 05:17:40 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <d35_9502191226@flight.org>
Source record: 171340

I'm the secretary of a local Atari Computer Club and would like to talk to you about acquiring your system please leave a voice message to where you can be contacted. We need an ST for use at club meetings.

* TheEdit v2.00g3
---------- -//- ----------
Internet: Michael.Fitzpatrick@flight.org
| FlightLine BBS 612.544.5118 <> note: the views of this |
| airline-generl.aviation-flsim <> user are strictly his own. |
---------- -//- ----------

2487. Re: Falcon serial port

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 05:20:52 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D48Eut.L2F@cix.compulink.co.uk>
Source record: 171349

>I've just got hold of HSMODA04 (or something like that) and wanted to check
>that I had it installed right. Is it just a matter of putting DRIVIN.PRG and
>then MFD_FALC.PRG in my auto folder or do I have to do something else??

You need DRVIN and SCC.

Ofir ogal@cix.compulink.co.uk

2488. Re: WAVe hassles...

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 05:23:15 UTC
From: amsler@nevada.edu
Message-ID: <3i6kk3$45h@news.nevada.edu>
Source record: 171347

steve wells (wells_s@kosmos.wcc.govt.nz) wrote:
: I've found some WAVe sound-sample files with a windows program I'd like to
: use on my ST,

[snip]

I've never been able to get a *.WAV file to play [on my MegaSTe/TOS 2.06],
no matter what I've tried.

- John J. Amsler
Q: What has four legs and one arm?
A: A pit bull!

2489. SF354 Drives

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 05:32:50 UTC
From: amszorny@mtu.edu
Message-ID: <3i6l62$552@cael5.me>
Source record: 171348

Howdy. I recently purchased a 520st with the single sided external floppy just to get a taste of what these machines are like (I still use my atari800 sometimes). Seems pretty cool, the only problem is I'd like to know if it's possible to do a simple modifaction to these drives to use double sided disks. Can I just add a double sided drive and change a few jumpers or something? Also the disks that came with the computer seem to be pretty old as they don't always load and many won't load at all. I thought it was probibaly the floppys but I formatted a newer double density disk and then copied some files from a pc to it (on a pc) and only a few of the programs work. Are the unarc and unzip programs on the pc the same as on the atari? Or could it be a problem with the pc writing to a single sided disk? Well, any help would be great. I tried to find some info on this drive but no luck and I don't have any books for this machine at all.

Thanks,

Andy

E-mail: amszorny@mtu.edu

2490. Re: Not a word about MacMagic

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 05:38:34 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <793248046.0@mettav.exnet>
Source record: 171333

It was none other than Kim Andersen who wrote on 13 Feb 95 that ...:

KA> So, where is this so called Magic for the Falcon ?

Don't get me going :-(

KA> telling us all when these so called 'few weeks' are going to be. A few
KA> weeks easily turns into a few months, (which we now have seen), and
KA> next is a few years.

Sure I am getting extremely anxious about this aswell , last I heard they were adding loads of new things to it so it was going to be delayed. Now I am all for complete ,fully featured and properly tested products and everything from 2B always delivers that but in this case I think there is defintely a case to be made for a V2.99 to be done so that we Falcon owners can get the use of our Magic again !!! Surely a few quick changes to make it Falcon compatible isnt going to be do any harm and will save a good few of there potential customers giving up and going elsewhere (like you add later) . On this later point I have heard a rumour that there is in fact a re-engineered version of Magic 2.01 been seen that does work on the Falcon ...

KA> Actually, Magic for the Falcon is the only thing holding me back
KA> from selling my atari equipment and change to a Pc. But you probably
KA> don't care about that anyway.

Well I care and hopefully so does 2B . PLeasee,please ,PLEASE make us happy again and release a Falcon conmpatible version of MAGIC soon !!!!
Without all the fancy additional stuff or even manuals or any gaurantees at all if need be as a short term solution !Anything is better than NOTHING at all :-(

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/8)

2491. Re: DeskToppers?

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 06:04:30 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <793248046.1@mettav.exnet>
Source record: 171334

It was none other than Paul Booth who wrote on 13 Feb 95 that ...:

PB> : Also, when is the next UK Atari show? (Is there going to be one
PB> : in Austria in June?)
PB> May in Birmingham I think. Gasteiner are hosting it, it's a joint
PB> ST/Amiga show so the Atari element there will no doubt be scarce.

You weren't at there last one ? Atari support was at least equal to amiga
support and this was before Commodore was removed from the face of things !

Having said that the turn out (from both camps) was ..eer LOW !

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/8)

2492. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 06:18:25 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950218220324.7445I-100000@PEAK.ORG>
Source record: 171262

On 17 Feb 1995, Owen Rees wrote:

> ViSioN FX (b9458317@wlv.ac.uk) wrote:
> [snip]
> : Get a life - get a PC :)
>
> You need that extra life to create all the boot discs with different
> CONFIG.SYS and AUTOEXEC.BAT files so that your children have some
> chance of being able to play the PC games!
>
> As has been said here before, many of us have both, and judge for
> ourselves based on our own experiences. My personal experience is that
> if you want to do some C programming for fun, especially if you are
> looking for a free compiler, forget the PC, use the Atari.
> --
> Regards,
> Owen Rees <rtor@ansa.co.uk>
>
>

Owen is right!!! What about all those CONFIG.SYS and AUTOEXEC.BAT files? Well, EVERY PC I've had (past tense...don't have one now!) Was full of irritating quirks. NOBODY could suggest how to fix them. Problems like the clock mysteriously resetting part of the time....problems like mysterious LOCKUPS.... Playing Wing Commander and having it dump you back to DOS at random. Windows "General Protection Faults" in a game... Some of my Windows problems would allow me back to the desktop, while some would *REBOOT* the machine.

I got tired of this, and I got rid of my LAST PC. Who do you call when you're playing a Windows game, and it freezes? WHO???? Problem could be with: 1) Windows itself
2) the underlying DOS
3) Memory managers...like HIMEM.SYS or EMM386.EXE or QEMM
4) The video card driver
5) The video card
6) The actual game

Who do you call? How do you know? There are SO MANY BLASTED DRIVERS "stacked" upon each other by the time that you run your application, combined with a motherboard by these folks, BIOS by those folks, video card by what's-his-name.... Incompatibilites obviously exist. NOBODY can help you when this happens, because NOBODY knows. Call up the place you got the PC, they think you're just an inexperienced user. What can they do over the phone, anyway?

I enjoyed it for a while....the CD-ROMS were interesting, but after a while, full-motion video (on a TINY window) was no more interesting than watching TV, except that there's usually something better on TV. Flight simulators were the best PC games....the PC joystick is useless for other types of games. The multimedia games are fun the first time you run them, but *ALL* get monotonous as they play the same little clips over and over.

I'm going to stick it out with the Atari, which plays more games that I enjoy, and meets my other needs, anyway - word processing, programming, and telecommunications. I'll also "wait and see" what happens with the Power PC computers. The Power Mac is a nice machine, but there's a software dichotomy; if it runs on a Power Mac, it won't won't on the others, so the PPC software market will be small for a time.

Be nice if Atari was to unveil a Power PC box; imagine if it could run TOS, along with SCADS of other operating systems. If Atari had the resources and ability to develop a PPC computer, I'm sure that droves of former Atari-loyalsists, as well as those who use Atari computers now, as well as those who do not, would be attracted. I'm probably dreaming, but I wonder if Atari knows of the loyalty of Atari users.... Probably not, or they wouldn't have bashed us so much in the past. A shame....such loyalty is VERY profitable for other firms....and probably not as strong as Atari loyalty.

end.

James

2493. Re: Which TOS version is best?

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 06:25:49 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950218222437.7445K-100000@PEAK.ORG>
Source record: 171263

On 17 Feb 1995, Jo Even Skarstein wrote:

> Get a switchable TOS 2.06 kit, there's not much software that won't run on
> this setup. I'd go for one with a hardware-switch if I were you.
> ***
> Jo Even Skarstein
> e-mail josk@stud.unit.no
> URL: http://www.stud.unit.no/~josk
> Tlf.: 73 93 52 76 (Tr.heim) 57 87 33 84 (Olden)

That sounds great!! Where can I get one; what is included; how
difficult to install; who can install it for me? Heh heh.

Thanx again.

James

2494. Re: APEX and AntiAliasing!?

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 06:32:36 UTC
From: Lexicor@world.std.com
Message-ID: <D48I6C.GGz@world.std.com>
Source record: 171253

In article <FBSVDGVCUP@galaxy.teuto.de>,
Hendrik Mylius <neptune@galaxy.teuto.de> wrote:

>Have you ever seen a professional drawing/designing tool which does true AA?
>I'm talking VISTA-TIPS or Quadtel-Paintboy here. Both are used for producing
>paintings and 2D-animations for TV-broadcasting.

Henrik,

APEX Media is an animator, it is NOT a paint/touch up package. As far
as I can remember autodesk animator doesn't exactly have an anti-aliasing
feature either, I may be wrong of course.

In most cases re: video and animation anti aliasing is not required,
a simple blur is enough, unless you want to produce video for your desktop
computer this problem is easily solved for putting animation onto video as the
transfer already offers a kind of natural blur which is sufficient for
anti aliasing.

For 3D animations, the aliasing is often already provided in the
3D rendering system.

Cheers

Yat @ Lexicor

2495. Re: HSMODEM6 ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 07:04:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3i6qh0$fli@golem.wcc.govt.nz>
Source record: 171261

] Where can it be ftp'ed from? What was wrong with HSMODEM5? I got this fro
] one of many ftp sites (which don't have HSMODEM6). Was the bug(s) the reas
] why I Atari NOS didn't like it. Falcon just refused to use the serial port

He doesn't say what the changes are, and since out of the 150K or so
archive, only about 10k is of any use to most people, it'd be good if
someone would just put the driver programs in a separate file, to cut
costs rather than downloading a lot more than you need. (Obviously, for
first time users, the whole thing might be needed, although, not doc's
in 2 languages).

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.
Maintainer of the Generation-X FAQ.
"Follow the rules we've demonstrated, or else you'll end up mutilated"

2496. Re: Atari ST Hack in progress....

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 07:16:34 UTC
From: richcsst@crash.cts.com
Message-ID: <D48K7o.Kst@crash.cts.com>
Source record: 171279

Mike Wasinger (mwasinge@nyx.cs.du.edu) wrote:

: AN ATARI ST HACK IN PROGRESS

: Episode 1: Hard Disk Questions

: Whew!

: I've just finished mounting my 520 ST w/ 1 Meg RAM and SH204
: 20 MB Hard Drive into an IBM XT case! (Tight fit!)

: Finally, I can turn on my ST with only one power switch!

: The real reason that I performed this lobotomy (and it was
: a sloppy surgery; many of those Atari connectors are impossible
: to find... you would die laughing if you saw my homebrew video
: connector) is that I wanted more space to upgrade my ST. Another
: reason is that my Powerbook 170 is now my primary computer and
: I can afford to take some risks with my venerable old ST. There
: is now room to add an extra hard drive and more memory expansion.
: There is also room to mount other boards, hopefully which I can
: design and use to interface the ST to the real world (A/D, D/A).

: My first set of questions (of several that will follow) have to do
: with the Atari Hard Disk Interface.

: The ST and SH204 are connected as follows:

```
: +----------+ +-------------+ +-------------+
: | 520 ST | 19 pins | Small board | 50 pin | Large board |
: | DMA chip |<------->| at back of |<-------->| over actual |
: | | | SH204 | ribbon | HD media |
: +----------+ +-------------+ +-------------+
: | |
: 2 smaller | |
: ribbons | |
: +-------------+
: | 20 Meg HD |
: +-------------+
```

: (1) What signals are on the 19 pin line?
: ASCI ? (What is ASCI and how is it different than SCSI?)

How is German different than English???

:
: (2) What is the 50 pin cable?

It's a standard SCSI interconnect cable.

: (3) What does that small board do, and what is it called?

It is an ASCI to SCSI host adapter.

: (4) What is the large board over the drive? Does it convert
: SCSI to MFM or what? What is the board called? It has
: an extra ribbon cable header. Is this used to hook up
: another drive as I have heard is possible with the
: SH204?

It's your HD controller. Most likely it says "Adaptec 4000" on it. It
is a MFM controller. Yes, it converts SCSI to MFM (somewhat).

: (5) How could I hook up an unused SCSI drive (from an old
: Mac) into this system? At what point does it get attached?
:

Yes, you SHOULD be able to connect a SCSI drive in the same path (50 pin
cable) as the controller. That means you must have a 50 conductor cable
with three connectors on it. One for the host adapter, one for the MFM
controller, and one for the Mac drive. Your controller for MFM should be
set on a different address than the mac drive. That means if you are
booting off of the MFM drive, then the controller should be set on device
ZERO and the mac drive on device ONE.

: (6) I read in an article about MacMagic that this new Mac based
: ST emulator could read/write to Atari HD's hooked up to the
: Mac's SCSI port. Does this mean that the 19pin port on the
: back of the SH204 is true SCSI?

NO, it is not. That's ASCI and extension of the Atari's DMA port, for
daisy chaining. The SH204's host adapter (small board) is as close to true
SCSI as your setup is going to get.

: (7) Will only MFM drives work attached to the large board?
: What drive mechanisms will work with the SH204 controller
: board? Where can I find the format parameters for use in
: Atari's format program datafile WINCAP?
:

Actually, MFM and RLL drives will work, but the RLL drives will only be
in MFM mode and lose about 1/3 of their advertised space. RLL drives are
just "better" MFM drives certified for use with an RLL controllers.

: (8) What are the recommended means of speeding up HD I/O given
: that I am using TOS 1.0 in ROM. What PD programs are helpful.
: How much is TOS 1.4, and where can I find it?

Upgrading to TOS 1.04 is your best bet. It's typically about $60. Toad
Computers sels them for $59 mail order.

You could use "FATCACHE" or "FATSPEED" to speed up TOS 1.0. Also,
"PINHEAD" 2.1 is good for program load-to-execution time. They are

Public domain or shareware and on most ftp sights. However, TOS 1.0 is
still buggy. Get 1.04 it's much better.

: Any help that this conference could offer would be most appreciated.
: I read this area fairly regularly, but I would appreciate e-mail
: responses as well as posts.

: Mike Wasinger
: e-mail: mwasinge@nyx.cs.du.edu

: UPCOMING EPISODES:
: Questions about building a memory upgrade board using SIMMs.
: Questions about the MMU & GLUE and adding extra mem-mapped I/O devices.
: Questions about replacing the 8Mhz 68000 with a faster chip.

: :x

: A
: A

On All atari drives using a MFM or RLL mechanism you will always have a host
adapter which is connected to a controller which is connected to the drive.
Typically the host adapter converts ASCI to SCSI and the controller
converts SCSI to MFM or RLL. The only Atari drives that have the host
adapter and controller on one PC board were the Megafile series. They
had an Adaptec controller built right in.

Rich

2497. Re: Atari ST Hack in progress....

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 07:28:12 UTC
From: richcsst@crash.cts.com
Message-ID: <D48Kr1.L5o@crash.cts.com>
Source record: 171280

JACKDETH (Jackdeth@voyager.cris.com) wrote:
: Claus Brod (clausb@PROBLEM_WITH_INEWS_GATEWAY_FILE) wrote:

: : Get TOS 2.06. If you cannot affort it now, get at least FATSPEED
: : from atari.archive.umich.edu. TOS 2.06, however, is much preferable
: : especially since you intend to upgrade your ST with "a faster chip"
: : which may well be a 68020 or 68030. TOS 1.04 won't work with
: : anything else than a plain 68000.

: Can you just pull the 68000 out and pop a 68030 in the ST? And it will still
: run fine as long as you swap to the TOS 2.06 roms? Also, if you did this kind
: of an upgrade how much would it speed up the computer and how would it expand
: its capabilities?? oh, and how much do the 68030 and TOS 2.06 roms cost at
: this time...?

: Jack Deth
:
Absolutely, positively NOT. The 68020 and 030 and 040 are vastely
different processors. They are all true 32 bit processors with lots more
pins, instructions, and timings. Frankly, it's like droping a jet engine
in a Yugo. It's a most difficult project. The ST bus requires extremely
strict timings which the 8MHz happens to follow precisely. The other
processors do not work (timing wise) the same as the original 68000.
Besides, they have a 32 bit data bus and a 32 bit address bus and the
68000 only has a 16 bit data bus and 24 bit address bus. Besides, the
big processors would just step all over the critical timings of the MMU,
GLUE and shifter chips. They are not handshake friendly.

The trick is to fool the ST bus into thinking it still has an 8MHz 68000
plugged in and not a "Ferrari". That takes lots of logic chips or a few
well programmed PAL/GALs. You also need to have a a minimum of TOS 2.06
to use the big processor. The 020 etc. have a vastly different
supervisor mode with a much larger stack frame. TOS 2.06 recognizes this
and adjusts appropriately.

Now, 68030 upgrades are available and I can understand their minimum
price of $300. In my opinion $300 is a bargain.

Rich

2498. Re: Monitor port on ST....

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 07:42:48 UTC
From: richcsst@crash.cts.com
Message-ID: <D48LFD.LLs@crash.cts.com>
Source record: 171281
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Rob Stark (starkrl@aston.ac.uk) wrote:
: Hello everyone!

: Just a quickie for y'all to muse over....

: Does anyone know what the "General Purpose Output" is from the monitor port
: on an ST? I ask this because I have an RGB monitor available to me which
: has RGB connections, that's no problem, but also needs composite sync.
: Would this General Purpose Output, by any chance, be this elusive composite
: sync??? If it isn't, I'm still interested in what it is. (Atari couldn't
: have really given a more vague description, now could they!)

: I can get an I.C. from Maplins that will extract composite sync from the
: composite video output, but it costs about 5 quid, and 'cause I'm a tight
: git, I'm trying other ways first!

: Cheers for any help!

: ROB.

: --
: | There are holes in the sky |
: | Where the rain gets in, |
: | The holes are small |
: | That's why rain is thin. |
: | |
: | Spike Milligan |
: | |
: | It's my favourite poem, |
: | I hope he doesn't mind :-) |
: --
:

Rob, the "General Purpose Output" is an extra bit from the Yamaha sound
chip that is not used. Atari put it to the monitor port for your use.
However, it is no longer available for Falcon machines. On the Falcon it
is used to toggle the internal speaker on and off.

Your composite sync is available on ST's with a modulator built in, or
can be created with two resistors, two diodes, and a one transistor. The
whole project to built a composite sync extractor is contained within the
OVERSCAN project on most ftp sights. If you have a modulator, the the
composite sync is usually on one of those pins going to the modulator.
Also, pin 2 of the monitor connector has composite video (if a modulator
is installed), but the sync is easily extracted with a diode.

However, before you connect this monitor, MAKE SURE IT IS COMPATIBLE WITH NTSC (or PAL if you are in Europe) sync signlas!!! Otherwise, you could blow it to the moon!

Rich

2499. Re: Monitor port on ST....

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 07:47:26 UTC
From: richcsst@crash.cts.com
Message-ID: <D48Ln3.M0u@crash.cts.com>
Source record: 171282
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

S94 (lais@cs.man.ac.uk) wrote:

: Here's another one: What the hell is the AUDIO IN and how do you use it ???

: S.Lai

It's exactly what it says. It allows you to mix another audio signal with the monitor audio signal. It goes to the audio pre-amplifier which goes to the monitor and modulator, if you have one. IT IS NOT AN INPUT TO AN A/D CONVERTER. It's just a way to hear two things on your monitor. You could connect your modem's speaker output to this input and hear your modem on your monitor instead of the modem. This way you can control the volume.

Basically, it's not too useful.

Rich

2500. Re: CD ROM

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 07:50:24 UTC
From: richcsst@crash.cts.com
Message-ID: <D48Ls0.M4H@crash.cts.com>
Source record: 171283

EAM. Breen (eb4336@irix.bris.ac.uk) wrote:

: How come quotes for prices of Atari-compatible CD-ROM drives are so high?
: I get quoted about 200UKP (e.g. the 'Apple 300e') for these when I have seen
: CD-ROM drives advertised in Computer Shopper and other PC mags for only
: about 100UKP. I have an Atari Falcon, so I surely should be able to connect
: just about any CD-ROM drive to it. I just want a drive to read samples off
: sample CDs and perhaps play back CDs (perhaps through the Falcon DACs with
: bass-boost removed)- I don't want to do graphics work or anything particularly
: random-access-intensive with it. For my purposes would I be better off
: getting an audio-orientated CD player instead?

: Any information/comments would be greatly appreciated.

: Ellis Breen

Just go to your local Macintosh dealer and get a mac SCSI CD-ROM drive.
They are fairly cheap (at least here in California). It should work fine
with your Falcon's SCSI-2 interface. Mac uses the same thing. However,
you will need to acquire drivers to use it with your Falcon. ICD has
some excellent software for just such a purpose.

Rich

2501. Re: First word plus

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 07:54:15 UTC
From: richcsst@crash.cts.com
Message-ID: <D48LyG.MAy@crash.cts.com>
Source record: 171284

Richard Goldstein (rg185@csc.albany.edu) wrote:

: I have a 1040st and several hundred documents that were created with first
: word plus. I would like to transfer them over to the DOS world without
: having to perform alot of modifications. I tried saving them as ascii
: files and then downloading them over but all spaces including hard spaces
: disappeared and each line created by FWP became one long word. Someone
: has told me that if I get Word perfect for the Atari and read them in then I
: can "easily" use them in WP for DOS. Is this true and if so where can I obtain
: WP for the Atari ?
: ----Richard----

I seem to remember that Word Perfect for DOS and Windows can "inport"
ASCII. Do not load them as a word perfect file. You must import them as
an ASCII file.

Good luck!

Rich

2502. CD-ROMS on the ST

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 07:57:44 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950218235405.23150A-100000@PEAK.ORG>
Source record: 171275

I see others posting about CD-ROMS for the ST. Does anyone know if there's actually any software out?????

Is it possible to get Microsoft Bookshelf for DOS to run on the ST through a PC emulator? If I could get that to work, I'd buy a cheap CD-ROM for that reason....the online dictionary was fun.

What about the encylopedias and other reference works? Since most of the disc is data, is it POSSIBLE for someone to write a reader program for the Atari ST to put in Microsoft Encarta and search through it? Probably none available, but is it POSSIBLE? Sounds great, doesn't it? I wish I was a programmer.

James

2503. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 08:21:59 UTC
From: richcsst@crash.cts.com
Message-ID: <D48n8o.1H9@crash.cts.com>
Source record: 171289

ViSioN FX (b9458317@wlv.ac.uk) wrote:
: Nearly everyone on the planet knows that the ST is dead. It has been for 2 years.
: So why bother - get a PC... It beats the ST in every way. It is incredible that
: people still insist the machine is very much alive. Atari just don't know how to
: market new projects either - jaguar is a flop - and falcon... hey - just take a look
: around - I've never seen one.

: Get a life - get a PC :)

So, you are saying that a computer with the most backwards and patched early 1980's OS is the best around? Dos still is limited to 640K there's no way around this. The memory map is STILL based on a 1 megabyte system. The only way to gain any more memory is to have special drivers to use memory above the 640K limit on 286, 386, 486, and P machines. All code is only executed out of the conventional memory after it is dumped from the "expanded" memory. display memory is only accessed in "window pages" via a locked clock fixed bus. Expansion is a nightmare due to no set standards on IRQ, DMA, and port settings. Windoze is so slow because of its poor programming that to get any use out of it you must have a machine that is 33MHz or better just so you don't punch holes in the screen while you wait for it to do "housekeeping tasks". Sure, when one program crashes they all crash and kiss off any recovery. Also, if you have a Pentium, then you find you have a $900 random number generator for a CPU.

Listen pal, the PC has only syurvived because IBM bailed out corporate america when CP/M failed and they have had it ever sense. IBM failed when they designed a system with zero expansion capability and locked in a design that was sure to be outdated.

You will find that IBM is trying to change that with their PowerPC line to REPLACE the far outdate MSDOS/WindoZe line. Frankly, you couldn't pay me enough to get a MSDOS/WindoZe computer. I would much rather get a PowerMAC with a design that was always intended to be expanded and not patched around and limited. The macintoshes are very similar to the ST's with expandability and the capability to use just about any display, bus, and device connection. The hardware is designed for the vast variety of peripherals of the future.

I happen to have a 2.5 megabyte ST and a 16 megabyte PowerMAC that blows you DOS box out of the water in performance and speed. Heck, my powerMAC can run WindoZe in a window while I run mac programs in others. All at a speed equal or better than a 33 MHZ 486. There's not design limitation for expansion. I can add SCSI devices, I can add LINEAR CONVENTIONAL MEMORY on board to 72 megabytes and no special drivers are required. I can actually click on a drive right on my desktop and use things. I do

not have to go to a special "File Manager" and install special icons and tell the Program Manager I have another program just so I can use it.

Just because lemmings run to the water doesn't mean that the water is safe.

Just because lots of people buy DOS boxes doesn't mean it is the best available. Frankly, Atari is not the best available, but it is much better than a jury-rigged DOS box regardless of the CPU installed. It's not the processor that makes the computer. It's the design of the computer. A 90MHz Pentium system is just like a blower in a Yugo. When all is said and done it's still a Yugo. MSDOS/WindoZe and the hardware design are what hurts the DOS boxes. You could redesign the DOS boxes with a new interface and bus design, give them a new operating system (you can still have a command line interface) and use the same CPU's (except Pentium's they are a joke), and you can have a very impressive computer. Get rid of the XMS drivers, extended and expanded memory, bogus IRQ port settings, and segmented memory accesses and you can have a great computer. Right now they are pushing maximum density. Raw speed still can't cover up poor design.

Apple and Atari have the better design period. Atari hasn't built upon it and that's their fault, but Apple has and have some great computers that are fast and up to date. If Atari would just take Apple's lead, then they can also have one very serious modern computer. An Atari PPC would be a nice system, but oh well...

Get a life pal.

Rich

2504. Re: Falcon serial port

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 08:28:59 UTC
From: richcsst@crash.cts.com
Message-ID: <D48nKE.24D@crash.cts.com>
Source record: 171290

Simon Moore (smoore@chowgar.demon.co.uk) wrote:
: I've just got hold of HSMODA04 (or something like that) and wanted to check
: that I had it installed right. Is it just a matter of putting DRIVIN.PRG and
: then MFD_FALC.PRG in my auto folder or do I have to do something else??

: --

: Simon Moore
: smoore@chowgar.demon.co.uk
Simon, MFP_FALC.PRG is useless on a Falcon if you haven't hacked a new
serial port off of the MFP. On the Falcon the MFP is not used for
serial. IT's too error prone (as ST users can say if they want any speed
greater than 38400 bps). What you need is SCC.PRG and not MFP_FALC.PRG.

DRVIN.PRG
SCC.PRG

Those are the two programs that you need for your Falcon, and in that order.

The Falcon uses a SCC chip for serial and is a MUCH BETTER chip than the
MFP for serial use. You can have speeds of 115200 bps without any
problems (as long as you use SCC.PRG).

Rich

2505. Re: BROTHER HL 630 LASER PRIN

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 08:53:03 UTC
From: dcohen@cix.compulink.co.uk
Message-ID: <D48ooG.3wK@cix.compulink.co.uk>
Source record: 171277

In message <1e3.1290.4071@primetime.org>, jim.gain@primetime.org said:

> I am seriously considering purchasing a BROTHER HL 630 Laser printer.
>
>
> I need to know:
>
> 1. Are printer drivers available to run from an Atari 1040 STe
> with Pagestream, Wordwriter, etc.

This sounds a newer printer than mine, which is a Brother HL4V. This emulates the Laserjet 3 and most programs have a suitable driver, either included or available for purchase. I don't have the specific programs mentioned, but haven't had any problems with the programs I use and a Laserjet 3 driver.

Daniel Cohen
e-mail: D.E.Cohen@qmw.ac.uk or dcohen@cix.compulink.co.uk

2506. Re: Does Warp 9 work on the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 10:37:31 UTC
From: brenjb@hg.uleth.ca
Message-ID: <3i771b$3dm@holly.cc.uleth.ca>
Source record: 171286

In article <hyyZUwr.lmcclure@delphi.com>, Lonnie McClure <lmcclure@delphi.com> writes:
>
>I have noted that NVDI seems to be the screen accelerator of choice
>for Falcon owners. It does have the advantage of being actively
>supported. It recently was updated, while Codehead has essentially
>stated to expect no further updates of their programs, due to the
>current state of the Atari marketplace.
>

At the risk of sounding bitter, which I am, I'd say that the reason that Codehead hasn't sold many more copies of Warp 9 has a heck of a lot more to do with the poor support from the Codeheads themselves than with the state of Atari. Charles Johnson in particular I find quite irresponsible in the amount of B.S. he spouts about "how bad the Atari marketplace (supposedly) is". At the time that I decided to buy NVDI, and I doubt this has changed, Warp 9 didn't work with Speedo GDOS, That's Write, Falcon Truecolor, or MultiTOS! Okay, so why the heck should I buy it? It doesn't work with my system in 90% of the setups that I boot into! Yeah Chuck, that's the fault of us consumers. Good idea. <grumble grumble grumble>

2507. Re: Length of .....

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 12:11:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199502191411.a44579@m4.maus.de>
Source record: 171335

>I _think_ it's about 3 metres, 'cos the ST uses the YM2149 to drive the
>parallel port and it's way underpowered. If you want to site them
>_really_ far apart you'll need line drivers.

At work, our Falcon 030 drives a HP Laserjet IV+ through a non-buffered 20
meter long cable, and the throughput is at 35000 cps without _any_ glitches.

bye, Peter

2508. Atari Germany address/phone/Fax needed

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 12:38:17 UTC
From: contacts@mits.mdata.fi
Message-ID: <3i7e3p$apt@prime.mdata.fi>
Source record: 171291

A SCSI-chip in my friends Falcon is kaputt, so we need the address of
Atari Germany (Fax-number would be ideal). Thanks.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

2509. Re: What should I do?

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 12:47:30 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950219Z124730.842barheath@heathen.demon.co.uk>
Source record: 171336

In article <3i6dbn$ime@cville-srv.wam.umd.edu>
abstract@wam.umd.edu "A statistic" writes:

> Barry Heath (barheath@heathen.demon.co.uk) wrote:
> : In article <3hv9b9$kk2@cville-srv.wam.umd.edu>
> : abstract@wam.umd.edu "Some guy" writes:
>
> : >
> : > I have a 1040STfm, and I think it's about time to upgrade. I
> : > want to stay with ATARI, I think they're the best computers available,
> : > but I'm not sure if I should perhaps switch to the PC world. Help, please!
> : >
> : > --Lunatic
> : >
>
> : In the faint hope that this is actually a real request ;-)
>
> < large excision>
>
> : OTOH, if it's not, BOG OFF and waste someone else's time
>
>

Sincere apologies - I didn't mean that to come out the way it looked; now
I've excised the important stuff, does the final comment make more sense?
I've had enough trouble with my system and asked for (and received) so much
good advice that it would be churlish in the extreme to insult another in
the same position. You gotta admit, your header line does make one wonder??
Maybe I should engage brain next time before putting keyboard into gear?
I think Hendrik's "Virtual hug mode" is called for :-)

I wish you well with your efforts.

bazza

(incidentally, you're not "a statistic" nowadays, you're a subdomain ;-))
--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

2510. Re: HSModem (confused)

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 12:54:50 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950219Z125450.201barheath@heathen.demon.co.uk>
Source record: 171337

In article <1995Feb17.070343.16104@news.unige.ch>
mike@medsun.unige.ch "Mike Morris" writes:

> <Confused> Does HSMODEM need a hardware modification? Or is
> it software only?
>
> Mike Morris
>
The only safe answer is "yes and no" As I understand it, HSMODEM does two
things.
First is to write improve serial port routines into the OS tocure bugs,
improve throughput etc.,
Second is to enable you to use higher speeds through the serial port.
However, in most STs this requires a (small) hardware hack as the standard
serial port driver is limited to 19k2. The hack will allow you to double
that. I gather that Falcons can already handle the extra speed, but a Falcon
owner will be able to tell you for sure.

Hope that helps

-bazza-
--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

2511. Falcon: SCSI chip questions/ Akzente INFO?

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 12:56:59 UTC
From: contacts@mits.mdata.fi
Message-ID: <3i7f6r$ark@prime.mdata.fi>
Source record: 171292

A friend of mine just got a new Falcon from Akzente (Ulm), and it's SCSI bus is not working (even pre-formatted (in my Falcon) disk give grabage as ID-text, and bootup locks. Luckily he's 0.5 Gb Quantum Maveric was not damaged by testing, and he has 170Mb IDE in Falcon as well. But: no SCSI means no Cubase Audio! :-(

As he does not want to have anything to do with the Akzente (Ulm) -company (the deal delayed 2 months, and CD-rom and ScreenBlaster II has not arrived and SCSI -chip is broke and...) which by the way does not even reply to any faxes after they've received the money, we'll have to solve this problem by ourselves.

1. How to find out which SCSI-chip is needed (I've heard there are 6 different types? Is knowing the serial number of the machine enough for ordering the right chip?
2. How do you really know that the problem is the SCSI-chip, and not the SCSI-kit tower-extension card?
3. If you know any Atari dealer, who sells there SCSI-chips, please let me know ASAP.
4. If anyone of you lives near Ulm, Germany - please give a call to Akzente (0731/22551) and tell them that the'd give any sort of reply to mr. Suomalainen/Finnland; if they have something against dealing with foreigners, or the flood has caused problems to their business: please let us know! They seem to lack all civilized manners of the business world.

Thanks,

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!! PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

2512. SoundPool FA-8 info needed

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 12:59:42 UTC
From: contacts@mits.mdata.fi
Message-ID: <3i7fbu$aru@prime.mdata.fi>
Source record: 171293

Just a quick question:

What's the polarity of FA-8's power input? Is it + or - in the middle?

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

2513. Re: Mouse transformation

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 13:06:36 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950219Z130636.353barheath@heathen.demon.co.uk>
Source record: 171338

In article <3i650h$n13@usenet.INS.CWRU.Edu>
cl152@cleveland.Freenet.Edu "Alyre G. Chiasson" writes:

> I have been given a Genius serial mouse for IBM compatible.
> It has the same plug as the Atari mouse. I have a dead Atari
> mouse. Is there any way I can adapt the Genius mouse to use
> on my Atari or should I pass it on.

I doubt it. Not directly anyway. It _may_ be possible to convert it, but I don't know how. Anyway 3party replacement mice are cheap enough these days - you can get them for a tenner in the UK, and better than the Atari one.

best of luck
-bazza-

--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

2514. Re: ---> Program for BBS please?

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 13:11:27 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3i7g1v$pvd@aggedor.rmit.EDU.AU>
Source record: 171294

The software of choice seems to be between RATSOFT or OCTOPUS.

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

s9205525@otto.bf.rmit.edu.au

2515. Re: MagicMac Demo ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 14:00:00 UTC
From: Dirk_Michel@bi.maus.de
Message-ID: <199502191600.a37633@bi.maus.de>
Source record: 171342

```
C>The number could be found in one of the last ST-Computer.)
^^^^
latest ;).

Cheers,
Dirk.
```

2516. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 14:02:58 UTC
From: Alexander_Bochmann@traveller.fido.de
Message-ID: <MSGID_242=3A2000=2F20.1_2f475047@Fido.DE>
Source record: 171343

...message from Joost van der Leij to All:

Jv> [Rumour about IBM PowerPC with TOS]

I've heard quite the same from Italy...

It's not totally impossible, as there has been another rumour for quite a time,
that Atari has been fiddling around with an own PowerPC system.

/\|ex.
ab@traveller.fido.de

2517. Re: Atari - What is it for really?

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 14:46:43 UTC
From: s925377@mailserv.cuhk.hk
Message-ID: <3i7lkj$jdj@hpg30a.csc.cuhk.hk>
Source record: 171345

>jahronch@koptss03.delcoelect.com wrote:
>: For some reason, Atari is popular in Europe. Maybe someone could
>: give some reasons for that. (Even if you don't need a reason.)
Because it is not expensive. And there were good programs developed for it

But for american, they are wealthy to buy mac.

2518. Re: Un-Zipping .gz

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 14:57:02 UTC
From: john@whalley.demon.co.uk
Message-ID: <793205822snz@whalley.demon.co.uk>
Source record: 171346

In article <950218Z134826.060barheath@heathen.demon.co.uk>
barheath@heathen.demon.co.uk "Barry Heath" writes:

> Just HOW do I go about unzipping a .gz file? I know it needs a program
> /module that I don't have at present (else I wouldn't have to ask) but what
> is it, and what is the procedure? I assume I can get it from one of the
> regular sites.

The program you need is available at HENSA in the directory
called tools or utilities (can't remember which off the top
of my head) in /micros/atari. The file's called gzip124.tos
(please check for capitalization in all of the above). It's
a self-extracting archive. The program itself is a TTP and
you run it with the appropriate switch (I think it's -d, but
check the copious and confusing docs!). So you'd enter:

-d path\filename

in the command line dialog box when you run the TTP. I've
installed it as an application so that double-clicking a file
with the .gz extension unzips the file without having to
remember the above, hence my somewhat hazy recollection of the
switch etc :-)

Hope that helps.

--
****
* John Whalley * Still haven't found one of *
* john@whalley.demon.co.uk * those snappy quotes, yet... *
****

2519. Re: Atari SC1224 DIN cable needed!

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 15:26:12 UTC
From: psprince@onramp.net
Message-ID: <3i7rv2$44s@news.onramp.net>
Source record: 171350

I last used Atari STs about 6 years ago, but may have a cable "somewhere."

If you would like it, send me an email message and I'll see if I can find it.

2520. Re: ---> Program for BBS please?

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 15:50:06 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950219Z155006.387barheath@heathen.demon.co.uk>
Source record: 171251

In article <3i6ad6$sek@jake.esu.edu> garnerg@esu.edu "George W Garner" writes:

> ---> I'm *thinking* about starting an all Atari BBS. Does anybody know a
> program I can run on my STE to handle one? Any response will be
> *greatly* appreciated. Thanks!
> ---> Please respond to the e-mail address below
> George
>

There's all sorts available. A mate of mine runs one on QuickBBS. A tad
slow as it's written in compiled Basic, but it works well. Bags of
features, handles nodes and nets and mails, ANSI 100 emulation, generally
doing everything a good board should. Should be available on the regular
sites. Try it out if you like, on (44) 115 979 7522
Failing that, Octopus, Ratsoft/ST, or ProBBS (no longer supported by the
author). Michtron BBS is still about, though won't handle above 9k6 -
although improved versions are rumoured.

best of luck
-bazza-
--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

2521. Re: Just one thing I hated about my Atari...

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 15:55:06 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950219Z155506.673barheath@heathen.demon.co.uk>
Source record: 171252

In article <D48CuH.94o@freenet.carleton.ca>
al215@FreeNet.Carleton.CA "James Kleist" writes:

> There was really only one things that stuck out in my mind about my atari,
> well I still have one, and run a Atari BBS,
> <clipped>
> Well I am sorry if I wasted some bandwidth here but I really like Atari
> computers, and wish that they were repaired with a little more confidence.
>
>
What you mean is "What I didn't like about _Atari_ " It obviously wasn't the
computer, it was the company. I know how you feel.

bazza
--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

2522. Re: ---> Program for BBS please?

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 16:17:38 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950219Z161738.124barheath@heathen.demon.co.uk>
Source record: 171254

In article <3i6ad6$sek@jake.esu.edu> garnerg@esu.edu "George W Garner" writes:

> ---> I'm *thinking* about starting an all Atari BBS. Does anybody know a
> program I can run on my STE to handle one? Any response will be
> *greatly* appreciated. Thanks!

Further to my earlier followup: The BBs number I quoted is direct dial 8pm
to 8am UK time, ringback at all other times. PJay gets miffed when he picks
tha phone up and a modem squeals at him; so does his wife!

bazza
--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

2523. Re: A.A. Not Working...

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 16:23:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <ftn_2.200.423_2f4770c9_Jesper.Kock@kockens.ct.se>
Source record: 171255

```
F/F> Well, if a.a.=umich, I've been there yesterday (=Monday)
F/F> via the English mirror: src.doc.ic.ac.uk in
F/F> computing/systems/atari/umich and it was working...
F/F>

Strange ?? I havent got any answer from atari.archive either for a couple of
days :-/

Grtz from Sweden:

_____________________________________________________________________
/______ | \
|( ST ) jesper.kock@kockens.ct.se | "To boldly go were no |
| |____| | man has gone before" |
|< oo > WiZZard on -*-Kockens BBS-*-| |
| |\__/| | - Kirk |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/

( UUCP Dialup connection )
```

2524. Atari Lynx Batman Packs

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 17:11:30 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3i7u42$r7q@dux.dundee.ac.uk>
Source record: 171256
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Are currently selling for #29.99 (ukp). Now thats what I call cheap.

Rod

--
--

2525. Re: Wanna bet?

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 18:08:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBTSEDVEUP@galaxy.teuto.de>
Source record: 171257

In <FBOQBAURUP@dksoft.ping.dk> Kim Andersen wrote:

>HM> I _know_ the Moto's aren't double-clocked like the Intel DX-2's, but methinks
>HM> Kim won't buy it.
>Hang on here. The bet is wether or not the Motorola 68040 is doubble clock,
>as it's your original statement.

That is not true. I always said a double-clock is used for some internal-parts
of the logic, but the bus-clock is used for IU and FPU (which are the
important parts).

The statement 68040 = DX2 style-clock came either from you or s. o. else. I
don't hold my news that long, so I cannot retrieve them mails.

Jooooooohhhhhn!!!

>I could try get the phonenumber for Motorola here in Denmark, (would only
>take me a few minutes), but that'll still be coming from me, so i guess
>you won't buy that one.

Give it a shot anyway. But the question is like I defined it above ...

L8ER

Hendr!K

2526. Draft FAQ: How to install MiNT and friends

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 18:26:19 UTC
From: cpbs@ukc.ac.uk
Message-ID: <11987@gos.ukc.ac.uk>
Source record: 171246

```
Here is a draft of my "How to get MiNT working" FAQ. It's a bit empty
at the moment, I'm afraid! All questions, comments, flames, additions
and corrections are welcome. Please e-mail them to me.

======================================================================

How to Install MiNT and Friends
or
Making Your TOS Computer Into a Unix Machine

-- DRAFT --
Frequently Asked Questions With Answers

------------------------------

Subject: Contents

I. Introduction
I-A. Assumptions and system requirements
I-B. Gradual installation
I-C. Conventions used in this document
I-D. Where to get the files
I-E. How can I join the MiNT mailing list?

II. Installing the kernel
II-A. What is MiNT?
II-B. Installing it
II-B.1. Known conflicts with other AUTO folder programs
II-B.2. Redundant AUTO folder programs
II-C. Kernel versions
II-D. The MINT or MULTITOS folder
II-E. The MINT.CNF file

III. Adjusting GEM to work smoothly with MiNT
III-A. Replacement desktops
III-B. Replacement file selectors
III-C. MiNT-aware applications

IV. Installing MinixFS
IV-A. What are Minix and MinixFS?
IV-B. Suitable hard disk drivers
IV-C. Installing the MinixFS driver
IV-D. Initialising a Minix partition
IV-E. File system consistency checking

V. Making it look like Unix
V-A. What is MiNTos?
```

V-B. Installing it
V-C. Shells and Unix

VI. Installing GCC
VI-A. What is GCC?
VI-B. Installing it
VI-C. Recompiling other software

VII. Networking
VII-A. What is MiNTnet?
VII-B. Installing it

VIII. The X Window System

IX. Summary of special files

X. Summary of system programs

XI. Dependencies between packages

Subject: I. Introduction

Welcome to the "How to Install MiNT and Friends" Draft FAQ. This FAQ is marked as a draft because it is still very young, and may contain numerous mistakes. Please treat the information in this document with caution; do not rely on its accuracy just yet.

This document attempts to explain how to install MiNT, MiNTos, MiNTnet, X and other utilities on a TOS computer system.

Subject: I-A. Assumptions and system requirements

For the purposes of this document, I will assume that you have an Atari ST/STe/Mega/Mega Ste/STacy/Book/TT/Falcon or compatible computer (such as an Eagle or Medusa) running the TOS operating system or some variant thereof.

Since a MiNT system is most useful when it is installed on a hard disk drive, that is the kind of setup I will describe. Sometime in the future, details of setting up MiNT for a floppy based system will hopefully be added to this document.

Subject: I-B. Gradual installation

One of the virtues of MiNT is that, while it changes the operation of your operating system to a very large degree, it is still backward compatible with TOS. That is, TOS programs will run under MiNT. (In fact, not all TOS programs will run under MiNT, but a very large percentage of the well-written ones do.)

This means that you can install the MiNT kernel into your system, and still run ordinary TOS and GEM programs. You can install a complete MiNT system in pieces, as and when you have the time and energy.

Subject: I-C. Conventions used in this document

This document is in a format similar to the UseNet minimal digest format, although it may not be entirely compliant yet.

If you know the answer to something in [square brackets], please mail it to me, so I can put it in the next version of this FAQ.

Things in {curly brackets} are notes to myself, and indicate what might be in later versions of this FAQ (no promises, though!)

Subject: I-D. Where to get the files

To get files off the Internet, you'll probably have to use FTP. If you don't know how to use FTP, ask someone at your site, or read the instructions found at the end of the Atari ST FTP Site List, regularly posted to comp.sys.atari.st [Where else can this be got from?]

One of the most well-known Atari archives is at the University of Michigan, on host atari.archive.umich.edu in the /atari/ directory. I will refer to it as Umich, and give paths relative to /atari/

For those on the eastern side of the pond atari.archive.umich.edu is mirrored by SunSITE Northern Europe on src.doc.ic.ac.uk in the /computing/systems/atari/umich/ directory. Please pull files from there rather than Umich if you're in Europe.

Another well-known Atari site is HENSA/Micros in the UK. Their host-name is micros.hensa.ac.uk and the atari section is in the /micros/atari/ directory.

For example, the MiNT 1.12 binaries archive is on
Umich: Mint/mint112b.zoo
HENSA: mint/a/a050/mint112b.zoo

If you have access to gopher or the World Wide Web, it will be easier to access files that way. You may gopher to gopher.archive.umich.edu or micros.hensa.ac.uk or access the URL http://www.archive.umich.edu/ or http://www.hensa.ac.uk/

Subject: I-E. How can I join the MiNT mailing list?

Jeff Weiner (weiner@terminator.rs.itd.umich.edu) says:

Send mail to mint-request@atari.archive.umich.edu stating that you want to subscribe. It doesn't matter how you word it, as a human being will read it.

In a day or two, you should receive a note that looks something like this:

You're now subscribed to the mint-mailing list. Send administrativa to mint-request@atari.archive.umich.edu and submissions to mint@atari.archive.umich.edu. Submissions go directly to the members of the list and are not subject to moderation. As we'd like to keep it this way, please do not send large binaries or other mail-clogging items without warning us first.

Also note that should mail to your address bounce at any time, you may be removed from the list without warning. If you don't receive mail from the list, please ask us if you've been removed.

If you do not receive such a note, either a) your mail never made it here or b) we're really busy and haven't added you. If you do not receive a reply within a week (we shouldn't be that busy), please try us again.

Questions? Send them to me alone or to mint-request at the above address.

Subject: II. Installing the kernel

Subject: II-A. What is MiNT?

This section is based on a posting by zonny (zonny@xs1.xs4all.nl):

MiNT (MiNT is Not Tos, or, new version, Mint is Now TOS) is a Multitasking system for the ST. Original TOS is non-multitasking, and original GEM has a limited multitasking ability known as 'accessories'. The Atari Official MultiTOS is based on MiNT, still using it together with something like MultiGEM or so.

Using MiNT you can run several programs at the same time, both WORKING. So you can unpack a big .zoo and play a game/read a doc at the same time.

Theoretically, that is. Not very much games, and not all programs are MiNT compatible. You can use Mint to replace normal tos, and just run the desktop (GEM). However, you can't RUN programs at the same time using GEM.

There are several solutions to this. Either use an accessory that runs the programs for you (i.e. Toswin or gemterm) or don't use gem. If you use toswin or gemterm, you can only run one GEM program (the desktop), but several .tos-programs. These don't use the GEM interface, so you don't use gem. If you don't use gem, you should use some other interface. Either a multitasking desktop (but these mostly come with there own multitasker, and are commercial (MiNT isn't)) or a command-shell.

There are many command-shells, most giving a Un*x like system, but you still can't run any gem-programs. Only tos. For instance, I use MiNT and MinixFS (a replacement file system, giving your ST disks the same 'look' as unix) to set up my own net. To atari's linked, and a modem, using MiNTnet and the 'multi-user-setup' from the 'Mint distribution kit'. I can run internet-software, (like lynx, several tcp/ip terminals, etc No graphical www browser, though....:( ) but NO gem. (not with mint, anyway. I can disable mint in the auto-folder, and be running normal gem.)

[When did Eric Smith start writing MiNT? When did Atari start to license it off him?]

Subject: II-B. Installing it

* Before you start, get a copy of the ZOO archiver. You will need to extract several ZOO archives. It is
Umich: Archivers/zoo21.ttp and Archivers/zoo21bin.zoo
HENSA: mint/tools/zoo21.tos

* Next, get the MiNT distribution. You need the file MINT112B.ZOO; this file contains the main MiNT program file. You should probably get MINT112D.ZOO too; it contains the documentation for MiNT.
These files are
Umich: Mint/mint112b.zoo
Umich: Mint/mint112d.zoo
HENSA: mint/a/a050/mint112b.zoo
HENSA: mint/a/a050/mint112d.zoo

* If you wish, unpack MINT112D.ZOO, the documentation archive. Be warned that the documentation in this archive is rather programmer-oriented, and may not be comprehensible if you don't understand how operating systems work. Read and understand README.DOC. The best file to read next is MINT.DOC. You may wish to read some of the other documentation, too. The files in the MAN\ folder are in Unix nroff/troff format; if you don't know what nroff or troff are, you probably won't understand these files.

* Unpack MINT112B.ZOO, the binaries archive. Read README.1ST and README.BIN. Read and understand COPYING.

* Be sure you have an up-to-date backup of your hard disk before you proceed further.

* I suggest installing an AUTO folder boot manager before you install MiNT. The boot manager should be the first thing in your AUTO folder (other than screen and hard disk drivers) and will allow you to choose which AUTO folder programs and desk accessories to load. If you get stuck in a situation where your computer will not boot up, you can use the boot manager to disable suspect programs (such as MiNT) and regain access to your system. I use SuperBoot version 8, and I understand some people swear by

XBoot. [What boot manager do you use? Is it any good?]

* Check the root directory of your boot partition. If there is folder called MINT or MULTITOS, delete it or rename it. If there are any files with the extensions .XDD or .XFS, or a file called MINT.CNF, get rid of them, too. These files and directories are examined by MiNT when it loads, and incorrect files by these names could cause MiNT to fail.

* Now that you're prepared for the worst, copy MINTNP.PRG, which you extracted from MINT112B.ZOO, into the AUTO folder. As a general rule, it should be the last thing in your AUTO folder. However, check in the next subsection, "Known conflicts with other AUTO folder programs", in case there are programs you should disable before attempting to run MiNT.

* Reboot your computer. The computer should start up normally, except that a new message will appear. It should say something like "MiNT is now TOS" and give the date and version number of MiNT. If your computer has a 68030 or better processor, you may also get a message warning you that you have turned off memory protection; this is normal.

* Test your computer to make sure that the majority of your software works properly. Some of it may not be compatible with MiNT; unfortunately, there is nothing which can be done about this, other than getting the program's author to release a MiNT-compatible version.

Question
I'm having problems getting MiNT to run. I heard I need MINTNP.PRG, because I'm running on a 68000 processor.

Answer
Daniel Eriksson (root@icon.pp.se) writes:

MINTNP.PRG is just MINT.PRG but with a different filename. When MiNT starts it will check its own filename and enable or disable memory protection depending the name. This, however, is only true for MMU- equipped systems (f.e. PAK/3, TT and Falcon). On systems without a MMU the filename has no effect and memory protection will always be disabled.

MINTNP (as in "MiNT No Protection") will disable memory protection on MMU-equipped systems making some "ugly" programs that violate memory they don`t own run better (f.e. GEM/AES).

Oliver Sturm (sturm@ost1.ping.de) writes:

But have you checked out, which drivers are in your /mint or /multitos directory?? Some drivers may collide, e.g. the plip and lpdev drivers don't work simultaneously, of course. I'e had a problem similar to yours which was because of a faulty

combination of drivers, but didn't look like it at first,
because none of the programs were able to show any messages
before the crash.

Subject: II-B.1. Known conflicts with other AUTO folder programs

[I don't know of any conflicts... Do you? Let me know!]

Subject: II-B.2. Redundant AUTO folder programs

The following are programs you may have in your AUTO folder; they are
redundant when you use MiNT, as MiNT performs these functions itself:
* POOLFIX3.PRG, POOLFIX4.PRG or POOLFX92.PRG
* FOLDERXXX.PRG, CACHEXXX.PRG [I'm not sure about these. Are they
still necessary?]
* [Any others?]

Subject: II-C. Kernel versions

{68000/68030 versions}

{MH-MiNT}

Subject: II-D. The MINT or MULTITOS folder

When MiNT starts up, it looks for a folder in the root directory of
your boot disk called \MINT\ or \MULTITOS\. If it finds either of
these, it searches there for its configuration file and loadable
device drivers and filesystems.

If you have a MiNT configuration file, it must be called MINT.CNF.
This file is described in the next section.

Loadable device drivers have an extension of .XDD and provide
low-level services to programs. Loadable filesystems have the
extension .XFS and allow transparent access to disks with different
formats than the usual TOS format.

Subject: II-E. The MINT.CNF file

{Complete list of MiNT1.12 MINT.CNF options}

[What options in the MINT.CNF file are the most useful to you?]

Subject: III. Adjusting GEM to work smoothly with MiNT

Subject: III-A. Replacement desktops

{Gemini}

Ben Bell (bjb@bigbox.demon.co.uk) writes:

I have just discovered Thing, which handles long filenames. IMHO it is
better than Gemini in many ways, and as it is an early version I'm
sure it will get even better. I think I got it from HENSA if anyone's
interested.

[What's your favourite MiNT-aware desktop?]

Subject: III-B. Replacement file selectors

Mark Baker (mnb20@hermes.cam.ac.uk) writes:

As for features, it [mfsfm] has the most important ones but it isn't
as nice to use. It's the best one to use for MiNT, as it always forces
you to use drive u: so you can then ignore the drive altogether and
use filenames like /hd/file.txt

Ole Pahl (Ole_Pahl@iz.maus.de) writes:

I think the best one is BoxKite. It looks very similar to Selectric,
but it supports MiNT filenames. You can probably find it on
ftp.uni-muenster.de.

[What other MiNT-aware file selectors are available?]

Subject: III-C. MiNT-aware applications

[Any good TOS/GEM applications which take advantage of MiNT?
Preferably ones which don't depend on the other MiNT packages.]

Subject: IV. Installing MinixFS

Subject: IV-A. What are Minix and MinixFS?

Sometime in the mid 1980's, Andrew Tanenbaum wrote an operating system
for IBM-compatible PC's which he called Minix. It was written to
accompany his book about operating system design, and tried to be
compatible with Unix V7. A version of Minix was released for the
Atari, too.

When MiNT was being written, some people had Minix partitions on their
hard disks which they wanted to access using MiNT, so Stephen Henson
wrote MinixFS, a MiNT loadable filesystem to allow access to Minix

partitions. Many people now use MinixFS with MiNT, despite the fact that most of them have never had Minix. MinixFS has now become the standard unix-like file system to use with MiNT, not least because it is the only one currently available.

Subject: IV-B. Suitable hard disk drivers

I use ICD's The Link, and The Link driver v6.1.4 to access a 150 megabyte MinixFS partition, and have experienced no problems. [Which other drivers work?]

Subject: IV-C. Installing the MinixFS driver

* MinixFS is distributed as a binaries archive, MFS6011B.ZOO, and a sources archive, MFS6011S.ZOO. The documentation is contained in the sources archive, so if you want the docs, you'll have to get the source code too. Obtain the files:
Umich: Mint/Filesystems/mfs6011b.zoo
Umich: Mint/Filesystems/mfs6011s.zoo
HENSA: mint/a/a062/mfs6011b.zoo
HENSA: mint/a/a062/mfs6011s.zoo

* If you decided to download it, unpack MFS6011S.ZOO and read README.1ST and COPYING. There are also several .C source files, which you don't need to refer to. It's probably a good idea to read as many of the files in the DOCS folder as you can take.

* Create a folder called MINT in the root directory of your boot partition. (If you wish, you can call the folder MULTITOS instead, but I will assume that its name is MINT.) At this stage, it may be useful to configure your boot manager to enable and disable files called *.XFS in the \MINT\ folder you've just created. Changing the .XFS extension to .XFX is sufficient to disable a loadable filesystem.

* Unpack MFS6011B.ZOO. There are several programs here, but the file you want right now is MINIX.XFS. This is the loadable filesystem which allows access to Minix format partitions. Copy it into your \MINT\ folder.

Note that MINIXFS.DOC states that you should put MINIX.XFS into your root directory. It is wrong. If you do what it says, MinixFS will not load. MiNT used to search the root directory of the boot partition for *.XFS files, but recent versions only search the \MINT\ and \MULTITOS\ folders.

* Reboot your computer. You chould see an new message stating that MinixFS is installed, and giving the version number.

Your computer can now recognise and access Minix format partitions,
even though you probably haven't got any MinixFS partitions for it to
access yet. Initialising a partition with a Minix file system is the
subject of the next section.

Question
I've installed MinixFS according to the docs, but I can't
access my Minix partition. Why?

Answer
Daniel Eriksson (root@icon.pp.se) wrote:

Have you checked that MinixFS is running?

The problem is that MiNT v1.12 does not search the root. You
will have to place MINIX.XFS either in C:\MINT\ or C:\MULTITOS\
in order to get MiNT to start it up.

Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) writes:

The problem is not that mint only searches c:\mint or
c:\multitos, but that in the minixfs installation instructions
it specifically tells you to put minix.xfs in the *root*
directory. This is where the confusion comes from.

Subject: IV-D. Initialising a Minix partition

| I am trying to extract some ZOO archives onto a MinixFS partition, but
| the filenames are truncated to 8.3 format. I have turned all the 8.3
| compatibility options off using mfsconf.
|
| Ben Bell (bjb@bigbox.demon.co.uk):
|
| Are you using a MiNT aware version of Zoo? Try
| Mint/Utilities/bmintzoo.xxx on atari archive.

Subject: IV-E. File system consistency checking

Subject: V. Making it look like Unix

Subject: V-A. What is MiNTos?

| I keep getting error messages telling me that /pipe/log is not found.
| What does this mean?
|
| Andreas Schwab (schwab@issan.informatik.uni-dortmund.de):
|
| You can either ignore the message, or run syslogd from Mintos. It's

| the interface for the syslog call.

Subject: V-B. Installing it

Subject: V-C. Shells and Unix

Subject: VI. Installing GCC

Subject: VI-A. What is GCC?

Subject: VI-B. Installing it

Subject: VI-C. Recompiling other software

Subject: VII. Networking

Subject: VII-A. What is MiNTnet?

Subject: VII-B. Installing it

| From: rgivan@cix.compulink.co.uk ("Roland Givan")
|
| In message , Craig.Graham@ncl.ac.uk said:
| >
| > I'm fairly sure that MiNTnet doesn't work without the HSMODEM drivers,
|
| I keep reading this statement - but I'm not at all convinced that it is
| actually 100% true.
|
| My TT seems to run MiNT-Net fine without HSMODEM. Of course they is no good
| reason not to have HSMODEM loaded - but it doesn't seem to be *neccessary*.
|
| OTOH on my STM it does seem rather essential ;-)

Subject: VIII. The X Window System

| Is it possible to set up Mint and its X implementation so that my TT
| can be used as an X-terminal?
|
| Yes!
|
| From: Craig Graham
| Newsgroups: comp.sys.atari.st.tech
| Subject: Solution To MiNT-X Keymap Problems
| Date: 10 Feb 1995 12:59:28 GMT
| Organization: Computing Laboratory, U of Newcastle upon Tyne, UK NE1 7RU.
|
| I have uploaded my fix for the MiNT-X keymap problem (it uses QWERTZ, most
| of us have QWERTY keyboards) to phlem.ph.kcl.ac.uk (Simon Gornal's FTP site).
|
| It consists of a quick 'How To' guide & a script for xmodmap. In case folks
| haven't got it, I included an xmodmap executable & the man page as well....
|
| There, problem solved :)

Subject: IX. Summary of special files

Subject: X. Summary of system programs

Subject: XI. Dependencies between packages

--
Charles Briscoe-Smith
3rd Year student of Computer Science
University of Kent at Canterbury, United Kingdom, European Union.
World Wide Web: http://aurora.etsiig.uniovi.es:3080/~~pippin/

2527. A scripty type comms prog

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 18:28:41 UTC
From: artoj@mits.mdata.fi
Message-ID: <3i82kp$bqa@prime.mdata.fi>
Source record: 171258

```
b> Can anyone sugguest any decent script type comms programs that I might be
b> able to get my hands on?

Storm has a good script language. Connect has one too, but I have never
tried how good it is.

---
* Kivi 1.21 *
```

2528. Re: HSMODEM6 ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 18:28:43 UTC
From: artoj@mits.mdata.fi
Message-ID: <3i82kr$bqb@prime.mdata.fi>
Source record: 171259

s> So I have a Falcon; I have DRVIN.PRG in the auto folder. What other driver
s> so I need? After reading about the others, it soulds like none of them are
s> for the Falcon!

SCC.PRG and it works fine with Connect. But I haven't got it work with
other Telecomm programs :-(.

---
* Kivi 1.21 *

2529. Magic Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 18:35:27 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3i831f$se5@dux.dundee.ac.uk>
Source record: 171260

When is this due out?

Rod

--
--
Rod McCall, President, Lip Theatre Company
==========
// email: rmccall@mcs.dundee.ac.uk //
@@ No part of any mail I send is the reponsibility of the university @@
@@ hence don't complain to them, complain to me!! @@
==========
for infomation on the following
CD-ROM,Books & Compaq Presario email : cdsales@cix.compulink.co.uk
****

2530. Re: Atari - What is it for really?

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 19:16:22 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3i85e6$m3p@golem.wcc.govt.nz>
Source record: 171264

] Why would anyone want to buy an Atari? I do believe that they are
] the best MIDI platform (yes, even better than MAC, DOS, or Windows machines
] I have one running my studio and have produced two albums of original music
]
] But is there any other reason that one would want to put up with
] such a small company?

Hey, finally, a replacement for sinclair!? :)

Ataris are simple to use machines, which take a matter of seconds to boot up, don't need wierd memory configurations, (If it's got 4meg, you can use it all at any time, for anything). They are cheap. It's hard to find an application which doesn't exist for it either PD/SW or commercially. They are the BEST MIDI computers around, as they were created with MIDI pretty much from day 1, so it works properly and is supported by the rest of the system.

In a nutshell, they are quick (for 8Mhz), simple, and cheap computers which do pretty much what most people are likely to want to do with a home computer.

Atari being a small company has little impact on the machine other than their lack of support for it, we've all learned to ignore Atari and try and support 3rd parties, who usually give us better bits anyway.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.
Maintainer of the Generation-X FAQ.
"Follow the rules we've demonstrated, or else you'll end up mutilated"

2531. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 19:58:54 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBTUFEUZUP@galaxy.teuto.de>
Source record: 171265

In <vdleij-1602951033230001@ana-dyn-18.mac.phil.ruu.nl> Joost van der Leij wrote:

>site were: MS-DOS, Apple system 7 and TOS. He has a lot of experience with
>Atari, and he is sure he saw GEM working on the it.

TOS != GEM

There was (is?) a PC-GEM available.

Bye.

/Hendr!K/

2532. Re: What should I do?

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 20:11:09 UTC
From: abstract@wam.umd.edu
Message-ID: <3i88kt$6du@cville-srv.wam.umd.edu>
Source record: 171266

Barry Heath (barheath@heathen.demon.co.uk) wrote:
: In article <3i6dbn$ime@cville-srv.wam.umd.edu>
: abstract@wam.umd.edu "A statistic" writes:

: > Barry Heath (barheath@heathen.demon.co.uk) wrote:
: > : In article <3hv9b9$kk2@cville-srv.wam.umd.edu>
: > : abstract@wam.umd.edu "Some guy" writes:
: >
: > : >
: > : > I have a 1040STfm, and I think it's about time to upgrade. I
: > : > want to stay with ATARI, I think they're the best computers available,
: > : > but I'm not sure if I should perhaps switch to the PC world. Help, please!
: > : >
: > : > --Lunatic
: > : >
: >
: > : In the faint hope that this is actually a real request ;-)
: >
: > < large excision>
: >
: > : OTOH, if it's not, BOG OFF and waste someone else's time
: >
: >
: Sincere apologies - I didn't mean that to come out the way it looked; now
: I've excised the important stuff, does the final comment make more sense?
: I've had enough trouble with my system and asked for (and received) so much
: good advice that it would be churlish in the extreme to insult another in
: the same position. You gotta admit, your header line does make one wonder??
: Maybe I should engage brain next time before putting keyboard into gear?
: I think Hendrik's "Virtual hug mode" is called for :-)

Thank you... no offense taken... I realize that there are plenty of
people who wouldn't take the time to help at all, and you did... Thanks

: I wish you well with your efforts.

Thanx

: bazza

: (incidentally, you're not "a statistic" nowadays, you're a subdomain ;-))

Actually, a Social Security Number...;-)

--Lunatic

```
: --
: *=*=*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
: | Barry Heath O o o o | The original and genuine |
: * working from ____ 8 * Look for the Trademark *
: | the spare room ) |_^__!_ | Accept no imitations |
: * a private Internet site |________| * Contains no artificial additives *
: | barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
: *=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*
```

2533. Re: MagiCMac

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 20:39:09 UTC
From: cmpart@world-net.sct.fr
Message-ID: <cmpart-1902952139090001@client1.sct.fr>
Source record: 171267

In article (Dans l'article) <FBNTBBWZUP@galaxy.teuto.de>,
neptune@galaxy.teuto.de (Hendrik Mylius) wrote (�crivait)�:

> In <3hbflq$k25@newsbf02.news.aol.com> ERCORP wrote:
>
> >Will Magic Mac run on a 68030 Powerbook Duo 210 or 230.
>
> The faq says
>

Where one cand find this FAQ?
WHen this emulator will be available?

cmpart@world-net.sct.fr

2534. Free Korg M1/M1R editor (Atari platform) released

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 21:03:00 UTC
From: csstsme@brunel.ac.uk
Message-ID: <3i8bm4$fi0@izar.brunel.ac.uk>
Source record: 171268
Cross-posted to: comp.sys.atari.st,comp.music,rec.music.makers.synth

I've just uploaded my latest program to atari.archive.umich.edu,
/New/eked-m1.zoo (I presume it will migrate to /Music/eked-m1.zoo in due
course.)

EKED-M1 is a Editor/Librarian for the Korg M1/M1R synthesizers
which runs on all Atari 680x0 computers. It's main features are

o Manages up to 10 banks at a time (memory permitting).
o Editor windows for programs, combinations, global data and drum kits.
o Graphic display for envelope shapes.
o Live editing if Korg M1 connected.
o Drag & drop copying of whole banks, programs, combinations,
effects and global data.
o Auditioning of multisound samples if Korg M1 connected.
o Virtual keyboard for live editing on Korg M1R.
o Real time magnifying glass

EKED-M1 comes with full ANSI C source code.

Steven

2535. Re: VT-52 program for MagiC....remove from ftp sites...

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 23:02:22 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Feb19.230222.9853@bradford.ac.uk>
Source record: 171269

On 17 Feb 1995 12:14:16 GMT, D.Bhabuta wrote:

: It has come to my attention that the VT-52 Program, to be used with
: MagiC, as was available on HENSA, is NOT PD. I have removed this from
: HENSA now, and on behalf of Wilfried Behne, as all the other ftp sites
: to remove their copies too...

1) What use is this program to anyone but a MagiC user?
2) What is the improvements over v1.25

I have upgraded to v1.30 whilst it was on hensa, but can see no advantage.

--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \

2536. Re: Falcon serial port

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 23:06:23 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Feb19.230623.9900@bradford.ac.uk>
Source record: 171270

On Fri, 17 Feb 95 17:28:18 GMT, Simon Moore wrote:
: I've just got hold of HSMODA04 (or something like that) and wanted to check
: that I had it installed right. Is it just a matter of putting DRIVIN.PRG and
: then MFD_FALC.PRG in my auto folder or do I have to do something else??

Well, dear boy, that very much depends on your setup, now doesn't it?

(Oh and don't forget, HSMOD06 is available now)

--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \

2537. Re: Spectrum emulator question

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 23:09:09 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Feb19.230909.9947@bradford.ac.uk>
Source record: 171271

On 17 Feb 1995 18:51:52 GMT, Phillip Davey (Path) wrote:

: My question is, can I use the games from xzx, which are called *.z80 or
: *.sna with this specfalc emulator or any other one on my Falcon?

If it is the one I am thinking of (version 2.07) then it will load sna
files directly, and has a convertor for z80 files. Both should be
converted to snx files, as these are generally smaller.

--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \

2538. Re: Mouse transformation

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 23:31:16 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Feb19.233116.10096@bradford.ac.uk>
Source record: 171272

On Sun, 19 Feb 95 13:06:36 GMT, Barry Heath wrote:

: > I have been given a Genius serial mouse for IBM compatible.
: > It has the same plug as the Atari mouse. I have a dead Atari
: > mouse. Is there any way I can adapt the Genius mouse to use
: > on my Atari or should I pass it on.
: >

: I doubt it. Not directly anyway. It _may_ be possible to convert it, but I
: don't know how. Anyway 3party replacement mice are cheap enough these days -
: you can get them for a tenner in the UK, and better than the Atari one.

No you can't convert it. But you can plug it into the ST's serial port,
and use it from there. You will need software to allow this to happen,
e.g. the commercial Mouse Tricks from ST club.
But I would agree that it's less hassle and probably less money to get a
3rd party mouse.

--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \

2539. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 23:31:29 UTC
From: ma2jswc@bath.ac.uk
Message-ID: <D49tCH.E3t@bath.ac.uk>
Source record: 171273

In the referenced article, lais@cs.man.ac.uk (S94) writes:
>
>In article <ECS9502171519C@wlv.ac.uk>, b9458317@wlv.ac.uk (ViSioN FX) writes:
>|> Nearly everyone on the planet knows that the ST is dead. It has been for 2
>|> years.
>
>Really ? Mine works fine.

So did mine, but I sold it. You must admit, the ST market is slightly
less than it was say 2 years ago. Btw, do atari still make the ST/STE?

>|> So why bother - get a PC... It beats the ST in every way. It is incredible
>|> that
>
>Hehe, to think that my battered old 8 quid Casio fx82b can do division better
>than
>a 2000 pound Pentium. Pffahaar ! Someone pass me a glass of water :p

Very true, but the people with not quite so much money stick with an
AMD486, and that does not have crappy division problems.
And it is true that the PC beats the ST in everyway, it just depends on
what parts you bolt onto it. An AWE soundcard will piss over the ST/E
sound output, but you do pay for the privilage (200quid! > than an ST!)
Basically, you get better than ST performance, but at a (very) high price.

>|> people still insist the machine is very much alive. Atari just don't know
>|> how to
>
>Why ? 'cos it does what they want it to, without the need for crappy programs
>that
>eat up 8 or more megs of RAM, chuckle chuckle :p :)

But 8Megs is standard on a PC these days, and they do run faster than an
ST equivalent. (Well you'd bloody hope so anyway). ST programs don't need
xxx megs RAM or Harddisk, because the user base has on average 1 Meg RAM,
and no harddisk.

Basically, for the ST to succeed, Atari need to make a good, decently
priced, ST compatible 68040 computer, which people will hear about. The
Falcon was not the solution, nor the TT. They PowerPC seems like a good
move... Where's Atari's version?
I think Atari lack marketing of any kind, and are relying too much on
income from patents on 9 pin joystick ports :-)

2540. Re: Atari Lynx Batman Packs

Newsgroup: comp.sys.atari.st
Date: 1995-02-19 23:32:15 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Feb19.233215.10141@bradford.ac.uk>
Source record: 171274
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

```
On 19 Feb 1995 17:11:30 GMT, Rod McCall wrote:
: Are currently selling for #29.99 (ukp). Now thats what I call cheap.

Yes it is. Where can one get one? (If you see what I mean!)

--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \
```

2541. For Sale: Atari 520ST+

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 00:11:01 UTC
From: deej@cadence.com
Message-ID: <D4A3Kr.C3E@Cadence.COM>
Source record: 171234

Take a 520ST (with the ability to drive a TV screen), add 500M
of memory, a DSDD floppy drive (now we're up to a 1040 with extra
functionality), tack on a monochrome monitor, a color monitor, the switch
box to make deciding between the two easy, 80M of hard disk, 2 track
balls (XLNT for Llamatron!), joystick, Magic Sack, *tons* of software
(games, programming and shell environments), pictures, sounds, and other
stuff I don't remember right off hand, and you've got an excellent start-up
or expansion system. Need spare parts? Much of this stuff came from a
1040ST with motherboard problems (the 520ST SSDD floppy is still good),
so there's all that too. There is enough stuff here to keep you busy for
months,

*** all for the low low price of only $520 US!! ***
(not including shipping and handling)

I'm in the S.F. Bay area, so if you can work something out to pick up
the system, then there's no shipping to add (otherwise, we'll work something
out).

If $520 sounds like too much, let me know how much you're willing to
pay, and maybe we can work something out. Send all offers to
deej@cadence.com.

~ deej ~
deej@cadence.com

2542. Re: Network a TT030 with a Macintosh? YES!!

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 00:12:55 UTC
From: vegard@henry.interlink.no
Message-ID: <3i8mq7$1tm@henry.interlink.no>
Source record: 171276

Leslie Hartmier (leslieh@warpcon.ersys.edmonton.ab.ca) wrote:
: Actually, I have Duet v 1.00. This dandy little program allows
: you to network using any communication-able port - LAN
: (F030/TT/MSTe), MIDI (all machines), Modem 1 (for any 'pooter except
: for F030 - it's only Modem 1 for TT/MSTe), Modem 2 (TT/MSTe, both
: with and without delay), Serial 2 (TT/MSTe, both with and without
: delay), and the F030's modem port (once again, with and without
: delay), and you can mix them (using LAN on F030/TT/MSTe and using,
: say, MIDI with an ST) It also works with Macs, and works fast!

This might be a silly question, but if I don't ask, I'll never know: Does
this mean that my MSTe will fit into an Appletalk network?

Vegard
E-mail: vegard@interlink.no

2543. Re: Looking for places to order recent public domain disks from

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 00:21:21 UTC
From: popemerlin@delphi.com
Message-ID: <xm96MY5.popemerlin@delphi.com>
Source record: 171278

D.Bhabuta <efac001@alpha.qmw.ac.uk> writes:

>Don't know about Calif., but here in England, the ones to go for are
>Goodmans, Floppyshop, and 16/32 PDL. They are very active on and off
>the net. There is also a new one (mine ;-), called CyberSTrider, which
>you can contact on the net too...esp. dbhabuta@cix.compulink.co.uk
>
>Danny

Also add Merlin, who are on the net and allow credit card ordering over
the net. The address is POPEMERLIN@DELPHI.COM. Hope this helps.

Good luck with your search. ;-)

Phin

2544. Wanted: Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 00:52:30 UTC
From: selick@bu.edu
Message-ID: <3i8p4e$7qk@news.bu.edu>
Source record: 171285

Hi!

I'm looking for a basic Falcon computer in the $500 - $600 range. I'd like to see 4 megs ram, and maybe an internal hard drive. Software, printers, monitors, modems are a definite plus.

Please e-mail me your specs to <selick@acs.bu.edu>

2545. Re: Un-Zipping .gz

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 01:35:28 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950220Z013528.936barheath@heathen.demon.co.uk>
Source record: 171287

Thanks to all who replied either in the group or by mail to my request.
I've now got the relevant files from i.ac.uk and am well on the way to
ungzipping things.
I wish I could work out why I get a 2-bomber when I run Zooshell and
try to tell it where zoo.ttp is...
Command lines _are_ a pain

bazza
--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

2546. Re: STARWARS Falcon demo problems

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 01:56:00 UTC
From: christian.andersson@tnogobl.ct.se
Message-ID: <ftn_2.203.611.5_2f47f6dc_Christian.Andersson@tnogobl.ct.se>
Source record: 171288

> I have tried to run this in all sort of resolutions on both a VGA and
> RGB monitor but I get garbage on the screen because the video mode seems
> to be screwed up. Has anyone gotten this demo to work properly?

A quick one!

Does this demo exist on any FTP-site?

Chris.

(UUCP Dialup connection)

2547. CoNnect, wherefore art thou?

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 03:59:00 UTC
From: John Steinmetz <jongleur@delphi.com>
Message-ID: <5S27Ea0.jongleur@delphi.com>
Source record: 171235

On 25 October 1994, I sent a money order for $50.00 to Michael Baffoni, the North America contact for CoNnect registrations. It is now four months later. I have received neither key, nor reply, nor a return of my money order.

If either Michael Baffoni or Wolfgang Wander, the author, have any idea what has happened, please let me know. For the record, I am not here accusing (or even suspecting) anyone of shady dealings, but am rather hoping to hear there was a mixup and that my key and manual will be on their way to me soon.

I've been putting this inquiry off for several months, as I have no e-mail address for either Michael or Wolfgang. However, I'm getting a bit tired of reinstalling and reinstalling and reinstalling this GREAT program, and after four months, feel that this is more than a simple case of snail-mail delay.

Thanks.

--John Steinmetz
jongleur@delphi.com

2548. FTP

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 04:19:40 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3i958s$r1c@golem.wcc.govt.nz>
Source record: 171106

Just wondering, what this file in pub/atari/incoming on ftp.uni-kl.de
is:

Feb 9 09:08 Zip File STARWARS.ZIP 1379Kb

As you can see, it's not a small file, and somewhat larger than I'd
be willing to download, only to find it's a demo for the Falcon! :)

On that note, here's my highly sceptical listing of the laws of FTPing

Steves laws of FTPing:

If a file sounds useful, it will be one or more of the following, which you
find out only after downloading it:

Crippleware
Extremely expensive shareware
In a foreign language
Runs in a resolution your monitor/computer can't handle
A corrupted archive
Needs a newer processor than whatever your machine has
Be a re-uploaded version of a program you got 3 years ago
Archived with something you haven't got
Require more memory than you have
Require more drive-space than you have
Need a certain program or device you don't have
Be an upgrade to a program you have no use for
De-archive to a file 1k larger than the disk you are extracting it to.
Ask you to insert disk #2 when only the first disk was available

Anyone got any more? I've come across all these at some stage! ;-)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.
Maintainer of the Generation-X FAQ.
"Follow the rules we've demonstrated, or else you'll end up mutilated"

2549. Re: Connecting Stfm & Pc together ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 04:28:15 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3i95ov$gv6$1@mhadg.production.compuserve.com>
Source record: 171244

Yes, you can directly connect from the serial port of an ST to the serial port of a PC... but...

You need to use what's known as a "null modem" cable or adapter.

What this does is to reverse two of the signals so the sending end of one computer talks to the listening end of the other, and vice versa.

Null modem cables or adapters should be easily available at any computer store or "Radio Shack" type store.

Then you'd use your regular telecom programs to upload and download the files between the two computers...

BobR

2550. Re: Graphic WWW browser for Atari?

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 04:40:35 UTC
From: bgilbert@natinst.com
Message-ID: <3i96g3$801@falcon.natinst.com>
Source record: 171250

In article <3i2psg$4ee@hasle.oslonett.no>,
Hallvard Tangeraas <hallvart@oslonett.no> wrote:
>Is there a *graphic* web browser available for the Atari St computers
>available? Something like Mosaic for Mac/Pc/Unix...

Not yet, but reportedly there are some in development. Although, if you
get the X port to the ST running, as well as a proper SLIP connection
(see below), you should be able to run Mosaic on your UNIX host and set
the display to your ST. Of course, this also assumes you have Mosaic on
your Unix host. :)

>
>I have tried out a program for a PC which fools the UNIX host to think it's
>a SLIP account that's being used. It's called "Winsocket" or something,
>and there's TIA (The Internet Adaptor) available as well.
>We have TIA installed on the UNIX system I'm connected to (modem connection)
>so, can I use this with my STE? How?

I have been looking into TIA and you definitely should be able to use it
with your STe. What you need is some SLIP software for your STe, such as
MintNet or Ka9q-NOS. If you want to run MintNet, you need Mint. What TIA
will allow you to do is run a program on your Unix host which starts the
SLIP connection and then you need to setup the connection on your ST as
well with the proper commands. How to do this is best explained by reading
the docs for the appropriate packages. I haven't yet got it to work myself
but I'm getting there. :)

You can get lots of information about TIA from :
http://marketplace.com

and pretty much all the info I mentioned above is contained within some good
FAQs I found at:
http://www.dl.ac.uk/MISC/ATARI/atari.html

>
>Hallvard, Oslo, Norway

Good luck!

--
--
Ben Gilbert e-mail: bgilbert@natinst.com
National Instruments
Austin, TX

2551. Re: Editors for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 06:00:38 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3i9b66$rnf@golem.wcc.govt.nz>
Source record: 171296

In article <FBRSEBWXUP@galaxy.teuto.de>, neptune@galaxy.teuto.de (Hendrik Mylius) writes:
>In <792730880snz@bassland.demon.co.uk> Simon Williams wrote:
>
>>I require a decent *fast* text editor for the Falcon. I have Tempus on my ST,
>>but, it doesn't work on the Falcon. Where could I ftp one from?
>
>Which version of Tempus? The newer ones ought to work. The latest is 2.25.

SORRY WRONG again the last UK, version of Tempus is 2.07, I tried to buy the
lastest one from Hisoft, 2.2 at that time, they stated that they were still
waiting for the UK version but did not hold out much hope...

I still have thier e-mail, so did the later UK, one ever came out,
its shame, as this was the very first German program to be ported
to English....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2552. Softlogik and Atari...

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 06:06:20 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3i9bgs$rnf@golem.wcc.govt.nz>
Source record: 171297

Well I was having look at the Softlogik stuff on
GEnie, one Big thing that I did noticed was the number
of dnloads of Atari Patches versus Amiga one, its sort
of 2:1 in Ataries favour, funny that..

The Patches for the New Amiga 3.0 Pagestreem are in the 100's
only and some are even less..

So come on Softlogik who is kiding who...??

P.S.. Does Pagestreem 2.2b work with a NEC P2200...??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2553. Re: FTP

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 06:10:32 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3i9boo$rnf@golem.wcc.govt.nz>
Source record: 171298

In article <3i958s$r1c@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (steve wells)
writes:
>Just wondering, what this file in pub/atari/incoming on ftp.uni-kl.de
>is:
>
>Feb 9 09:08 Zip File STARWARS.ZIP 1379Kb
>
>As you can see, it's not a small file, and somewhat larger than I'd
>be willing to download, only to find it's a demo for the Falcon! :)

Is a Falcon thing what ever, yes I did wast the time to dnload it...??

>Steves laws of FTPing:

>If a file sounds useful, it will be one or more of the following, which you
>find out only after downloading it:

>Crippleware
>Extremely expensive shareware
>In a foreign language
>Runs in a resolution your monitor/computer can't handle
>A corrupted archive
>Needs a newer processor than whatever your machine has
>Be a re-uploaded version of a program you got 3 years ago
>Archived with something you haven't got
>Require more memory than you have
>Require more drive-space than you have
>Need a certain program or device you don't have
>Be an upgrade to a program you have no use for
>De-archive to a file 1k larger than the disk you are extracting it to.
>Ask you to insert disk #2 when only the first disk was available

>Anyone got any more? I've come across all these at some stage! ;-)

YES must be accesible via Gopher or the Web...??

This site get a -10 for Gopher support, I was told that it was going to be
fixed but that was some 10 months ago...!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2554. Re: Does Warp 9 work on the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 06:27:59 UTC
From: wlamar@acca.nmsu.edu
Message-ID: <3i9cpf$29n@dns1.NMSU.Edu>
Source record: 171299

```
: At the risk of sounding bitter, which I am, I'd say that the reason that
: Codehead hasn't sold many more copies of Warp 9 has a heck of a lot more to do
: with the poor support from the Codeheads themselves than with the state of
: Atari. Charles Johnson in particular I find quite irresponsible in the amount
: of B.S. he spouts about "how bad the Atari marketplace (supposedly) is". At
: the time that I decided to buy NVDI, and I doubt this has changed, Warp 9
: didn't work with Speedo GDOS, That's Write, Falcon Truecolor, or MultiTOS!
: Okay, so why the heck should I buy it? It doesn't work with my system in 90%
: of the setups that I boot into! Yeah Chuck, that's the fault of us consumers.

Warp 9 version 3.80 is the latest version of warp 9. While it won't
work with MultiTos/Mint, It works fine on my Falcon in all video modes
including Truecolor. It also has NO problems with the Speedo GDos
that came with my Falcon ( version 4.01 I believe ). It may have some
problems with the later versions of Speedo.

walt
```

2555. Re: IMPORTANT NOTICE ABOUT HENSA ACCESS

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 06:34:01 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3i9d4p$s2r@golem.wcc.govt.nz>
Source record: 171300

In article <3hv8sn$l0g@epsilon.qmw.ac.uk>, efac001@alpha.qmw.ac.uk (D.Bhabuta) writes:
>Hendrik Mylius (neptune@galaxy.teuto.de) wrote:
>: [virtual hug mode on]
>: No, Danny, please don't :-)
>: [off]
>
>:-)
>Thanks.
>
>: BTW, did you get my mail re. your HDD problems?
>
>The ay I got it to work was take it to my friend's house who has an
>ADSCSI connected...connect the drive to this, and run bootfix. My link
>doesn't recognise parity, so running bootfix with that made no
>difference at all. Anyway, pretty lucky that I know someone with an
>ADSCSI. :-)

Hi Danny, there is a intesting file on uni-kl.de CHIPS175.TOS it has some info
regarding adding Parity to Host Adapters...

But the Big problem is its in German...

The ELS Quantum Drives can have thier Parity turned off, but you must have
a version of Rom to do that....

ICD INFO FROM ICD...

Quantum ELS with The Link: Problem and Solutions for drives made in 1992.

The following information is for owners of "The Link", a SCSI host adapter
for Atari ST computers, and Quantum ELS series hard drives with firmware
older than version 4.05. ELS drives with the newer firmware have not been
shipped by Quantum as of this writing and probably won't be until sometime
in 1993. Firmware version 4.05 or higher is required to disable parity on
an ELS drive. Parity is not supported with The Link. Unfortunately a TT,
a Falcon, or an ICD host adapter which does support parity is also required
in order to disable it so be sure to have one of these available. The
following ICD host adapters do support parity: Advantage ST, Advantage
Plus ST, AdSCSI ST, AdSCSI Plus ST. The other models do not.

Included with this file are a special version of BOOTFIX.TOS from ICD and
two other files from Quantum which will allow those with the knowledge and
proper equipment to make their own 4.05 ROMs. ELS_S405.HEX is the 4.05
firmware code in Intel Hex format. ELS_S405.BIN is a binary image of the
firmware ROM (binary format). These should have a checksum of $2E00 and be
programmed in to 27C512 32 pin PLCC EPROMs or OTP EPROMs. Quantum has used

Atmel AT27C512R-15JC OTP EPROMs so 150ns is probably more than sufficient.

An alternative is to call Quantum, explain that you need parity disabled on your ELS drive, and tell them that you need new firmware of version 4.05 or greater to support this. In the USA you can call 900-740-4433 to request new ROMs. Warning! You will be automatically charged for this call and I am not sure of the rate. If you are "blocked" from 900 numbers, try 408-944-0410.

Once you have the new ROM, carefully replace the old ROM, which is the only IC in a socket on the ELS drive PCB. Then connect the drive to a SCSI port which does support parity, boot the computer and run the new BOOTFIX.TOS. After that, the drive will permanently have parity disabled and work with The Link. Our hopes are that dealers or distributors will offer this service to their customers since they will have better access to the required equipment.

Thanks for supporting our products and good luck!

Hop this helps Danny....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2556. Re: ATARI Works black page syndrome

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 06:38:46 UTC
From: wlamar@acca.nmsu.edu
Message-ID: <3i9ddm$29n@dns1.NMSU.Edu>
Source record: 171201

Harald Schoenfeld (mppi76@cd4680fs.rrze.uni-erlangen.de) wrote:

: Hi,

: I just installed works here at the university on the Mega ST2. I never
: had problmes with it on any printer, but with that HP Laserjet III,
: there always apears a black page when printing. no matter if I use
: the LJ or DJ driver.

: Obviously, that's the black page syndrome. Does anybody know how to
: solve the problem?

: Configuration: Mega ST2, 2MB, Speedo GDOS, Works 1.20x, HPLJ III

The black page syndrome is caused by a combination of a bug in a particular version of Works and too little free memory. The fix is to go back to a previous version. A work-around is to free up as much memory as possible by not loading unnesesary auto-folder programs and accesories when trying to print. I'm not sure of the version numbers but I believe 1.2 is the one with the problem.

walt

2557. Re: STARWARS Falcon demo problems

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 06:49:53 UTC
From: jack@aurora.carleton.ca
Message-ID: <D4ADn5.3C5@cunews.carleton.ca>
Source record: 171202

PHIL2034@delphi.com wrote:
: What you need to do is (if you're on a Falcon) is to go to ST Low and it'll
: work just fine

Thanks. Why the *@%l don't people put that in a text file? arrghh

2558. Re: HSMODEM6 ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 06:51:04 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D4ADp5.L7C@cix.compulink.co.uk>
Source record: 171203

>Forget the last message.....
>I now have HSMODA06.....
>So I have a Falcon; I have DRVIN.PRG in the auto folder. What other driver
>so I need? After reading about the others, it soulds like none of them are
>for the Falcon!

SCC.PRG.

Ofir ogal@cix.compulink.co.uk

2559. Wanted: ST Microsoft Write

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 07:16:11 UTC
From: jws4p@fermi.clas.Virginia.EDU
Message-ID: <D4AEuz.3sK@murdoch.acc.Virginia.EDU>
Source record: 171204

I am looking for Microsoft Write, the only program Microsoft ever wrote
for Atari. Anyone willing to sell please email me with a price. Thanks
in advance!
-John Stanmeyer
jws4p@fermi.clas.virginia.edu

--
John Stanmeyer/jws4p@virginia.edu/504 Rugby Rd Ch'ville VA 22903/804-979-5457

2560. Re: Composite Video from ST

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 07:59:29 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Jg67spB.lmcclure@delphi.com>
Source record: 171205

In a message dated 2-17-95, Jo Even Skarstein said:

"Well you can get yourself an old (Or new, but they're a
bit costly) modulator from an Amiga. These can be used
with all ST's if you make a suitable cable."

Unless the cable also included a power supply, I doubt it would work very well. <grin>

Seriously, I don't think enough power is available off the ST's monitor port to power the circuitry of the A520 (the Amiga modulator).

However, provided he cannot find a decent priced on a used Video Key, your solution has merit, provided the power issue is taken into account. One clean solution would be tap into the ST's internal power supply, and then route the signals to two unused pins on the monitor port (after detaching the signals currently attached). Even if both 12 & 5 volts were needed, there are two pins most folks likely never use: #3 (General Purpose Output), and #5 (Audio In).

2561. Re: Monitor port on ST....

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 08:00:13 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <JC65s9F.lmcclure@delphi.com>
Source record: 171206

In a message dated 2-17-95, Rob Stark said:

"I can get an I.C. from Maplins that will extract composite
sync from the composite video output, but it costs about 5
quid, and 'cause I'm a tight git, I'm trying other ways first!"

Here's a cheap solution that has been used successfully in the past:
Put a 330 ohm resistor on each of the two sync lines, and tie them
together at the point past both resistors. (Imagine a "Y"). The
resulting single line will work as composite sync for most monitors.

2562. FAQ: GDOS 2.4

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 09:02:30 UTC
From: GERD@HELIOS.THEO2.PHYSIK.UNI-STUTTGART.DE
Message-ID: <3i9lr6$1915@info4.rus.uni-stuttgart.de>
Source record: 171215

More Joy of GDOS*

Version 2.4

Gerd Castan **

---
* English version posted in comp.sys.atari.st -
German Version posted in de.comp.sys.st and maus.gui.gem
** English translation by Stefan Damerau (cookie@cookie.syd.de)

Contents

1 Technical Info
2 Introduction
3 Motivation
4 Changes
5 VDI drivers
5.1 Ink printers
5.2 9pin drivers
5.3 24pin drivers
5.4 Laser drivers
5.5 Atari laser drivers
5.6 Screen drivers
5.6.1 LineA
5.6.2 Setscreen & Getscreen
5.6.3 NVDI and WARP 9
5.7 Other drivers
5.7.1 Memory drivers
5.7.2 Plotter drivers
5.7.3 NVDI 3 drivers
5.8 What's missing
6 Errors
7 Fonts
7.1 Bitmap fonts
7.2 Vector fonts
7.2.1 FSMGDOS fonts
7.2.2 Bitstream Speedo fonts
7.2.3 Type 1 fonts
7.2.4 TrueType fonts
7.2.5 Calamus fonts
7.3 Comparison of vector formats
7.3.1 Curves
7.3.2 Hints, instructions, switches
7.3.3 Internal resolution
7.3.4 Linear and optical scaling

7.3.5 Multiple Master (MM) fonts
7.4 Format conversion of scalable fonts
8 Printers
9 Programs
10 Utilities
10.1 fontfix
10.2 Outline fonts
10.3 Printer drivers
10.4 ASSIGN
10.5 FONTCHK
10.6 FONTCNV
10.7 GEMFont
10.8 FontMonger
10.9 Font ID
10.10 X4U
10.11 GDOS-Font
10.12 REFONT
11 Font Selectors
11.1 UFSL
11.2 XUFSL
11.3 Magic (from Peter Hellinger, *not* MagiC!)
11.4 FontSel
11.5 Minimum requirements
11.6 Characteristics liked to be seen
11.6.1 Attributes and selection
11.6.2 Windows and even handling
11.6.3 misc
11.7 About dialogs
12 Distribution
12.1 Atari
12.2 BELA
12.3 Language
12.4 Internet
12.5 Working Title
12.6 XWindows
12.7 COMPO
12.8 IMG-0300
12.9 FTP
12.11 SciLab
12.12 Star Division
12.12 Thierry Rodolfo
12.13 Others
13 GDOS Versions
13.1 The ones from the bones
13.1.1 Atari-GDOS and AMCGDOS
13.1.2 ABCGDOS
13.1.3 G+Plus
13.2 One step forward
13.2.1 FontGDOS 2.0
13.2.2 FSMGDOS 3.0

13.3 Actual Developments
13.3.1 SpeedoGDOS 4.0 and 4.1
13.3.2 SpeedoGDOS 4.2
13.3.3 SpeedoGDOS 5.0
13.3.4 NVDI up to V2.51
13.3.5 NVDI 3.0
13.4 Comments
14 Source
15 Tips'n Tricks for users
15.1 Pixeltrash at printing
15.2 NEC P6+
15.3 Overwritten Speedo faces
15.4 SpeedoGDOS & MagiC!
16 Tips'n Tricks for coders
16.1 Fontsize and Pixelsize
16.2 Selecting drivers
16.3 The Metafile format
16.4 Expanded Sub opcodes for metafiles
(Not yet completet)
16.5 NVDI3
17 Addresses
18 Miscellaneous
18.1 Critics
18.1.1 Critics to the author
18.1.2 Critics to the translator
18.2 Praise
18.3 For my support
18.4 Trademarks
18.5 Guarantee
19 Appendix
19.1 Literature

1 Technical Info

My email address will change. Due to this reason I
have an alias, pointing to my actual location - and if it's in the
MAUS-Net: G.Castan@physik.uni-stuttgart.de

For easy location of this document at servers and mailboxes, I ask for
using the following name(s) and saving the ascii AND TeX versions:
FILENAME = gdosi24 (German version)
FILENAME = gdosi24e (English version)
CR+LF should be used when saving at UNIX-Fileservers too, not just LF

2 Introduction

Actually I'm writing a program, that makes his print-out via GDOS. Looking
for printer drivers I faced the problem, that many times no documentation is
included to the drivers.

Otherwise it may happen that there are different drivers with the same name.
But what are their differences?

Here I have briefly collected my experiences with printer drivers.

This collection doesn't generally want to describe coders how to use printer drivers (except to problems not mentioned in literature). And you wont find information about the concept or how to install printer drivers. To get this refer to the list at the end of this FAQ.

What I want to exclaim here is more information about the several drivers:

o Where are the drivers available?
o How to distinguish them?
o What are the problem with them?
o Which drivers can be used for certain printers?

If anybody has more experience or questions, please write me. I will face the work to update this FAQ.

Credits:
Kay Prisille (MIGRAPH-products, Calligrapher lite)
Julian Reschke (IMG-0???)
Volker Ritzhaupt
Juergen Voorgang (Working Title - products)
Herwig Schelauske (Installation of GDOS, name-conventions)
Normen Kowalewski (Font-GDOS)
Erik Dick (SpeedoGDOS)
Patrick Dubbrow
Ulrich Rossgoderer (WYSIWYG)
Stefan Hintz (CHARLY IMAGE)
Ulli 'Huhu' Ramps (SpeedoGDOS 4.2)
Laurenz Pruessner (SLM_HS)
Marcel Boom (1st Postcard!)
Joerg Tochtenhagen (Misc)
Ralf Heckmann (Spellchecker for the German version 8-)
Andreas M. Koepfer (EASE, That's Write, MagiC!)
Wilfried Behne (misc)
Ulrich Kaiser (ABC-GDOS)

Gerd Castan.

3 Motivation

With GDOS it took me ~2 hours of coding, to get the screen-output to the printer in maximum quality. And (almost) with no extra work I get output to printers I even don't know.

I there's anybody who wants to write a program with printing options, should better care of the main job of the programm.

Nobody wants to pay for printer drivers if there's another program that didn't take the coder extra work with such stuff making this program less expensive (and surely better).

The user has - besides the lower price - another advantage. If he uses several programs he need place for the driver and the fonts only one time on the disc.

SpeedoGDOS is available from Atari shops (Atari Competence Center in Germany) now.

The (qualified) feedback to my FAQ has - compared to autumn '92 - raised remarkable. Due to Speedo the interest in GDOS coming from the coders seems to be bigger.

4 Changes

Now (from 2.4) I'll switch back to listing the changes here, not in the table of contents ...
Anyway, a "*" stand for changed chapter and "+/-" for new or removed chapter (I guess you'll know which char stands for what <g>)

One Important thing to note: The dates of the GDOS drivers are in German format, that is: DD.MM.YY! Remember that! (But I guess you alreade noticed that?)

* 2 Introduction
* 7.2.4 TrueType fonts
* 9 LDW-PowerCalc, Fractals IV
* 13.3.2 ''character 0`` within Bitstream mode
* 13.4 Comments about NVDI 3.0 and SpeedoGDOS 5.0
* 19.1 New release of [20]
+ 9 STELLA, Stello 2.0, Gut'nberg, Tarkus
+ 10.11 GDOS-Font
+ 10.12 REFONT
+ 12.12 Thierry Rodolfo's printer drivers
- Listing about printers (got out of date)

5 VDI drivers

In this table I have listed distributor, errors and useable fonts.

5.1 Ink printers

Name	Date	Length	Distributor	Errors	Others	Fonts
BJ10E	20.11.90	45917	WT			NC
BJ10	20.11.85	45919	CL			NC
BJ10	28.08.91	45660	BELA			NC
BJ10	27.01.92	59715	FontGDOS,I		n	NC, OTL
BJ10	28.01.93	61428	SGDOS 4.0		n	NC, SPD
BJ10	02.07.93	63496	SGDOS 4.2		n	NC,SPD,TT,T1
STYLUS	25.04.94	60848	SGDOS 5.0		n	NC,SPD,TT,T1
HP_LJET	22.02.89	45512	BELA			n.p. LS
HP_LASER	25.09.89	36928	Atari,I			LS
LASERJET	06.03.91	54517	Atari			LS
LASERJET	27.01.92	60194	FontGDOS,I		n	LS, OTL
LASERJET	28.01.93	61907	SGDOS 4.0		n	LS, SPD
LASERJET	02.07.93	64408	SGDOS 4.2		n	LS,SPD,TT,T1
HPL150	12.04.86	51541	wt		150dpi	LL
HPL300	24.04.86	51541	CL,wt			LS
DESKJET	13.05.92	45637	BELA		p.	LS?

DESKJET	14.05.91	46040	CL,WT			p.	300x600
DESKJET	06.03.91	54285	Atari,I				LS?
DESKJET	?	45618	?			p.	LS
DESKJET	?	45285	?			p.	LS
DESKJET5	14.05.91	46040	CL,WT			delta	LS
DJ5	27.01.92	60600	FontGDOS,I		n		OTL
DJ5	?	60538	?				
DJ5	28.01.93	62251	SGDOS 4.0		n		SPD
DJ5	02.07.93	64319	SGDOS 4.2		n		SPD,TT,T1
DJ550C	11.10.93	68870	SGDOS 5.0		n		LS,SPD,TT,T1
DJ550C	11.10.93	68870	T.R.		n		LS,SPD,TT,T1
DJ_550C2	14.04.94	68746	SGDOS 5.0		n		LS,SPD,TT,T1
DJ_500C	14.04.94	68761	SGDOS 5.0		n		LS,SPD,TT,T1
DJ_510	17.05.94	61921	SGDOS 5.0		n		LS,SPD,TT,T1
DJ_510T	17.05.94	61925	SGDOS 5.0		n		LS,SPD,TT,T1
MT90	21.12.90	44881	BELA			180dpi	SP
PAINTJET	27.01.92	60005	FontGDOS		n		SP, OTL
PAINTJET	?	60173					SP
PAINTJET	28.01.93	61648	SGDOS 4.0		n		SP, SPD
PAINTJET	02.07.93	63642	SGDOS 4.2		n		SP,SPD,TT,T1
PAINTJET	14.08.92	60173	I				SP, OTL
_PAINTJET__	13.10.91_	_45934_	_WT_____	___	___	_____	SP_____

Note: The drivers named HP_LJET and DESKJET can be used for (HP compatible) ink and laser printers. The difference is in the transfer to the printer: Packed (p.) or not packed (n.p.). 'Delta' means that the data is delta packed.

PAINTJET:
180X180: 2-8 colo(u)rs
90x90: 16 colo(u)rs

MT90 is made by Patrick Dubbrow.

Using ink drivers produces a problem with bitmap fonts. Using 300dpi all is ok. But 360dpi fonts are optimised for best efforts with pin printers having thick pins. Using ink printers makes the fonts look much too thin.

Solution: either use 300 [600, 1200 :-)] or exclusively use vector fonts

5.2 9pin drivers

Name	Date	Lenght	Distributor	Errors	Others	Fonts
_____	_____	_____	_____	_1_	_2_	_____	_____
FX240DPI	22.12.89	45396	BELA	y			SR
FX80	22.12.89	45396	BELA,wt	n			EP
FX80_2	12.06.91	45396	I				EP
FX80	24.09.91	45525	CL				EP
FX80	16.12.87	45396	Atari	n			EP
FX80	27.01.92	59236	FontGDOS,I	n	n		EP, OTL
FX80	28.01.93	61111	SGDOS		n		EP, SPD

FX80	02.07.93	63177	SGDOS 4.2		n		EP, SPD
FX80HIGH	22.01.89	44730	Atari,I	n			SR
FX80_QD	24.09.91	45525	WT				EP
NX1000	27.01.92	58719	FontGDOS	n	n		EP, OTL
NX1000	28.01.93	60723	SGDOS		n		EP, SPD
NX1000	02.07.93	62717	SGDOS 4.2		n		EP, SPD
NX1000	14.08.92	58887	I				EP, OTL
OKI20	27.01.92	58491	FontGDOS	n	n		EP, OTL
OKI20	28.01.93	60495	SGDOS		n		EP, SPD
OKI20	17.03.93	60511	SGDOS 4.2		n		EP, SPD
OKI20	14.08.92	58659	I				EP, OTL
SMM804	16.12.87	44801	Atari				LB
SMM804_2	16.06.91	44801	I				LB
SMM804	27.01.92	59201	FontGDOS,I		n		LB, OTL
SMM804	28.01.93	61076	SGDOS		n		LB, SPD
_SMM804____	02.07.93_	_63142_	_SGDOS _4.2_	___	_n_	________	LB,_SPD___

Note: FX80HIGH prints normal text twice, FX240DPI once, FX80_QD printer in quad density.

NX1000 and OKI20 are color drivers with 8 colors

5.3 24pin drivers

Name	Date	Lenght	Distributor	Errors	Others	Fonts
_____	_____	_____	_____	_1_	_2_	_____	_____
EPSON360	04.04.90	45619	BELA	y			NC
EPSON360	16.09.92	45547	WT			180x360	
EPSLQPAR |14.02.91	44939	I				
LQ_500	15.11.93	68068	T.R.		n		SP,SPD,TT,T1
LQ570	28.01.93	62051	SGDOS 4.0		n		SPD
LQ570	02.07.93	64228	SGDOS 4.2		n		SPD,TT,T1
LQ_800	15.11.93	68068	T.R.		n		SP,SPD,TT,T1
LQ_850	15.11.93	68068	SGDOS 5.0		n		SP,SPD,TT,T1
LQ_850	15.11.93	68068	T.R.		n		SP,SPD,TT,T1
LQ_1000	15.11.93	68068	T.R.		n		SP,SPD,TT,T1
LQ_1050	15.11.93	68068	T.R.		n		SP,SPD,TT,T1
LX800	14.11.93	67989	T.R.		n		SP,SPD,TT,T1
NB15	22.12.89	44881	BELA,wt	n			SP
NB15	16.12.87	44881	Atari,CL	n			SP
NB15_2	12.06.91	44881	I				SP
NB15	27.01.92	59121	FontGDOS,I	n	n		SP, OTL
NB15	28.01.93	60989	SGDOS 4.0	n	n		SP, SPD
NB15	02.07.93	63055	SGDOS 4.2	n	n		SP,SPD,TT,T1
NECP6	12.04.80	45199	wt				NC
NECP6	10.04.91	45619	BELA	y			NC
NECP6	06.02.86	44906	Atari,I	y			NC
NECP6_2	28.06.91	46557	I				NC
NECP	27.01.92	59516	FontGDOS	y	n		NC, OTL
NECP	28.01.93	61229	SGDOS 4.0		n		NC, SPD

NECP	02.07.93	63297	SGDOS 4.2		n		NC,SPD,TT,T1
NEC_P	14.08.92	59516	I				NC, OTL
P24M	08.04.89	47104	I				
P24ML	08.04.89	47104	I				
P24MWID	08.04.89	47104	I				
P24MWIDL	08.04.89_	_47104_	_I_____	___	___	_____	_____

5.4 Laser drivers

Name	Date	Lenght	Distributor	Errors	Others	Fonts
RICOH12	23.06.92	45438	WT			400dpi	
HP_LJET	22.02.89	45512	BELA			n.p.	LS
HP_LASER	25.09.89	36928	Atari,I				LS
LASERJET	06.03.91	54517	Atari				LS
LASERJET	27.01.92	60194	FontGDOS,I		n		LS, OTL
LASERJET	28.01.93	61907	SGDOS		n		LS, SPD
LASERJET	02.07.93	64408	SGDOS 4.2		n		LS, SPD
HPL150	12.04.86	51541	wt			150dpi	LL
HPL300	24.04.86	51541	CL,wt				LS
LJ4_300	12.01.91	61910	SGDOS 5.0		n		LS,SPD,TT,T1
LJ4_600	12.01.94	61910	SGDOS 5.0		n		SPD,TT,T1
DESKJET	13.05.92	45637	BELA			p.	LS
DESKJET	14.05.91	46040	CL				LS
DESKJET	06.03.91	54285	Atari,I				LS
CANONLBP	26.09.89	36980	Atari,I				LS
_LBP_____	13.01.92_	_45453_	_WT_____	___	___	_____	LS_____

5.5 ATARI laser drivers

Name	Date	Lenght	Distributor	Errors	Others	Fonts
SLM804	12.04.91	47496	BELA		n		LS
SLM804	16.12.87	45788	Atari,I,CL,wt		y		LS
SLM	12.12.90	48399	Language				LS
SLM	27.01.92	60036	FontGDOS,I		n		LS, OTL
SLM	28.01.93	61911	SGDOS		n		LS, SPD
SLM	02.07.93	63987	SGDOS 4.2		n		LS, SPD
_SLM_HS____	17.01.94_	_63663_	_ROM_____	___	_n_	_____	LS,_SPD_____

SLM_HS is a SLM driver for the Falcon (when using the Heatseeker interface)

5.6 Screen drivers

The screen is (if VDI functions are used) seen as an output device just like printer, plotter etc. That's why fonts for the screen can be installed in ASSIGN.SYS just like for printers.

Normally this isn't remarked because the drivers are in ROM. But they can be used like printer drivers.

Note: For system fonts only (like the original ones) non proportional fonts with a 8*8 or 8*16 matrix can be used. That's limited by the AES not VDI.

With newer AES (from 4.0?) it's no problem to use fonts of free choice (Variable AE_FONTID and AE_FONTSIZE in GEM.CNF, see [19]). Coders should make sure their programs can take that. (even like scrollbars of free width)

Bitmap fonts not assigned for screen driver 1 are not available for other screen drivers.

5.6.1 LineA

The so-called LineA-routines are subprograms of the screen drivers from the ST series, to bee seen undocumented. This is the hardware depending part of these drivers.

The attentive readers discovers it: Exchanging the drivers removes the LinaA routines too. As happened with the TT for example.

So never use them!

/Reading/ acces can be taken to the LinaA-variables. But Why?

5.6.2 Setscreen & Getscreen

These XBIOS-Functions (mostly Setscreen) should'nt be used.

But what am I talking. For those useing them or those being tortured because someone did it:

The video hardware of 1040STE and Mega STE has an hardware bug. When defining a new physbase with Setscreen (and if it's the same gotten with Getscreen), it may happen that the screen is 'folded'. This happens due to the movement of a register at a special moment, which is only allowed to be moved at special phases of the screen output.

What has to be done?

Users: The programs NVDI and FALT_OFF stop this error. Or give this FAQ to coder.

Coders: Either even don't use Setscreen.
If You use it though: If physbase isn't changed, the value taken with Getscreen may not be used. Use the value -1 than physbase!

5.6.3 NVDI and WARP 9

There are two often used programs exchanging the ROM drivers: NVDI and WARP 9 (earlier QuickST). TurboST was distributed by BELA but isn't updated no more.

If these are used once, one will never want to miss them: the Desktop seems to be terribly slow. I will never want to work without NVDI on my Atari. Others say the same about WARP 9.

NVDI uses strongly optimised drivers for the ST and TT resolutions. Sadly I don't know which drivers are used by WARP 9.

NVDI is available from Behne & Behne and contains not only the drivers but a GDOS and a manual describing exactly all VDI calls.

WARP 9 is available from CodeHead.

Due to this NVDI is spread in Germany and WARP 9 in the US

Different to NVDI WARP 9 only speeds up the text output. Grafics stay slow as before. AND the newest version doesn't work with MultiTOS. It Works on the Falcon too, but I don't know if it supports *all* resolutions there (Like with Screenblaster, BlowUp030 or others)

5.7 Other drivers

Name	Date	Length	Distributor	Errors		Others	Fonts
				1	2		
META	11.04.89	5644	I			MF	
META	08.10.88	9325	BELA			MF	
META	16.12.87	9325	Atari			MF	
META_2	14.06.91	9325	I			MF	
META	27.01.92	9718	FontGDOS		n	MF, OTL	
META	28.01.93	9733	SGDOS 4.0		n	MF, SPD	
META	02.07.93	11174	SGDOS 4.2		n	MF,SPD,TT,T1	
MEMORY	27.01.92	58397	FontGDOS		n	LS, OTL	
MEMORY	28.01.93	60265	SGDOS 4.0		n	LS, SPD	
MEMORY	02.07.93	62331	SGDOS 4.2		n	LS,SPD,TT,T1	
CYPRESS					MEMORY		
PSCRIPT	14.10.92	33016	WT				
HPGL	08.07.91	48885	ST458			V 1.4r2	
ZEBRA	07.12.91	45746	WT				
T_OFFICE			wt			98/196dpi	
T_OFFICE			wt			98/196dpi	SPD
IMG-0300			Reschke,wt	n			LS

IMG-0300 can be copied (non commercial). The other IMG-0??? drivers are by SciLab. ZEBRA is for the Zebra Labelprinter.

5.7.1 Memory drivers

A memory driver doesn't do anything else than a screen driver (see [17] and [15]). But the output doesn't get to the screen driver, but in another memory to be influenced there.

The usual v_openwk binding doesn't have all parameters needed to open this driver. If not included to the language this binding must be made by yourself. A listing is found at [17].

The memory driver listed above is only capable of b/w output only and has a logical resolution of 300dpi. The (matrix) drivers tested by me have no problems with fonts installed that are for other other drivers. The memory driver should take screen fonts - due to the 300dpi.

Problem could appear because of the aspect ratio (relation of pixel width to height) - normally not similar to the screen resolution.
Due to this circles can be displayed as ellipses.

With NVDI V2.5 or higher output can be made to offscreen bitmaps. There can be made any GDOS outputs and the result can be copied in the screen windows.

5.7.2 Plotter drivers

A HPGL driver seems to be distributed with the program DATA. On PD disk ST 458 (German PD series) is one too. If I get more about it I'll include this info here.

5.7.3 NVDI 3 drivers

NVDI 3 has its own driver concept. Only a small quantity of drivers is included, but they're very fast, small and flexible.

The drivers are:

```
_____________________________
|_Treiber______|_Datum____|
| PINPRN.SYS | 19.10.94 |
| PAGEPRN.SYS | 19.10.94 |
| IMG.SYS | 30.10.94 |
| MEMORY.SYS | 18.10.94 |
| META.SYS | 18.10.94 |
|_ATARILS.SYS__|_18.10.94_|
```

Depending to the colo(u)r printing capability of a printer (this can be set in the MAKEPRN.APP), the drivers have to use different offscreen drivers to create the graphics (this can't be found in the manual coming with NVDI 3
[Stef: A manual like for NVDI 2.x is in work]
Gerd: It will be an ascii file for FTP servers and BBS, not a printed one)

The Offscreen drivers are:

```
___________________________________
|_Treiber_______|_Datum____|Farben__|
| OFF002.NOD | 06.11.94 | 2 |
| OFF004IP.NOD | 06.11.94 | 4 |
| OFF016IP.NOD | 06.11.94 | 16 |
| OFF256IP.NOD | 06.11.94 | 256 |
|_OFF32KFL.NOD__|_06.11.94_|_32768__|
```

The actual NVDI 3.01 can't handle colo(u)r printing though :-(
3.02 will. (Which is soon to be released. More then ...)

The flexibility to create a driver's INF for printers is great. To code a driver for SpeedoGDOS you have to become a developer for SpeedoGDOS.
It isn't that easy ...
With NVDI you only have to enter you printer's codes in MAKEPRN.APP. So you only have to check you printer's manual, not learn or do C coding.

The codes driving the printer are saved in the INF files belonging to each driver. A flaw is that these assignments aren't simply exchangeable. There's no documentation about the file format and no program to extract or add codes yet. The only way is to exchange the complete INF file.

Another problem not even noted in the manual occurs when assigning pixel fonts in the ASSIGN.SYS. Guess that you have assigned 180dpi fonts to the PINPRN.SYS. It's easy to change the output resolution to 360dpi by the CPX. *Then* the printout will be catastrofugly.

A workaround is to duplicate the driver with another name (close to the first ...) and assign this one to in the ASSIGN.SYS too, but with different fonts.

At last I think those drivers conceptionally are much better compared to the ones coming with SpeedoGDOS 5. No colour printing yet though.

5.8 What's missing

I don't know drivers using the abilities of the following printers:

o Canon BJC 600 - A colour printer with 4 heads (CMYK) 64 nozzles each.
In the colour mode he's compatible to:
- Canon BJC 800
- Epson LQ 2550/2500
It's resolution is 360x360. I dont's know any GDOS driver supporting the BJC's capabilities directly (or via compatibility mode) when using colours.

6 Errors

Errors in the printers drivers - that I know - are the following:

1 These drivers display Fonts with the attribute 'light'
2 Doesn't work on TT
3 The EXTENDED ENQUIRE FUNCTION (VDI 102, vq_extnd) doesn't give back the parameters as listed in the German 'Profibuch' (Jankowski, Rabich, Reschke - Sybex)
4 Using the attributes 'italic' and 'outlined' the letters of bitmap fonts are cut off on the right side. This error appears independent from other attributes being used.
This error was in the Libraries of the driver sources from Atari and seems to be included in all drivers except to NVDI and SpeedoGDOS.

If theres nothing written about an error I don't know if this error appears or not.

Seems it's no accident, that Xact only uses the attributes 'fat', 'italic' and 'underlined'. (See [5])

Another reason against using 'outlined' is the following:
If You make a driver calculate an outlined font from a normal one it get's 'wider' by two pixels. Due to the reason that a pixel has a width depending to the resolution (other than a fitted font) a text gets different widthes in each resolution. But who wants to have different textformat on

different printers? The only way to stop this is letterspacing -
typographic 'bullshit'.

7 Fonts

First: What's the difference between a fonts and a face?

When calling a font selector there may be Swiss 721, Swiss 721 italic,
Swiss 721 Bold and Swiss 721 Bold Italic. These are 4 faces, alltogether
creating a font.

This separation isn't that simple at bitmap fonts, because all attributes are
created from only one file (this can be made with vector fonts too, but it's
quite nonsens In my opinion). That's why I first didn't note that this
attribute creation is buggy in some versions of SpeedoGDOS (see 13.3.3).

Me I'm not always using this separation of font and face in this FAQ.
Especially in the chapter about font formats.

7.1 Bitmap fonts

The fonts used are bitmap fonts in the DR standard format. They have to be
saved in Intel format. Motorola format isn't supported by any GDOS.
(See [1] and appendix)

GDOS bitmap fonts have their width information defined in both, screen font
and printer fonts. Sadly the designers were a bit too zealous and fitted the
width of the sreen fonts to make them look very beautiful. They've done a
good job, but they're not similar to the printer fonts and don't allow
WYSIWYG.

There are many fonts on the Internet only for the screen and maybe useable
for one printer. Everybody using these fonts should know that he can't print
documents in an acceptable quality via GDOS.

But in the Atari and former BELA package there are included fonts for
all printer drivers in this package (the 360*360dpi fonts are missing in the
Atari package). If you have a useable program you can print every document
with every driver.

7.2 Vector fonts

Vector fonts don't use pixels, they are created with algorithms - supported
by shapes and hints. These algorithms (see METAFONT for a good example) make
the fonts copyrighted like normal programs. (See [23] for this)

Here I'll write a bit about vector formats. Why should a pure user try to
understand it? Nowaydays you'll just get a cheap Font CD, choose 17 of the
most interesting fonts for your first poster an print out the creation.

Problems are: I have one face in different formats. Which one should I
take? Sometimes I have problems on screen, when I print out something or
only when using a specific size. So what?

(When you have 17 Garamond styles from 17 different distributors it's
better to read a magazine about typography or DTP to get help)

7.2.1 FSM-GDOS fonts

The vector fonts with the old FSM-GDOS format by QMS/Imagen Corp. are
named with OTL.

These fonts and drivers should'nt be used no more and are listed to only for
completion of this FAQ.

7.2.2 Bitstream Speedo onts

The vector fonts in SpeedoGDOS format are named with SPD.

They are supported by all SpeedoGDOS releases and by NVDI 3.0 or higher.

7.2.3 Type 1 fonts

Type 1 fonts are available for MacIntosh abd MS-DOS/Windows. They only have
differences in the internal representation, not in the information.

At least one of these formats is supported by SpeedoGDOS from V5.0a. But I
already found some that SpeedoGDOS 5.0a can't display.

7.2.4 TrueType fonts

This format is available for MacIntosh and MS-DOS/Windows too.

SpeedoGDOS from V5.0a and NVDI from version 3.0 can handle both, no
matter if it's for MacIntosh or MS-DOS/Windows. The MS-DOS format
is a superset of the MacIntosh format.

By Apple's definition it's got different tables (like the chunks known from
the IFF format). In the table's header a name and a length is noted. This
way a program can ignore tables it can't handle. When new types of tables
are defined, they have to be announced to Apple. Required and optional
Tables are defined by Apple too. Microsoft used this procedure to announce
new tables and make them obligational for Windows.

The difference between the Apple and Microsoft format simply is that
Microsoft declared more tables as obligational. Plus the fixed order of
glyphs when special flags are set. A definition of the Microsoft format is
found in [28]

I don't know any official documentation which tables are used or required
by SpeedoGDOS 5.0 ff or NVDI 3.0 ff.

On Macs .suit is the suffix for TrueType files. The data is found in the
resource fork.

7.2.5 Calamus fonts

Can YOU tell me more about these?

7.3 Comparison of vector formats

(This chapter is to be completed yet)

There's no noncommercial program on any platform that can convert one format into the other. A lot of fonts are only available in one format.

But what makes a conversion so difficult? To ask different: Which informations are stored by which way?

7.3.1 Curves

First the shape of the chars should be saved. But that for many ways are used (see [25]):
Type 1: Uses cubic Bezier curves aka cubic B-splines
TrueType: Uses square Bezier curves aka square B-splines
Speedo: Uses cubic Bezier curves aka cubic B-splines

For an application there should be no difference between different font formats. Therefore SpeedoGDOS transforms TrueType characters into cubic bezier curves for v_getoutline. I'd like to get (optional) quadratic bezier curves in this case and v_bez_fill should be able to cope with it.

Square B-splines are much faster than cubic Bezier curves but you have to store about 4 times as much points to achieve the same quality.

7.3.2 Hints, instructions, switches

The next problem is the display on media with low resolution. For a neutral observer Speedo fonts always look quite good on the screen (well, some fonts are ugly by nature).

But I've found TrueType fonts that look as ugly as nothing else on the screen. For example the two vertical lines of an 'n' are not the same, one is 1 pixel and the other is 2 pixels thick.

The way to prevent those errors are hints. This method is used by Speedo, Type 1 and TrueType (but not by Type 3 and CFN). But hints given by the format don't mean that they're used too!

So, finally: All these three font types can look very good on the screen, Type 3 and CFN can't [ever tried to print CFNs on a printer with less than 360x360dpi?]

Now I've noted, what hints are doing and in which formats they're used. But *how* do they work? Specific parts of a character have a specific >>job<<, like serif, bow etc. This is saved besides the font's outline. This way the scaler e.g. can create similar vertical lines of a >n<. More is found in [25]

Type 1 only can handle very few different hints compared to other formats.

Note:
with v_getoutline you get the outlines in the workstation's actual resolution. Remember that using hints depend of the resolution. Plans exist to make v_getoutline independent from the actual hint size.

7.3.3 Internal resolution

After the problem with low resolution now there's the problem with the high resolution. Even if you think there shouldn't be any; there are! (See [26] too)

To display a vector font first an internal system of coordinates has to be selected. To do this the em-square is devided in units. CFN has one from 0 to 16000, Type 1 (which was created when there were no high-res printers) one from 0 to thousand. Due to this there are 'corners' visible at large letters or high resolutions (in the professional league)

Referring to [25] the internal resolution can be raised by the DIV operator. But this has to be supported by the font editor. (Is this done regularly and does the scaler get remarkably slower by this?

CFN can make the big deal here.

With TrueType, the font designer can choose a resolution up to 16768. Resolutions equal to 2^k are faster than others.

7.3.4 Linear and optical scaling

Do we now have - with the description of the shape, a high internal resolution and the hints - a scalable font? Sure not!

A font being designed for 16pt has a totally different shape as a doubled 8pt fonts (see Knuth: The METAFONT book; Kopka: LaTeX etc.). A well designed font isn't linear scalable.

In large fonts vertical lines are much thicker than the empty space between them. But this information for optical scaling can be saved in a font too.

So a font, being 20 pixels high on the screen (this is usually a large font) should look different to one being 20 pixels high on a laser printer (this is a small font that should have small vertical lines).

The rest of this subsection was misunderstood by to many people. Anyway I seem to be the only one thinking here's a problem. That may have (at least) three causes:

o I can't make you understand what I think
o I'm a crazy mind
o the problem's too complicated to make anyone even *see* a problem here

Well, let me (Stef: and me) start anew:

Vector formats make it possible for the font designer to decide a face may look different in points or pixels below a specific size. For example it's useful to make a face broader when used with a small size [25] - independent from the printer's output quality.

So, let's display a small text in a window (e.g. with a size of 8pt). And the font designer made this face look broader at 8pt or smaller.

Another window is used as a magnifier to get a doubled size (Almost any
Word processor has this function - Stef: really?)

This doubled view in the magnifier's window *should* be broader like the
8pt text, the WP's coder shouldn't have to take care about that.

But the coder has to use a size of 16pt in the magnifier's window - and now
the designer's decision (to make the face look broader from 8pt) is
ignored!

To solve this problem there are two ways:

1. The coder sets two values for the size.
- The linear size (16pt here)
- The optical size
But the font engine and the bindings have to be fixed to that.
(it's my recommendation, no reality)
2. Maybe NVDI 3.0 makes it possible to (explicitely) change a virtual
workstation's logical pixel size (Well know more about it from the
docs - recently released by the Behnes).
Then the problem simply could be solved by using another virtual
workstation for the magnifier's window, which will get a pixel size
with factor 0.5.
Now both windows display a text with 8pt and both faces are broader -
like the font designer's thoughts - and the text in the mag's window
has the double size though.

Did anyone get it? (Stef: Yeah, I'd like to get feedback too!)

7.3.5 Multiple Master (MM) fonts

ATM 3.01 (Adobe Type Manager) for Windows now is capable of scaling MM
fonts. With this technology not only height, size, skew angle and rotation
can be set for output, there's one more continuosly parameter. This is to
set, what thick a face is to be displayed. This is no simple algorithm -
like others at GDOS - but the font designer can make sure where to change a
face when it's more or less fat.

This subsection only is FYI. SpeedoGDOS 5.0 only can handle normal Type 1
fonts - and NVDI none.

When taking a look at [29] (about the URW PrintWorks CD), it's visible that
URW has such technology - internally - too. The extremely interesting book
[25] is by URW too.

7.4 Font Format convertition

From what I wrote above I hope you'll realize that converting a font from
one format to another is about as easy as converting a highly optimized
program from one language to another ...

Problems:

o The only converting program I (Stefan) know for Atari
is TypetoType fby Hasso Baudis, converting Type1 to CFN

o There isn't any program on any platform that is accepted by the
comp.fonts community (according to the comp.fonts FAQ)
o For a program capable of converting fonts you'll pay a big
amount of money. But even good programs need manual corrections.
Looking for a PD or shareware program won't be
successfull ...

8 Printers

8 Printer

Producer	Printer	Drivers Fitting
NEC	P6+,P7+, NECP...	
	P60,P70	NB15_(FX...,NX1000)
HP	LaserJet_II	HP_LJET
HP	DeskJet,_LaserJet_III,IV	DESKJET_(HP_LJET)
CANON	BJ10E	BJ10
CANON	LBP_4/8	CANONLBP,_LBP
Mannesmann-Tally	MT_90	MT90
Epson	Stylus_800	STYLUS

Drivers in parantheses work but don't use the ability of the printer totally.
This means - for 24pin printers - that these are used in 9pin mode. At
HP compatible Laser and Ink printers this means that the data isn't packed
though being supported by the printers.

Some Deskjet drivers are told to make problems. In this case try the Laser-
jet driver. The printing takes longer then (due to more data) but the
problems should be removed then.

The BJ10 drivers use the Proprinter emulation. Don't use them in the epson
mode!

The Stylus shouldn't be used with 24needle drivers. The needles overlap
(the ink dots of the stylus don't) and so the drivers just don't print some
dots.

The meaning of compatible normally is made by the producers of the
compatible printers.

Notes:

o If You don't find your printer in the list and knows a fitting driver,
please write me a note.
o Try other drivers even if you have found one fitting to your printer.
o Of course the FontGDOS drivers have a lot of problems with the memory.
But the speed of'em is faster than the other (Speedo not considered).

9 Programs

Nowadays it's obvious (but not usual) to use GDOS in every program.

The following list is limited to those using GDOS to print too.

```
_____________________________________________________________________________
Kind of Program______|Program_____________|Distributor_____________________|Sp|
Chart/Measureanalysis|Xact |SciLab |y |
|MM-Graph |Overscan | |
|Off-Axis |ByTech |y |
|DATA_Professional 4 |Ralf Wirtz | |
|DPE |MAXON (Special disc) | |
|GRAPH |Hans-C Ostendorf (Shareware) |y |
|MessPlot (Shareware) |Michael Siek (Shareware ) |y*|
_____________________|rho-Analyse__________|rhotron_GmbH____________________|y_|
Graphics |Xact Draw |SciLab |y |
|Kandinsky |U. Rossgoderer (Shareware) |y |
|TRIPLE_D |U. Rossgoderer (Postcardware) |y*|
|Chagall |Trade-iT |y*|
|Easydraw |MIGRAPH | |
|TouchUp |MIGRAPH | |
|GEM-View |D. Fiebelkorn (Shareware |y*|
|CHARLY_IMAGE |Wilhelm_Mikroelektronik |y*|
|STELLA |Thomas Kuenneth |y |
_____________________|Tarkus_____________|Eickmann_Computer_____________|y_|
Spreadsheet |LDW Power Calc 2 |COMPI | |
|K_Spread_4 |Omikron | |
|Graal Calc 3 |Editions Profil | |
|Atari Works |Atari Corp. |y |
|OPUS |Doug Harrison (PD) |n |
_____________________|BASiChart___________|Dr.__Ackermann_________________|y_|
Text/DTP |Calligrapher |Working Title | |
|Wordflair II |H3 | |
|Timeworks Publisher |GST/H3 | |
|G&D Text II |Hard & Soft | |
|Cypress |Sascha Luedemann | |
|Papyrus (Gold) S |R.O.M. |y |
|Infinity |ByTech GbR | |
|7Up |Michael Thaenitz (Shareware) |y |
|Atari Works |Atari Corp. |y |
|Tempus Word | |y |
|Gut'nberg |BlowUp |y |
|JANE |DeltaLabs |y |
_____________________|1st_Word_Plus_4.1____|GST/ICP/COMPO__________________|y_|
Fax |Junior Office |TKR |y |
|Tele Office |TKR |y |
_____________________|CoMa________________|SoftBaer Gbr____________________|y_|
Sim._of_dyn._Syst.___|Dynasys_____________|Digital_Systems_&_Consulting__|__|
Text/List printing |IdeaList |Chr. Bartholme (Shareware) |y |
_____________________|ProList_____________|Richstein_&_Dick_____________|y_|
Chem.__Displaying |Monoklin |MAXON (Special disc) | |
_____________________|Chemograph Plus______|DigiLab_________________________|__|
Circuitlayout |Route iT! & Circu iT!|Think! | |
_____________________|Platon______________|VHS____________________________|y*|
Vektoriser___________|Convector_II_________|ZYN/TEAM-Computer_____________|__|
Hardcopy_____________|rhocopy_____________|rhotron_________________________|__|
```

Disk-List-printers	TreeView_2.4	Stephan_Gerle	__
Fraktals	Fractals_IV	Harald+Martin_Hansen	__
PS-Interpreter	Postman	SILICON_Technology_&_Promotion	__
Concordance	Concordance	SPIRIT_WARE	__
Packershell_f.__MTOS_	MARC_4.0	Think!	y_
Logikanalyser	CLA_v2r1	C._Graham_(Shareware)	y_
Adress base	Pegasus	Pergamon Software	y_
Symbolic mathematics_	Solutions	Elan Software	|
	Riemann II	Richter Distributor	__
Database	Atari Works	Atari Corp.	y_
Notators	MIDI File Printer	ST PD-Disc 677 (Public Domain)	__
CASE_Nassi Schneider.	UpToCase	Michael_Nolte	y_
Invoicing	Kundendirektor_+	Michael_Kammerlander	y_
Desktop	EASE_from_V.3.1	ASH	__
Games	Stello (Othello Game)	Claus_J._Petersen	y_

This list is no commercial. I'll include every program I get to know.
(Comment by the Translator: Sorry for mentioning Atari Works three times,
but I wanted to keep the 'Text/DTP' and 'Spreadsheet' Chapters')

Notes:

o Programs listed in the Speedo column with 'y*' support Speedo but don't
use it - don't output text too.
o Xact can print Speedo fonts without Speedo too.
o FSM-GDOS is included in the Wordflair II package.
o Platon only outputs metafiles via GDOS.
o I didn't make it to print via GDOS in OPUS.
(I've been told, OPUS doesn't chose the fonts it can handle with,
and doesn't print if even one of these fonts is installed. See 7.1 too)
o Programs only printing via device 21 (like OPUS and CLA are out! (see
16.2 too)
o 7up only uses non proportional fonts (e.g. Monospace 821 from Speedo)
o Tempus Word only supports Speedo Fonts but prints with its own drivers
This seems to be due to the capablity of handling CFN and its own fonts
o That's Write & 1st WordPlus 4 both can use Speedo fonts without
Speedo. TW 4 will be able to use TTF and Type 1 without SpeedoGDOS
(well, TW and the SpeedoGDOS 5.x font extension to TTF and Type 1
is created by the same coders ...)
o LDW-PowerCalc: MAXON lost the purchaser database. Ask COMPO for updates
(Stef: hmm, it seems to be a German-only problem?)
o Tarkus is a label printing program.

Kandinsky Version 1.73
ftp://ftp.cs.tu-berlin.de pub/atari/Graphic/kand173
(Version 1.74 is the actual one, though, note by Stefan;
Gerd: but not on any FTP-Server)

10 Utilities

10.1 fontfix

Problem: The font height is included wrong at some fonts. fontfix discovers this error and corrights it.

In the Internet fontfix can be found here:

ftp.uni-muenster.de /pub/atari/Applications/Dtp/Fonts/Gdos

ftp.cs.tu-berlin.de /pub/atari/utils

10.2 Outline fonts

Outline Fonts Accessory by CJG

What for: This utility edits the EXTEND.SYS for SpeedoGDOS. This file contains a description of the volume from the Speedo caches, the fonts and the font-sizes. The caches can be saved to disc and loaded again from there too.
A good done program except to the preset cache sizes fitted to FSM-GDOS not Speedo.

Filename: OUTLINE.PRG alias OUTLINE.ACC, 67644 Bytes (49254Bytes at Speedo 5)

Spread with SpeedoGDOS.

(Why doesn't Atari make it to make programs including a display of the version?)

10.3 Printer drivers

GDOS Devices Accessory by CJG

What for: To edit the ASSIGN.SYS

Filename: DRIVERS.PRG alias DRIVERS.ACC, 64878 Bytes (41592Bytes with Speedo 5)

Before starting this program it's better to create a backup of the ASSIGN.SYS!
The (at least) two reasons are the following:

1. The informations about the bitmap fonts are removed without comment.
2. ASSIGN.SYS is removed by a new one if 'Benutzereigen'-'Hinzufuegen' (in the German release) is selected wihtout any chance to get it back.
(The English Version should have a Dialog like 'Own drivers' 'Add' or similar). To all coders: Don't copy that style!

If this utility should display no drivers sometimes simply start ASSIGN.PRG (see next subsection)

DRIVERS.PRG/ACC only displays the Speedo drivers of my collection. Does anybody know, how it does this? Even it doesn't display the Filename but a name being included as string in the driver. How does one get there?

10.4 ASSIGN

ASSIGN 1.0d is by Dirk Sabiwalsky (PD).

It tests three things:

o Are there several fonts using the same ID and have different Names
(Typefaces)?
o Are there several fonts using the same ID and the same Pixelheight?
o Are there several fonts with the same name (Typeface) and different
IDs?

10.5 FONTCHK

FONTCHK tests GDOS fonts if they have possible errors.

It's spread with ProList for example.

10.6 FONTCNV

Converts GDOS fonts from Motorola to Intel format.

Comes with ProList too.

10.7 GEMFont

Fonteditor being able to read Signum- and PK (TeX)- Fonts too.

Internet: ftp.tu-clausthal.de:pub/atari/systools/gdos/gemfo120.lzh
Use the chance to get a new unlzh or lhxarc.

10.8 FontMonger

Converter and editor for different vector formats including Speedo. Only
works on IBMs or MAC though.

10.9 Font-ID

Font-ID is a little freeware tool made by Frank Schneider. In a window it
displays the fonts installed with GDOS or SpeedoGDOS including the Font-ID
in different sizes. So you can get an overview when you don't have a program
with font selector/ID display function at the moment.

10.10 X4U

Speedo fonts have much more glyphs than the ones displayed in the ASCII
charset. With this program by Peter Hellinger you can setup, which char is
to be used at which ASCII code. It's distributed by R.O.M.

It *seems* to be PD now. Use Archie ...

10.11 GDOS-Font

Filename: GFONT112.LZH
Shareware with limitations
GDOS-Font 1.12 (Aug. 22nd 1994) by Holger Weets@ol.maus.de
Display and editing of GDOS fonts, including or removing them in the
ASSIGN.SYS! = Never more manually changing the ASSING.SYS, GDOSFONT does it for
you!

10.12 REFONT

This Program converts Type-1 fonts between Mac- Unix- and Windows format and TrueType fonts betwenn Mac- and Windows. But no conversion from TT to T! or vice versa (Stef: :-/=)

11 Font selectors

We all know this useful thing about file selectors:
The Operating system soesn't only offer a file selector, it's got an interface to use own file selectors in every application.

A scaled interface for FONT selectors doesn't exist, normally they're offering their jobs by cookies. The work to make a program support font selectors via cookies is much smaller than writing one for yourself. If there wouldn't ... but let's take a look at the candidates first.

11.1 UFSL

UFSL from Michael Thaenitz is freeware and is allowed to be distributed with any application. The last version is 0.97 from April 30th 1994.

Fonts (faces) and size can be selected comfartable. But I didn't get a face displayed after selecting a free size.

Attributs are missing and the dialoge is only modal.

UFSL sadly isn't in development no more.

11.2 XUFSL

This font selector is the one with most features - compared to the other ones mentioned here. It even can handle Speedo 5 (and NVDI 3, note by Stefan) too.

Version 1.03 is stable and UFSL compatible. The following setting are possible:

- Font size
- Kerning informations (Pair & Track kerning)
- Skewing angle
- Color
- Attributes

And it is (almost) totally keyboard controllable and shows the actual font ID.

At first test I only found some non-important flaws (flat hand on popup). But it would be a nice feature to (totally) hide disabled setting.

This file selector is to be supported further on (1.05 is the actual release) and - public - beta, until there's a fix definition about font selectors.

11.3 Magic from Peter Hellinger

This selector is part of Magic 4.00 from Peter Hellinger and not available separately. Magic itself - NOT MagiC! the multitasking OS - can be copied freely. But the information how to use it must be paid.

It's nice that this selector can be set in a non modal dialog, FlyDial or normal dialog. Scrolling through the list is fast too.

Attributes aren't selectable and the size selection in the edit line isn't acceptable the way it's done.

The selector only can be used when the event handling is completely done by Magic, what makes the coder use a fixed code structure (working parts must be rewritten, other things don't work anymore) and produces new errors.

11.4 FontSel

FontSel from Holger Weets is totally cmpatible to UFSL for the programs. It's small size and the selecteable attributes are a very nice feature.

Version 1.00 from May, 11th 1994 only shows the System Font when using Speedo 5.0a.

11.5 Minimum requirements

A Font selector should work with all OS-releases (TOS, MiNT, MultiTOS, MagiC!, Geneva). Plus with every video hardware supported by the VDI and should show each font available from every GDOS version. (Pixel fonts, Speedo fonts, Type1 and TrueType).

11.6 Characteristics liked to be seen

11.6.1 Attributes and selection

Its quite complicated to make the user set further characteristics of fonts in an extra dialog. So, at least the standard attributes (bold, outlined, ...) should be directly made available. If a program doesn't support them they should be made non selectable.

Same with the skew angle.

Not every program can handle all fonts. According to this every program must be able to set, which faces have to be invisible or disabled.
An example:
Some programs (like 7up) only use non proportional fonts.
A further feature (but not exlusively, due to BASIC) it should be possible to pipe a procedure variable to the selector setting the kind of displaying for each face.

11.6.2 Windows and event handling

It would be nice if the program could set the selector in a window or normal dialog too. It can be done much easier and more flexible than in Magic.
The font selector opens a window in the calling program's name and gives back the window handle to it. The application further handles the events and if one is for the font selector's window it is passed to it via a procedure call. This simple mechanism enables the use of multiple (system wide) selectors, colour pickers (and more) distributed by different producers being in windows on the screen the same time.

Once more:
This parallel work only is possible when no selector uses
its own evnt_multi loop.

Almost all utility coders want to make it the other way (and do so). So, let me show you, what happens, when utilities make their own evnt_multi call and set unhandled events to the application:

In this case there are several utilities for an application, all making the evnt_multi call themselves. One of those utilities makes this call, can't work with it and gets it to the application. And now? What should the app do with it? It isn't able to get this event to other utils, but one of'em has to handle it. But all utils won't take any events from the app ...

Due to this an app can use one (window) utility as maximum. If an app uses Magic (by Peter Hellinger) it can't use *any* utility.

11.6.3 misc

Finally an application should be able to set if it doesn't matter if a font is proportional or not (the user can have displayed it if he really wants to). When not using this information the call of a selector can happen much faster!

My favourite selector actually is the one of papyrus, but it only works in papyrus (yet?) [Stefan says: It's my favourite too ;-)]

11.7 About dialogs

This subtopic is quite off topic to this FAQ, but I think it fits here. Take it as a note by me about Tim Oren [22]

I was quite curious about why I like papyrus' font selector much more than XUFSL. This one does include all features offered by the new libraries. *And* it doesn't break any design rule I've read.

So I'll try to write, what's disturbing me intuitively [hrrrgn, note by Stef] And that's not about font selectors but about dialogs in common - but fixed to a concrete example ...

The popups (with sliders) are, what's disturbing me most.

State-of-the-art user interfaces (Gerd writes "Benutzeroberflaechen", but in German it's "Benutzungsoberflaechen", the first is the user's skin <g>) offer selection instead of input (like those *�&" MS-DOS programs). To make this possible, the selectable thing have to be visible at first sight.

Popups surely can't show everything. And if there are more of'em it's impossible to take a short look, but one has to take a deeper check what's available too. Plus one more mouse click to open the popup.

For the theory: Popups are modal parts in non modal (or worse: in modal) dialogs and modal dialogs are quite interrupting (not only to the user!)

Popups don't fit to the ideas of intuitive user interfaces. I know you're proud of using Popups (even with sliders) but please: don't use them if possible.

(Note by stef: file selectors are soon not out of concurrence, there's a new - non modal - one, released early '95! Looks nice, I recently got it. FREEDOM 1.0 beta;
Note by Gerd: It uses a different mechanism than described above; it needs an additional process)

12 Distribution

12.1 Atari

The drivers named with Atari are availabel from Atari. Send three disks, Money for shipping and a letter to them and you'll get them with printer drivers and fonts.

This Package is available at Atari shops too.

No docs but for this price ...
(That's the way in Germany - other countrys may differ!)

12.2 BELA

The fonts named BELA were available from BELA

There were two disks with packed printer drivers and fonts for them.

The fonts DO have the same IDs like the ones from Atari, but the internal font NAME is different. Due to this these fonts are correctly not accepted by some programs if used with Atari fonts.

There's almost no documentation. Not even a hint about the one owning the copyright for the drivers or about the author(s)

One last thing about BELA: R.I.P. ;-)

12.3 Language

The driver named Language is spread on the language disc of the MegSTE

12.4 Internet

The drivers signed with 'I' are to be found in the Internet.
For example: ftp.cs.tu-berlin.de

12.5 Working Title

The WT drivers are spread with Calligrapher. They are (c)Working Title, the wt driver are licensed by Working Title.

No drivers are on the Calligrapher DEMO-disc. The drivers coming with Calligrapher-lite (15DM) are signed with CL in the tables.

Screen fonts are on both discs.

12.6 X Window System

There are PD Speedo fonts from Bitstream. These can be used with Speedo 4.2. I (Gerd) have no problem using them (even the umlauts are correct)

To find them let Archie (see 11.12 FTP) search as follows:
set search sub
prog speedo-

The fonts
font0648.spd -bitstream-charter-medium-r-normal--0-0-0-0-p-0-iso8859-1
font0649.spd -bitstream-charter-medium-i-normal--0-0-0-0-p-0-iso8859-1
font0709.spd -bitstream-charter-bold-r-normal--0-0-0-0-p-0-iso8859-1
font0710.spd -bitstream-charter-bold-i-normal--0-0-0-0-p-0-iso8859-1
font0419.spd -bitstream-courier-medium-r-normal--0-0-0-0-m-0-iso8859-1
font0582.spd -bitstream-courier-medium-i-normal--0-0-0-0-m-0-iso8859-1
font0583.spd -bitstream-courier-bold-r-normal--0-0-0-0-m-0-iso8859-1
font0611.spd -bitstream-courier-bold-i-normal--0-0-0-0-m-0-iso8859-1

12.7 COMPO

COMPO offer two Bitstream Speedo packets with 100 fonts each. One costs
DM99.-
(At your own risk)

Since some time COMPO also offers a CD-ROM with TrueType and Type1 fonts/faces.
These seem to be the same ones as on the StarType CD, but TrueType and Type1
on a single CD-ROM.
The price is DM99.-

12.8 IMG-0300

In the Internet:

ftp.uni-muenster.de /pub/atari/Gdos

12.9 FTP

Many students can get software worldwide via ftp. Prices for steady
connections are constant, but connections between America and Europe
have to be paid depending to the volume of data transferred.

Please try not to ftp across the big blue and use short ways.
Use transferring times not in the range of working at the server!
('9 to 5')

Files with known names can be found by Archie.

In Germany:
telnet archie.th-darmstadt.de
login: archie
help

In the US e.g.:
archie.ans.net

Archie will automatically display other archies. use the one thats' closest
to you.

The Archie databases ask about once each month one ftp server after the
other for freely available files

One more small hint: atari.archive.umich.edu ist always totally busy. Not
even mirroring to other servers helps.
Better connect to
- amiga.archive.umich.edu
and type cd atari from there.
This computers have the same HD mounted. BUT: First search your own vicinity!

12.10 SciLab

SciLab's GDOS drivers are not mentioned in the driver's tables though they
are very favourite - specially the colour drivers.

These drivers no langer can be ordered without a program. This is due to the
programs that lots of programs have when using the colour drivers. SciLab
would be blamed then.

You only can get these drivers by ordering a program from SciLab or making
the distributor (of the software you use) licensing those drivers. SciLab
always has 'an open ear' for that. Those are especially the Speedo capable
drivers for HP 600dpi and HP 500C/550C. Actually these are distributed with
Speedo 5 too.

12.11 Star Division

Star Division sells two CD-ROMs (StarType) with 500 TrueType/Type1 fonts/
faces. These are mostly complete packages of fonts.
One example:
Zapf Humanist 601 is available as:

o roman
o italic
o bold
o bold italic
o demi
o demi italic
o ultra
o ultra italic

(Stef: and lotsa Swiss 721 ...)

A lot of Bitstream fonts are included. (e.g. Zapf Humanist 601 as noted above)
There are two ITC faces too. In Germany these two CDs are (at least)
available for DM69.- from Vobis. A booklet with a short overview is available
there too.

12.12 Thierry Rodolfo

Thierry Rodolfo made the drivers with T.R. as note.
You'll find them in the BBS BRASIL and on
ftp://hensa.micro.ac.uk/atari/tos/n/n196/...

12.13 Others

I don't make a choice of drivers. The limit is all of them. The authors (and
users) of the programs are asked now to write me, which GDOS drivers come

with the programs (With information of: Codelenght, Date and known bugs).

A comparison of TrueType collection CDs is found in [29]

Anyone using one of those low priced CD (500 faces for $9, DM15, £6) shouldn't take care of Umlauts (Stef: I still recommend "vowels" for this ...), kerning or a good looking print image. *Then* it's not ugly to use more than 20 fonts on a poster (*sigh!*)

13 GDOS versions

13.1 The ones from the bones

Atari-GDOS, AMCGDOS, ABCGDOS, NVDI and possibly G+Plus use the same drivers.

13.1.1 Atari-GDOS and AMCGDOS

The Atari-GDOS is the father of each GDOS coming after it. It's most remarkable character are lots of bugs and it's horrible slow speed. But that's history.

AMCGDOS is faster and has less bugs. But it almost has the same capabilities and was distributed together with Atari-GDOS. (stef: This one works with MagiCMac!)

13.1.2 ABCGDOS

Comes from The Netherlands (I think so) and is almost totally unknown. I only mentioned it because it's a GDOS.

13.1.3 G+Plus

Does anyone know anything about it?

13.2 One step forward

Even though there was a very good GDOS in NVDI, Atari had an open ear to the request of users and coders and tried to raise the capabilities of GDOS.

13.2.1 FontGDOS 2.0

This is a GDOS still using bitmap fonts. It uses own drivers.

The drivers from this package are really much faster than the former ones. (Only bitmap fonts and graphics are comparable of course)

I didn't have any problem using these with other GDOS versions but you must limit to the old fonts.

FontGDOS is the follower of the Atari GDOS. Mainly it differs with the Bezier function and faster (and color-able) drivers. It's got nothing to do with FSM-GDOS or SpeedoGDOS.

FontGDOS is availabel from several firms which use it for their programs.

13.2.2 FSMGDOS 3.0

During the development of FontGDOS, Atari created a GDOS that can handle vector fonts (named OTL in this FAQ). So FSMGDOS isn't a follower of FontGDOS, but was developed the same time. FSMGOS practically was ready to be released but due to massive protest by the developers it was cancelled in the last moment. Except to bundles it never has been distributed officially.

13.3 Actual developments

13.3.1 SpeedoGDOS 4.0 and 4.1

See [5]

The information if it's a Speedo or bitmap font can be found in byte 33 of the Fontname (vqt_name, INQUIRE FACE NAME AND INDEX, VDI 130). zero means bitmap font and one means FSM- or Speedo font.

Some Problems are inportant to be mentioned:

A coder can't find out if a driver can handle Speedo fonts (see last question in 10.3)

Some font IDs are used by bitmap AND Speedo fonts, though different fonts with similar IDs may never be installed the same time.

If you don't take care of this you'll get bombs.

It depends to the user to install the right drivers and fonts. The coder can't help here to stop errors.

The best way is only to install bitmap fonts with the right drivers or to use a Speedo only system.

The monospace font coming with SpeedoGDOS 4.0 has no umlauts (ae, oe, ue ...)

SpeedoGDOS is still in development, ignore the note in [17].

For installation and coding best is to refer to [6-8]
Remember starting NVDI before SpeedoGDOS in the AUTO-Folder!

The ones that bought Speedo got 4.0, the Falcon buyers got 4.1

13.3.2 Speedo 4.2

Let's see, what Ulli Ramps has to say:

Huhu! [TM]

The following is a list of changes made to SpeedoGDOS.

1) Line-A - Due to many requests from developers, SpeedoGDOS is now no longer Line-A dependent. All output is done through VDI calls. This was done to make Speedo compatible with various graphics cards, and to make it more multi-tasking-friendly. In addition, users should be able to use various VDI replacements with GDOS.

Another benefit from removing the Line-A dependency is that we no lon-
ger have to worry about the scratch buffer used for algorithmic spe-

cial effects. We have implemented the special effects inside of SpeedoGDOS and the drivers, so that the user/program does not have to worry about the memory needed to accomodate arbitrary sized characters. Unfortunately, this means that old drivers need to be relinked with the new independent library (found in the new driver kit).

There are plusses and minuses of the new implementation of special effects. In many cases, the special effects will be slower. With all previous incarnations of GDOS, you could not use 'bolding' or 'skewing' at non-90 degree rotations; now both of these work at all rotations. On the other hand, 'lightening' used to work at all angles and combinations of effects; now 'bold' mixed with 'lighten' only work at 90 degree rotation angles.

Miscellaneous Note - When using special effects, many applications have a hard time placing the cursor. In both the v_gtext() call and the v_ftext() call, the only cursor compensation to be made is for bolding. Bolding adds the thicken value to the number of pixels of each character. For rotated characters, note that the extra pixels can be considered a vector along the positive x-axis which is rotated at the same angle as the text and added to the advance vector; therefore, the length of the text string should remain the same at any angle. This is true even when SpeedoGDOS generates characters on a scanline basis (when the character does not fit in the character cache), although it does not implement the special effects. Also, applications should watch for the case when they keep track of the cursor position with vqt_advance() or vqt_width(), instead of vqt_extent() or vqt_f_extent(). In versions prior to 4.2, the application could accurately place the cursor by adding two pixels for every outline character and by adding left and right skew offsets for a skewed string. Now these effects are generated by the outline font engine, so the application must either rely on the extent calls or it must inquire for the advance vectors for characters that are skewed and/or outlined separately. For compatibility purposes, it is recommended that the version number of SpeedoGDOS is checked so that programs can handle both old and new characteristics.

2) Font ID's - Speedo font id's have been promoted to a higher range of ID numbers. This was introduced to avoid conflicts with bitmap fonts and more importantly, with the system font (which conflicted with a variation of Swiss 721). For those applications which use the usual interface with Speedo (i.e. use vqt_name() to find out what the font ID's are), there should be no problem, except if documents have font ID's embedded into formatting information. Of course, all the user has to do is substitute the font. If the application actually goes into the font file header to read the ID, note that we are adding 5000(decimal) to all Speedo font ID's.

3) Printer Driver Incompatibilities - Speedo will now check the printer driver it is trying to load for the '_FSM_HDR' cookie embedded in the driver header information. If GDOS does not find the cookie, it

will not allow the loading of any fonts; therefore, you can still use your driver for non-text applications. For future reference, please be sure that the driver header begins on a word boundary for all drivers to be used with this version and any future versions of GDOS.

4) Vst_load_fonts() - We have made two optimizations to the loading of fonts. The first is when a load_font call is made, GDOS checks the date of the extend.sys file to see if it was modified since the last load. A reload used to be mandatory because a bigger scratch buffer might have been required. Since we no longer need a scratch buffer, GDOS only checks to see if a change has been made to the list.

The second change is that GDOS no longer deallocates the global list of fonts if there are no more workstations using GDOS fonts. Therefore, application launches will be faster. On the other hand, the miscellaneous cache never gets cleared of font header information, unless a reboot happens.

5) Memory.sys - The memory driver used to mistakenly open a printer handle.

6) vst_height() - Vst_height used to have a bug in which a maximum point size is reached and then the size begins to shrink. This is fixed.

7) Postscript table - The Postscript table has been fixed (i.e. the indexes were off by 32 for certain Postscript files).

8) Fixed vrt_copyfm() in the drivers.

9) When in 'bicsmode', character 0 was not passed through to the font engine.

10) Negative point and set sizes - The handling of negative point and set sizes has been made consistent with the original handling in FSMGDOS.

11) The handling of fractional setsizes was incorrect in the drivers, and is now fixed.

12) V_ftext() in the drivers can now handle the offsets passed into the ptsin array.

13) Screen drivers can now safely load as device 10.

14) The memory driver can be loaded residently.

15) vqt_devinfo() - Vqt_devinfo() now returns information, whether or not the device has been opened. Furthermore, the device drivers name, found in the driver header, is copied into the ptsout array; the name is 26 bytes long. Note: if the driver is not SpeedoGDOS-compatible, a null string is returned, and if there is an error, a -1 is returned in ptsout[1].

16) vst_width() - A new call has been added to Speedo. The call is similar to vst_height() except that it sets the width. The bindings are identical except that the opcode is 231. Note: As with vst_arbpt() and vst_setsize(), you must call the general call (i.e. vst_arbpt() or vst_height()) before using the width calls (i.e. vst_setsize() and vst_width()). In addition, the general calls always reset the widths.

Miscellaneous Note: Although these have been published before, many requests have come in for the SpeedoGDOS error codes. Here they are:
Code 1 Out of memory
2 File open
3 File read
4 File write
5 Speedo engine error
6 Character too large (not used, defaults to line output)
7 No room for scratch buffer
8 Character cache error
255 Miscellaneous
These errors are placed in the error code address that applications should provide. Note that if you have MultiTOS installed, GDOS will report the error to Salert, the system alert box. A revision of the error handling is overdue, since some of the errors are no longer relevant (e.g. code 6), and error code 5 is returned for the lack of availability for pair and track kerning (in addition to the serious errors).

Well, again a big thank you to Ulli!

Now it's me again:

The Installation program for Speedo 4.2 had a small bug yet. If a NEC P printer is selected, NEC_P.SYS ist written into ASSIGN.SYS. But the distributed driver hat NECP.SYS as filename. R.O.M. fixed that.

13.3.3 Speedo 5.0

SpeedoGDOS 5.0 was developed by COMPO/no!software using the sources by Atari.
More than Speedo 4.x it can scale TrueType and Type 1 (see 7.2). Price: DM129.-
(at your own risc)

Now 9 printer drivers are included - the additional ones. Speedo 5.0 is an upgrade, so you have the other drivers. But: Which are the old divers? The ones before Speedo 4.1 don't work (and only falcon users have 4.1; the ones who bought Speedo from COMPO in the beginning only got 4.0)

So I at once printed a text using Speedo 5.0, NECP.SYS (Speedo 4.2) and ProList. And? Surprise! It works. That's really astounding because ProList and my own program (see 2) had problems with this driver and Speedo 4.2.

Using the drivers of Speedo 4.0 at least shouldn't work due to the changed jobs of Speedo 4.2 and the drivers.

(Could anyone test Speedo 4.1 drivers with Speedo 5.0? I don't quite believe this works)

Here's how I think an upgrade works (be careful satire)

==========
User: Dear Mr. Compo [...] but my Speedo 4.0 drivers don't work any more.

COMPO: ... best wishes to your decision ... BUT: Speedo 4.2 isn't an official release. It's especially made for papyrus and not useful for other programs. On the other hand...though...seen from a different point...maybe...possibly...Finally you need the drivers from Speedo 4.2. But we don't distribute them. Ask R.O.M. about it ...

[later]

USER: Dear Mr. R.O.M., ...I'd like to get a downgrade, free of course.

R.O.M.: ...don't work...our own costs...bla...etc...better wait for NVDI 3.0, we certainly can put you on the list.

User: "$&"$/(!&!^#
==========

Well, *I'm* full of anticipation how users that only had Speedo 4.0 will be able to make printouts.

Versions of Speedo 5.0 until now:

5.0a (Aug. 3rd 1994)
First release

5.0b (Aug. 8th 1994)
From now T1 & TT font loading works faster.

Known Bug: After calling vqt_headerinfo() the files arent' closed again. Whe using programs making this with all fonts there maybe can be no more filehandles (the amount of them differs from one TOS release to another).

Since Speedo 4.2 the 'outlined' attribute only works in special conditions. It depends on the font used, the SpeedoGDOS version, the point size ... and which Mantra's are mumbled at full moon.

5.0c (Aug. ? 1994)
From here LOWMEM=0 works like noted in the manual.

Now LOWMEM=0 works as stated in the manual.

13.3.4 NVDI up to V2.51

These releases were made of very fast screen drivers and a very fast GDOS. Compared to Atari-GDOS, NVDI had almost no bugs. But there functions weren't almost any more functions.

13.3.5 NVDI 3.0

From 3.0 NVDI is capable of scaling Speedo and TrueType fonts. Different from SpeedoGDOS it can't scale Type1. The Behne brothers (correctly!) say this format has least capabilities and only would blow up NVDI. But lots of special fonts are only available as Type1 and I could use some of them. But since the existence of Multiple Master fonts (see 7.3.5) I don't think the decision was that good ...

A (by principle very good) conversion of the formats is possible but very difficulty (see chapter 7.4) and no Atari program doing this exists yet. So the Behne's decision has advantages and flaws.

NVDI's printer drivers are found in 5.7.3

bugs and problems (I know about):

o All released versions of NVDI ignore the pixel size relation. (aspect ratio) for output of circles and ellipses.
o when calling v_clswrk after vqt_devinfo to a physical workstation creates a privilege violation when using MultiTOS. With NVDI 3.02 we'll get rid of this bug
o The character mapping isn't compatible to SpeedoGDOS 5.0
o There's no alert when you try to install NVDI (release before November '94) on a full (hard)disk.
o You'll get a memory violation when using the cache CPX with MTOS. Again, wait for NVDI 3.02.
o Output of rotated text doesn't work with some fonts (e.g. MONACO08.FNT), the chars are always set to 0 degrees.
And bitmap fonts with 8pt or less aren't light when this attribute is set. This happened when using the monochrome driver and the 8pt system font; not woth other fonts or bit depths. Fixed since Nov. 10th '94
o vpt_fontheader get's an incorrect TDF path.
o Track kerning doesn't have effect.
o When a skew angle is set, vector character's positions aren't located correctly. Once a skew angle is set the text is moved to the left or right (depends on the skew angle - positive or negative). This doesn't happen with SpeedoGDOS. Will be fixed with NVDI 3.02

13.4 Comments

Users and coders should be happy with the speed of development. Even the numbers of font format included in the programs doesn't have anything comparable on any other platform.

The time between the releases of SpeedoGDOS 5.0a to 5.0c - making one think there wasn't much of betatesting - doesn't satisfy a lot but, on the other hand it's nice to see that the competition by NVDI 3.0 makes the developers hurry.

SpeedoGDOS 5.0 creates problems in some applications that worked perfectly with Speedo 4.x. This may be due to the negative handles that 5.0 uses for the new formats. That's not a bug, because one shouldn't calculate with handles. But some apps do it though.
The coming workaround is the interpretation of handles as unsigned integer (SHORTCARD).

For coders the manuals coming with SpeedoGDOS 5 and NVDI 3 are only a bad joke. Even simple user's questions aren't answered:
TrueType (and Type1 with SpeedoGDOS) are handled. But these fonts are created in platform specific formats. Which ones are handled and what files with what extensions are needed? Without this information both programs aren't very useful.

But the developers of both programs promised to spread the coder documentation by BBS's (Actually the NVDI docs are finished. There's a ST-Guide HYPertext version of it too).

A provisional coder documentation is free on request when updating to SpeedoGDOS 5. You only have to *know* that it's possible. Sorry for this late information but I didn't know this before too. It's still available (for three Deutschmark in Germany by sending a stamped envelope addressed to yourself). It's 90% Englisch and 10% German, so it's sent to foreign countries too (Stef: try your country's COMPO dealer?)

Here some more differences between NVDI 3 and SpeedoGDOS 5. Get your own clues.

o The driver's concept
A real plus for NVDI 3. They're small, fast and
easy to be configured by the user. But they're not able to print with colours yet! And setups aren't to be copied, due to everything set in one file.
o Print to files
NVDI drivers can print in a file and the program won't
notice this (SpeedoGDOS can't)
o Need of RAM.
NVDI 3 needs about as much RAM as SpeedoGDOS 5 and NVDI 2.5 (when using the same cache sizes with both GDOS versions)
o Installation
NVDI 3 is begginer-friendly to install BUT: Everything
having the same name as a file to be saved is overwritten without any request to the user: META.SYS and the old Screen drivers. This makes different configurations for testing quite difficulty.
But this may be more interesting to coders (and freaks) and they'll be able to rename the old folders before, aren't they ?-)
Only since November '94 there's an alert when there's not enough disc space for NVDI 3.0
o VDI Speed
NVDI 3 is a bit faster than SpeedoGDOS 5 and NVDI 2.5, which is
much faster than SpeedoGDOS 5 without NVDI. But SpeedoGDOS 5 and NVDI 2.5 can be enough. This combination is about as fast as NVDI 3 when the fonts used fit into the caches.
o Scaler Speed
Both scalers are the same. Don't look here, why SpeedoGDOS is slower.
o Bugs
Current changes here. I don't know, who actually has more bugs.
o Number of font formats
Only SpeedoGDOS has Type1 capability. Some of those fonts are very

expensive, but there are special fonts not available in other formats.
o The font's concept
Insiders are fascinated by NVDI's font concept. But you won't get the documentation for "normal coders" from the Behnes. Did'nt even Microsoft lose a t court for such actions?
(Stef: I guess the concept is close to Bitstream's recommendations (font suitcases and more). And Bitstream's docs aren't free too. I talked with the Behnes at the ProTOS fair about it)
(Gerd: There isn't anything about a font concept in nvdiguid)
o Via cookie NVDI claims to be like SpeedoGDOS 5.0, but (obviously) it isn't. But SpeedoGDOS 5.0 isn't SpeedoGDOS compatible too. Huh? You ask why? Well: There are several versions of SpeedoGDOS 5 (with different functions/opcodes) and none is documented. Even worse: Some SpeedoGDOS Version have some experimental functions which aren't allowed to be used. In the past functions *always* were documented that it's allowed to call VDI function to check their existence.

14 Source

Being a developer it's possible to get an almost complete printer driver in object code. This one only must be adapted to the special printer.

This package is available for GDOS and SpeedoGDOS.

15 Tips'n tricks for users

15.1 Pixel trash at printing

Printing graphics on a NEC P6+ (maybe other printers too) including a lot of black in a line I often had the problem that one line was left out (Speedo-drivers NB15, NECP) or two lines were printed displaced in one line (Speedo-drivers FX80, NX1000).

This happens when printing directly and via CENSPEED. When using VARSPOOL this effect is gone.

VARSPOOL can be found on the driver disk of the NEC-printers.

15.2 NEC P6+

Once in a while a NEC P6+ will get noisy (rrrrrrrrrrraattatatattaa).
When You open the front you'll see a round stick (about 1cm thick).
Put two drops of sewing machine oil on it each year (you'll get it from Mom)

15.3 Overwritten Speedo faces

Sometimes Speedo writes in face files producing interesting effects. To fix this I have a second order besides GEMSYS filled with the Speedo faces on my harddisk. If I get strange effects again I copy these files to the GEMSYS folder. The almost fixes it in most cases.

15.4 SpeedoGDOS & MagiC! (VT52.PRG)

Andreas M. Koepfer:
SpeedoGDOS 4.1, 4.2, 5.0b used together with MagiC! (former Mag!X) have a problem. When VT52.PRG has to be used it already has to be in memory to correctly start a TTP (or TOS??). Otherwise VT52.PRG scans the fonts, what takes longer than the time it has been given for that. Putting VT52.PRG into the APPS folder of MagiC! is a workaround for that. Then the booting takes longer, but no errors occur. *But* a lot of memory ist lost. I wrote Andreas Kromke - who sent the upper note about the timeout. I guess the new MagiC! release will have this flaw fixed.

The VT52.PRG coming with EASE 3.5 is fixed, ask ASH ...

16 Tips'n tricks for coders

16.1 Fontsize and Pixelsize

Here are my experiences with GDOS and WYSIWYG. Credits to Ulrich Rossgoderer for confirming these.

It's about the output of vector graphics and text on screen and printer.

The size of text is defined in point and is always the same - independent from the resolution of the output device.

Different are vector graphics: they have to be recalculated in pixels before the output. Should be no problem because when opening a virtual/physical workstation You get the pixel size in micrometers in devParm[3] and devParm[4].

Let's assume the vector graphic is saved internally in micrometers, then the definition points at the output simply have to be divided by devParm[3] or devParm[4] to get the position in pixels. When doing the output in windows an offset has to be added. but thats not relevant here.

So far for the theory being quite simple so to this point (see [4]).
Now for the practice.

As described above we output a text and a border - saved internally as vector graphic. It doesn't matter here if the text is a Speedo or bitmap font. To have a better chance to compare the border exactly surrounds the text.

Doing this I got the following experineces: The text exactly filling the border on the screen (ST-high) is - when printed - much too small compared to the border.

An error in the recalculation of the pixelsize can't be the problem, because I made the printing with the drivers NB15, NECP, FX80, NX1000 and the results are the same.

I have only one explanation for this: The screen driver supposes a different resolution for the pixel size than for the font size.

Two solutions I can offer:

First you can use another pixel size on the screen than the one given from the operating system. After opening the virtual workstation (and ONLY

this one!) I calculated
devParm[3] := 282
devParm[4] := 282
and with this parameter I made the recalculation from micrometers in pixels. Now the relation from graphic to text on screen and print-out is exactly the same. But now a DIN A4 page doesn't fit on the screen in it's width. The numbers are found by me the experimental way and possibly can be optimised

Another solution may be this: Use a smaller font size for the screen (and ONLY there!) by multiplicating the size with 72/96. This is simple with Speedo fonts because the size in points can be defined by almost endless values behind the point. Using bitmap fonts this won't work due to not having a screen font in the 72/96ish size for every printer font. (Different to translate this, sorry - SD)

This method surely is to be midified for ST-Mid and other resolutions.

From Wilfried Behne (Half NVDI ...) SpeedoGDOS ignores the devParm[3] and [4] - values of the screen drivers. The values of physical workstations ARE taken.

16.2 Selecting drivers

When testing several GDOS programs I found out, that some coders have problems
with the following reasons:

Users can freely assign drivers in the ASSIGN.SYS.
There may be a setup like

23 FX80.SYS
27 NECP.SYS
28 NB15.SYS
31 META.SYS
61 MEMORY.SYS

How may a coder find out which drivers are installed (and ready)? Even though there's no Printer 21?
Quite easy: When the program supports printers ALL drivers from 21 to 30 are to be opened and closed again at once. An installed driver gives back a devicehandle >0 when being opened. vf_devinfo gives back correct values when a driver is opened.

Do the same thing with drivers 61 to 70 when MEMORY drivers are supported.

The ASSIGN.SYS as printed above is very useful. That's because the NEC P printers support all these drivers and print in different resolutions.

16.3 The Metafile (MF) format

If been asked to count, what i don't know about Metafiles 8-)))

By the idea the Metafile format is quite simple. It's a recording of VDI calls (including parameters) made by a program.

A program making it's output via GDOS will open a Metafile driver instead of a printer driver (see 5.7) and the output will get there just like to a printer.

A Metafile reading program recreates this recording.

But the simplicity of this format is one of the biggest problems of metafiles because different GDOS releases exist and different drivers with different capabilities. So, one programs makes output being understood by the GDOS actually installed. When this Metafile is read by a program running under a different GDOS with less or different capabilities, how can the recording be recreated?

Concrete examples:
The length of ptsin and intin fields is limited (different for different drivers) usually. The Metafile driver can handle this in another way. This can have influence to text output, poly line & marker, filled area and more ...

Next problem:
A font face not available on the output system is used. I which way another (most similar) face has to be requested by the program making the output?

At this point, this is a problem to be handled by the coders of the reading graphics programs (who willknow, what they're doing).

But when writing a metafile header you have to know, what you're doing. I don't but I'll give it a try ;-)

The resolution set for a metafile is a decision of the application. If there's no resolution set, 300dpi are used. That's a pixel width of 0.085mm

(Stef: that's not a pentium calculation, but *where* are 300dpi equal to 85 micrometers? On a 72dpi SM124?
Gerd: everywhere)

Screen drivers are only capable of handling raster coordinates. For metafile output the same routines are used, so I'll limit the next info to raster coordinates (even though metafile can handle NDC's). Those coordinates are defined from upper left to lower right.

To define a system of coordinates, metafile do this:

o (W)idth and (H)eight are set in millimeters (mm) via vm_pagesize. That's the (positive) difference beetween the lower right and upper left corner (which doesn't have to be in the origin)
o The rectangle (xmin, ymin, xmax and ymax) is defined in pixels via vm_coords. The way to calculate this rect. is found below.
o Here inside another rectangle is defined in pixels via v_meta_extents. It's got nothing to do with the system, the MF reading application get's info how to clip (what doesn't *have* to be done!)
Note: papyrus doesn't clip; kandinsky does, but it moves the graphic

to the lower right a bit making miss a bit of it on the screen.
So it could be useful to set the size for v_meta_extents a bit
larger than the one for vm_coords.

This way the system of coordinates, the resolution (width and height of a
system) has a fixed definition.

But the veriables set aren't the ones an application usually calculates
with.
Here's an example what's to do, when the application knows the resolution
wished (in dpi), the upper left (X1,Y1) and the lower right dot in tenths
of a millimeter (or a multiple of it).

Here's how to get the width and height of a pixel by the resolution:

25400
(Pixel height in tenths of a millimeter) = --------------------
vertical res. in dpi

25400
(Pixel width in tenths of a millimeter) = ----------------------
horizontal res. in dpi

(W)idth and (H)eight (in millimeters) are needed for vm_pagesize:

W = (X2 - X1 + 1) * (Pixelwidth in 1/10mm)
H = (Y2 - X1 + 1) * (Pixelheight in 1/10mm)

xmin, ymin, xmax and ymax (in pixels) are needed for vm_coords:

X1
xmin= --------------------
Pixelwidth in 1/10mm

Y1
ymin= ----------------------
Pixelheight in 1/10mm

X2
xmax= --------------------
Pixelwidth in 1/10mm

Y2
ymax= ----------------------
Pixelheight in 1/10mm

v_meta_extents is found the same way as vm_coords. To make Kandinsky
display everything, xmin & ymin can be set smaller and xmax & ymax larger.

Before making any output into a MF, first set the system of coordinates.

(In the early past I noticed, that my desriptions are that good, that even
I understood them <g> [Stef:I hope the translation is that good too])

Further informations:
Ulrich Rossgoderer coordinates a list of further informations to put
in a MF via v_write_meta (See version 2.4 of this FAQ). The Profibuch [2]
the Atari Compendium [3] and the standard book "Ueber FIleformate [20]
contain further information. And every literature about VDI calls is helpful,
too.

16.4 Anticipation is half the fun - I've been told ;-)=

17 Addresses

(Lot's of stuff is available from the friendly Atari dealer 'around the
corner ;-/)

(Note: All addresses are German ones - except when marked!)

Application Systems Heidelberg (ASH)
Postfach 102646 * 69016 Heidelberg
Tel.: +49 6221 300002

ATARI (Europe)
Postbus 70 * NL-4130 EB Vianen * The Netherlands

Behne & Behne Systemsoftware GbR
Lindenkamp 2 * 31515 Wunstorf
Tel./Fax.: +49 5031 8629

BELA Computer GmbH: R.I.P.

ByTech GbR
Detlef Kuhl, Frank Hieronymi
Bismarckstrasse 88 * 10627 Berlin
Tel.: +49 30 3134258

COMPO Software GmbH
Ritzstrasse 13 * Postfach 1051 * 54591 Pruem
Tel.: +49 6551 6067

DigiLab GmbH
Posener Str. 18 * 24161 Daenischhagen

DigitalDesktop (DDT) Is a dealers community
Addresses are to be found in Atari-magazines

Digital Systems & Consulting
Soester Str. 306 * 59071 Hamm
Tel.: +49 2381 889413; Fax.: +49 2381 889812

Elan Software
550 Charest Est
P.O.Box 30232
Quebec, G1K 8Y2
Canada
Voice: (418) 692-0565; Fax: (418) 683-9189 CANADA!!!

Dieter Fiebelkorn
Gruener Weg 29a * D-45768 Marl-Brassert

Stephan Gerle
Ruthstrasse 8 * 44149 Dortmund

H3 Systems
Haeusserstrasse 44 * 69115 Heidelberg
Tel.: +49 6221 164031; Fax.: +49 6221 184541

Harald und Martin Hansen
Weserstrasse 82 * 12059 Berlin

Hard & Soft
Obere Muensterstr. 33-35 * 44575 Castrop-Rauxel
Tel.: +49 2305 18014; Fax.: +49 2305 32463

ICP GmbH & Co.KG
Leserservice TOS * Innere-Cramer-Klett-Strasse 6 * 90403 Nuernberg 1

Konfect Corp. Vertriebsbuero A-D-CH
Postfach 1113 * D-63797 Kleinostheim
Tel. +49 6027 99941; Fax +49 6027 99942

MAXON Computer GmbH
Schwalbacher Strae 52 * 65734 Eschborn
Tel.: +49 6196 481811

Migraph Inc.
32700 Pacific Highway S.
Suite 12, Federal Way
WA 98003, USA USA!!!
Tel.: 0012068384677

Michael Nolte Computersysteme
Vasters Str. 10, 50825 Koeln
Tel.: +49 221 558269, Fax: +49 221 5504629

OMIKRON Soft+Hardware GmbH
Sponheimerstr. 12a * 75117 Pforzheim
Tel.: +49 7231 356033

Pergamon Software * Lehmann & Herzog
Wegscheidestr. 29 * 60435 Frankfurt/Main
Tel.: +49 69 5488279

rhotron GmbH
Entenmuehlstrasse 57 * 66424 Homburg/Saar
Tel.: +49 6841 64067; Fax.: +49 6841 2467

Richstein & Dick GbR (Kaktus)
Konrad-Adenauer Strasse 19 * 67663 Kaiserslautern
Tel.: +49 631 22253

Richter Distributor
Hagener Str. 65 * 58285 Gevelsberg

Te.: +49 2332 2706

R.O.M. Software (New Address!)
Christian Nieber & Ullrich Ramps
Raschdorffstr. 99 * 13409 Berlin
Tel.: +49 30 4924127

RoSoft Stefan Rogel
Koehlerweg 1 * 67661 Kaiserslautern
Stefan_Rogel@LU.maus.de und Stefan_Rogel@WI2.maus.de

SciLab GmbH
Isestrasse 57 * 20149 Hamburg
Tel.: +49 40 4603702

SHIFT Computer + Werbung GmbH (quit!!)

Michael Siek
Bohlweg 6a * 38678 Clausthal-Zellerfeld
Tel.: +49 5323 4413

SILICON Technology & Promotion
Wilhelmshoeher Allee 124 * 34119 Kassel
Tel.: +49 561 711924

Softbaer GbR
Richardstr. 60 * 12055 Berlin
Tel.: +49 30 6226884

SPIRIT WARE
Bible Church 15211
15th Avenue NE Seattle, WA 98155 (USA) USA!!!

TKR
Stadtparkweg 2 * 24106 Kiel
Tel.: +49 431 337881; Fax.: +49 431 35984

Trade-iT exists no more (since April 1994)

Holger Weets
Tangastr. 45 * 26121 Oldenburg
E-Mail: Holger_Weets@OL.maus.de (Not above 45kB!)

Dipl.-Phys.-Ing. Ralf Wirtz
Kasterstr. 30 * 52428 Juelich
Tel.: +49 2461 1255

Wilhelm Mikroelektronik
Luenen

Working Title GbR
Lilienweg 12 * 53123 Bonn
Tel.: +49 228 647020

3K Computerbild
Wevelinghoven 26 * 41334 Nettetal
Tel.: +49 2153 91860

18 Miscellaneous

18.1 Critics

18.1.1 Critics to the author

Critics are greatly welcomed. To get more info, send email to:

G.Castan@physik.uni-stuttgart.de

Possibly one writing me has already tested two or three drivers.
Please write me if the errors listed above occured or not.

Anybody knowing different driver support addresses, please write me an
email.

18.1.2 Critics to the translator

Hi, this is Stefan writing :-)
The reason why I wrote this translation I can't find in my head ...
Guess it's because Atarians should work together and support each other!
Well, if you wonder about some errors of spelling or syntax remind this:
I learned English at school for 4 years and after that I kept my knowledge
actual by playing some text adventures and reading some international
newsgroups.
If you find some errors in this translation, please don't send them to Gerd
but
to me:

cookie@cookie.syd.de

Referring to the feedback on this translation there seems to be ANY error in
it.
I didn't get too much email now - and no postcard, so I'll set my address
here too: Stefan Damerau
Bergholm 31
D-24857 Fahrdorf

It would be interesting to me, WHO is happy with this FAQ, so send me
postcards,
discs, books, whatever you want - no mail bombs please ;-)))

Thank you and have fun and lot's of experience with this FAQ.

Bye
Stefan

18.2 Praise

If this FAQ helped you out of a problem, please write me a postcard in your
next holidays.

Postcards I received yet: 1

18.3 For my support

Due to actual experiences I ask the distributors to switch on verify when copying update disks.

I only know two distributors not making any problem with this.

Does one of the readers want to code a Speedo font editor? We (Gerd & Stefan) offer our time to beta test it ;-)

18.4 Trademarks

This document is full of trademarks, no to be used freely.

18.5 Guarantee

I'll offer no guarantee.

19 Appendix

19.1 Literature

[1] Douglas N. Wheeler,
EVERYTHING YOU EVER WANTED TO KNOW ABOUT GDOS (AND MORE)
(Internet, Filename: GDOS.ARC oder GDOS.TXT)
Here's written all what's important to know about GDOS drivers.
(AND MORE)

[2] Jankowski, Rabich, Reschke
Atari Profibuch [Professionals book]
10. Auflage, SYBEX, Duesseldorf (1992)
The Standard. For Coders: In the VDI part you'll find how to use screen and printer drivers correctly.

[3] Scott Sanders,
The ATARI Compendium, first revision, SDS Publishing, Long Beach '94
Another standard. More actual compared to the Profibuch (VDI calls up to SpeedoGDOS 4.2) and very complete. The official GEM user interface guidelines are included too! But it can't replace the Profibuch.
A plus is the list of operating system functions, from which release they're available and which way their existence can be requested.
If this FAQ ever will have a chapter about layout, this book will be an example. A negtive one, though.

[4] Marc Rene Gardeya
VDI fuer jedermann [VDI for everyone], ST-Computer 10/93
Introduction in correct programming of screen and printer outputs.

[5] Julian Reschke
Herbstgedanken, ST-Magazin 11/92
Autumn thoughts about SpeedoGDOS and FontGDOS.

[6] Erik Dick
Schoen und schnell? [Pretty and Fast?] , ST-Computer 7/93
Common info about GDOS and installation of Speedo. Almost the same

standing in the installation manual, but more information about
special problems

[7] Erik Dick
SPEEDO-Gonzales, ST-Computer 8/93
Important stuff about programming Speedo. Description of the new
bindings tips for coders for standard-uses.

[8] Erik Dick
SPEEDO-Gonzales, ST-Computer 9/93
Meaning of the Speedo error messages and bindings of the Bezier and
cache routines

[9] Erik Dick
Mit Speedo in die zukunft?, ST-Computer 6/94
What's new with Speedo 4.2? New bindings are described too.

[10] Erik Dick
Thronfolge Teil 1, ST-Computer 11/94
Comparison of NVDI 3 and SpeedoGDOS 5: Contents, installation and
handling.

[10a] Erik Dick
Thronfolge Teil 2, ST-Computer 1/95
Part 2 of the comparison of NVDI 3 & SpeedoGDOS 5
Speed, more handling and safety

[11] Raymond Schroeder
Atari-Hotline, ST-Magazin 7/92
Whats GDOS for? Which programs supports it? How to install it?

[12] Sven Behne, Wilfried Behne
NVDI-Dokumentation, BELA
VDI-description. But no description of the differences between screen
and printer drivers.

[13] Wilfried Behne, Andreas Kromke
Traps in the Atari ST's VDI and how to get around them, c't 1991, Nr. 3
A lot about errors in the screen drivers.

[14] Laurenz Pruessner
es ist alles so schoen Bunt hier [Oh, take a look at these colors]
ST-Magazines 5/92, 7/92, 9/92
How to handle more than 256 colors with device depending formats

[15] Laurenz Pruessner
Sekt oder Selters [Champaign or mineral water], ST-Magazin 4/93
MEMORY.SYS: Binding, way to handle color resolutions, font output
with and without SpeedoGDOS.

[16] Laurenz Pruessner
Auf ein Neues!, ST-Magazin 1/93
OFF TOPIC Everyone using FlyDials or similar Libraries should read
this.

Problem: New AES's releases use (formerly free accessible)
ob_state-Bits that are used by these libraries too
This only is important for AES 3.31 (TOS 4.01) and is
fixed now.

[17] Laurenz Pruessner
Summertime Blues, ST-Magazin 6/93
Listing to open the MEMORY driver.

[18] Laurenz Pruessner
Mehr Schub!, ST-Computer 2/94
Printing with GDOS - espacially it's about printing of bitmap raster
- color too.

[19] Oliver Scheel
Erste Hilfe fuer [1st aid for] MultiTOS, ST-Magazin 6/93
Common information to install MultiTOS.

[20] Guenter Born
Referenzhandbuch Dateiformate [Reference Dataformats],
3. Edition, Addison-Wesley, Bonn (1994)
With the right drivers it's quite simple to make output in .IMG-
and in .GEM- Format In this book is a description how to read these
formats again (and more).

[21] Guenter Born
Dateiformate [Dataformats] Programmierhandbuch [Coders manual]
Addison-Wesley, Bonn (1993)
Sources (TurboC, TurboPascal) for loading and saving the formats
to use the datas [16] is recommended.

[22] Tim Oren
Professional GEM, (Internet, Filename: PROGEM)
Tim Oren almost only describes the programming of the AES but without
him this list would not be complete.

[23] Norman Walsh et al
comp.fonts FAQ
TeX DVI, PostScript, and info versions of this FAQ are available from
ftp.shsu.edu in archive/help/comp-fonts-FAQ. A Gopher is also
maintained at shsu.edu which can provide interactive access to the FAQ.
Finally, an online, hypertext version of the FAQ ist maintained
(experimentally) on jasper.ora.com where an HTP server runs. For
example, point XMosaic (or a similar WWW browser)
to http://jasper.ora.com/.

[24] Bundestag
Lobby et al, Typeface law, law to the agreement of vienna
(June, 12th 1973) about protection of typographic typefaces (Typeface
law) Dated July, 6th 1981 (BGBl.II S. 382)
last change by law of December, 18th 1986 (BGBl.I S. 2501)
ftp://ftp.uni-stuttgart.de/pub/doc/law/german/SchriftzeichenG

[25] Peter Karow
Schrifttechnologie, Springer (1992) / Font technology, Springer (1994)
This book really fascinated me (though the Speedo format is missing).
Intelligent scaling: Which tricks (Hints and more) does a font format
have, (T1, TT, F3, IF, II)? One reading this chapter, will know, why
the Behne's don't support T1 with NVDI 3 ...
Lots about a fonts quality, readability and copyrights.

[26] Peter Karow
Digitale Schriften, Springer (1992) / Digital typefaces, Springer (1994)
Display and formats of scalable font formats like Type 1, True Type,
F3, Intellifont etc. (Speedo is only mentioned shortly). Lots of
concepts are mentioned. Appendix F is a small dictionary about words
from the writing league (German - English - French)

[27] Thomas Merz
Name of truth, c't 12/1994
How to get font names and other informations from a true type font
file.

[28] Microsoft
Several documentations and programs about TrueTypeFonts
ftp://ftp.microsoft.com/developr/drg/TrueType-Info/...

[29] Ulrich Hilgefort
Fonts mit Mengenrabatt, c't 1/95
Quality comparison of some TTF CD's:

o Accurate Research: Dr. Fonts (2275 s/w & PD faces, TTF)
o ARI Heidelberg (1268 sw & PD faces, TTF)
o Bitstream Typeshop (502 faces, TTF)
o PrimaFont TrueType CD (1812 faces, 1203 of them are digitized
Berthold faces)
o SoftMaker Profi-CD Version 2 (750 faces, TTF+T1)
o URW PrintWorks (503 faces of 10 fonts, TTF+T1)
o Wayzata Technology Font Pro 2 (213 faces, TTF+T1=
(Stef: Gerd used "TT" for TrueType but I use TTF instead)

[30] Philip Glass
Koyaanisqatsi, Island Records (1983)
It's astoundishing that so many documental films use this music
without any note ...

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

cookie@cookie.syd.de (MausNet: Stefan Damerau @ SL)
Stefan Damerau * Bergholm 31 * D-24857 Fahrdorf)
---EOF---

gerd@theo2.physik.uni-stuttgart.de G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

2563. ACE '95 Update #12/2

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 09:35:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <90f_9502202226@tor250.org>
Source record: 171247

[Continued From Previous Message]

follow the signs to get to highway 401. *ANY* AAA
or CAA or other Motor League can provide you with
a map of Toronto, Ontario & Canada. Please call us
if you have anytrouble! Pearson International
Airport is only 15 minutes away! Toronto Transit
subway access is direct, too - there's a subway
stop at the Civic Center!
==========
BOOK YOUR HOTEL & YOUR TICKETS IN ADVANCE! Call
or e-mail for Show Kit too ... for User Groups,
organizations, developers & dealers! The Show Site
(North York Civic Center, Memorial Hall Exhibition
Facility) has htel, shoppping, restaurants and more!
NOVOTEL: $89 Cdn PER NIGHT
(single OR double occupancy)
** Call Novotel direct @ 416-733-2929 and ask for
a room with the Toronto Atari Federation group! **
ACE'95 TICKETS: $6 PER DAY
$10 WEEKEND PASS
CALL 416-752-2744 FOR HOTEL & TICKET RESERVATIONS
==========
Meet Dan Wilga, Darek Mihocka, Bob Luneski, Peter
Zalesak, John Trautschold, Craig Harvey, Nathan
Potechin, Mario Georgiou, Greg Kopchak, Al Fasoldt,
Rick Ladage, Jim Fouch, David & Jennifer Troy,
Michael Burkley, Roger Burrows, DARLAH, Craig
Carmichael, Tom Harker, Chris Krowchuck, Jim
Collins, Ralf Dowich, Shawn Tedder, Mike Wilhelm,
Mike Hohman, Christian Ernst, Michael Snape, Ray
Williams, Stuart Watt, Stephen Christian and
plenty more of the greatest dealers, developers
& supporters Atari users have ever seen!
==========

CALL US 416-752-2744 or 416-225-5823 *CALL US*

ACE'95 is being held at:
North York Civic Center
Memorial Hall Exhibition Facility
5110 Yonge St. (at Parkhome Ave.)
Toronto, Canada
April 1-2, 1995
Saturday 9AM - 6PM

Sunday 9AM - 5PM

~~ Howard Carson, ACE'95 Chief Organizer ~~~

... * <--- Tribble # <--- Tribble after Borg assimulation
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

2564. ACE '95 Update #12

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 09:35:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <90e_9502202226@tor250.org>
Source record: 171248

```
!!! SPECIAL EXHIBITOR FEATURES !!!

******************************************************
NEWS RELEASE 12: THE TORONTO ATARI FEDERATION PRESENTS....ACE '95!!
******************************************************

_/_/_/
```

incredible FIRST in the Atari world. Imagine logging to
your favorite Atari BBS and being able to NAVIGATE
simply by pointing and clicking on ICONS, having
multiple WINDOWS open - downloading, looking at
graphics, typing e-mail, and more!! Does it sound
INCREDIBLE? Well ... it's TRUE and it's HERE and it
will be featured at ACE'95!! Christian will have
SEVERAL computers running (& interconnected), to
demonstrate this SPECTACULAR piece of programming.
Don't miss the SHOW!!

The *GREATEST* Atari Exhibition in *YEARS* is happening on April
1st & 2nd, 1995, in TORONTO!! Look at this incredible *GROWING*
ACE '95 Exhibitors List:
LLLL Gribnif Software!
LLLLL TOAD Computers!
LLLLLL Branch Always Software!
LLLLLLL Cybercube Research (Cyrel)!
LLLLLLLL DMC Publishing!
LLLLLLLLL Scarborough Computers!
LLLLLLLLLL Missionware Software!
LLLLLLLLLLL ICD INC/4Play/Black Cat Designs!
LLLLLLLLLLLL It's All Relative!
LLLLLLLLLLLLL ABC Solutions!
LLLLLLLLLLLLLL Esquimalt Digital Logic (OMEN)!
LLLLLLLLLLLLLLL GEnie Information Services!
LLLLLLLLLLLLLLLL Suzy B's Software (& CDs)!
LLLLLLLLLLLLLLLLL chro_Magic!
LLLLLLLLLLLLLLLLLL Clear Thinking!
LLLLLLLLLLLLLLLLLLL Schauzmoll Software (The first GUI BBS)!
LLLLLLLLLLLLLLLLLLLL Aodyne Software (ExtenDOS)!
LLLLLLLLLLLLLLLLLLLLL Oregon Research Associates!
LLLLLLLLLLLLLLLLLLLLLL Computer Direct! (DirecTT030 & an
LLLLLLLLLLLLLLLLLLLLLLL enormous lineup of Atari products!)
LLLLLLLLLLLLLLLLLLLLLL Binary Sounds!
LLLLLLLLLLLLLLLLLLLLL Fine Tooned Engineering (MIO2, Sweet 16)
LLLLLLLLLLLLLLLLLLL Compuworld (Service, Parts, Upgrades!)

... shhh! don't tell anybody, but the c-lab falcon mkII
is going to be at ace'95, too!!

We're looking forward to CGS Computerbild's presence too, as well
as COMPO, Migraph, Wizztronics, Best Electronics and *many*
more!!

****
FEATURE EXHIBITOR > Fine Tooned Engineering of Scotts Valley,
******* California
Mike Hohman (the owner of Fine Tooned) will prove to one
and all that ATARI 8-BIT COMPUTING is alive and well!!
He'll have his huge product lineup an will be filling orders

for his BRAND NEW MIO2 HARD DRIVE INTERFACE, as well as
debuting SWEET 16 ... nothing less than an amazing
16 BIT UPGRADE for 8-Bit computers! Mike is widely
regarded as one of the Atari 8-Bit GURUS. So if you
need the very best for your 8-Bit, ACE'95 will be the
place to find it! WOW!!

The next ACE'95 News Release will feature still more debuts and
exciting product announcements (how'd you like to use the
Grolier's encyclopedia on your Atari .... hmmm?) Stay tuned!

=-=-=-=-=-=-
ACE'95 will feature continuous, hour-on-the-hour SEMINARS and
LECTURES. The ACE'95 CREATIVITY CONTEST is also gathering speed
with 20 entries already!!! There are an a-m-a-z-i-n-g number of
creative Atari users out there!!! SEND IN *YOUR* ENTRY AS SOON AS
POSSIBLE!!! The Prizes are fantastic! STRUT YOUR STUFF!! Send
all entries to: ACE'95 Creativity Contest
5334 Yonge St. Suite 1527
Willowdale, ON
Canada
M2N 6M2
Your BBS will have a file called CONTEST.TXT, which contains all
the ACE'95 Creativity Contest Rules (there aren't very many ...)

=-=-=-=-=-=-
A fabulous lineup of Door Prizes, Creativity Contest Prizes
.... and the ACE'95 Grand Prize!

=-=-=-=-=-=-
MIDI, DTP, Wordprocessing, Graphics, Power Computing, Software
Libraries, Utilities, Accessories, Databases, Spreadsheets,
Custom Solutions, Games, Educational, Internet, BBS, Networks,
Accelerators, Emulators, JAGUAR Stations, User Grop Center,
INCREDIBLE SALE PRICES, Software, Hardware, and EVERYTHING you
need to get the VERY BEST out of your Atari!

=-=-=-=-=-=-
More Atari users in one place than is EVER safe =;^) (or sane!)

==========
Getting to ACE'95 is *easy*. Toronto is drtly
accessed by Highway 401 or the Queen Elizabeth Way,
or Highway 400/69. Crossing the US/Canada border
at Detroit, Buffalo, Niagara Falls, Ft. Erie,
Ogdensburg, Kingston, etc., will lead you directly
to Highway 401 or the Queen Elizabeth Way. Take the
Yonge St. Ramp north off the 401 and drive to 5110
Yonge St. If you take e Queen Elizabeth Way,

[Length Exceeded - Message Split by Mountain Reader II]
--

| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

2565. Re: Editor/Librarian for Kawai K4 req.

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 09:39:00 UTC
From: sven.bornemark@p56.dada.ct.se
Message-ID: <ftn_2.200.136.56$fidonet.org_2f486418_Sven.Bornemark@p56.dada.ct.se>
Source record: 171207

Hi Martin,

> Does anyone know where I can FTP a synth editor or a librarian for
> the Kawai K4 to use on the Atari ST?

I know that Carl Lofgren has written some stuff for the K4. Ask him to
send it to you! His email address is: <m9174@abc.se>.

Say hello from me, will you?

Yours sincerely

-Sven-

__ __ __ __ __ __ __ __ __ __ __ __ __
/_ / //_ / / /_// //_// //_ ////_//_//_/ //// //_ //_/
__/ \//_ / / /_//_// |/ //_ / // // |/ | / //_/__/// |

---- Lergodsv 79, S-238 40 OXIE. Tel +46-40 54 54 54 ----
---- Internet sven@dada.ct.se / Fidonet 2:200/136.56 ----
---------------------- S W E D E N ----------------------

(UUCP Dialup connection)

2566. Re: MEDUSA T60

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 09:47:36 UTC
From: cc103@city.ac.uk
Message-ID: <1995Feb20.094736.2591@city.ac.uk>
Source record: 171208

S94 (lais@cs.man.ac.uk) wrote:

: In article <3gvkd3$b26@vishnu.jussieu.fr>, bourlon@gla.ecoledoc.ibp.fr (Marc
: BOURLON) writes:
: |> Great configurations ! Waouh !
: |>
: |> MB.
: |>
: |>

: Hehe, I _bet_ it is :) Wish I had lots of money though :(

: S.Lai

Very interesting that Motorola only made a prototype of the 68060 and never published any information on it, so finding a Medusa with that processor in it could be very hard.
--

_ _
| \ | | ___ __ _ ___ Stephen Norman - Nogssoft Software
| \| |/ _ \ / _` / __| E-mail: cc103@fred.cs.city.ac.uk, cc103@city.ac.uk
| |\ | (_) | (_| __ \ WWW: http://web.city.ac.uk/~cc103
|_| _|___/ __, |___/ Treat her like a lady and she'll always bring you home
|___/

2567. Re: IMPORTANT NOTICE ABOUT HENSA ACCESS

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 09:59:21 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3i9p5p$g06@epsilon.qmw.ac.uk>
Source record: 171209

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
: Hi Danny, there is a intesting file on uni-kl.de CHIPS175.TOS it has some info
: regarding adding Parity to Host Adapters...

Hi Roger. Thanx for the info...I have tried looking for this, but
can't find it. Any chance of a path?

: But the Big problem is its in German...

No worries about that here....try ruftrade. Excellent German translator.

Regards
Danny

--
.signature.signature

2568. Re: Un-Zipping .gz

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 10:05:26 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3i9ph6$g06@epsilon.qmw.ac.uk>
Source record: 171210

Barry Heath (barheath@heathen.demon.co.uk) wrote:
: Just HOW do I go about unzipping a .gz file? I know it needs a program

Just get GNU Zip, version 1.2.4 from HENSA. You can find this under
micros/atari/tos/tools

Danny
--
.signature.signature

2569. Re: Atari Lynx Batman Packs

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 10:28:48 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.39.000A7B3C@cam.ac.uk>
Source record: 171103
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <1995Feb19.233215.10141@bradford.ac.uk> S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>On 19 Feb 1995 17:11:30 GMT, Rod McCall wrote:
>: Are currently selling for #29.99 (ukp). Now thats what I call cheap.

>Yes it is. Where can one get one? (If you see what I mean!)

Special Reserve have them at this price (have a look in ST Format for their ad) - but since Rumbelows are being closed down you could try there.

Adrian (apb25@cam.ac.uk)

2570. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 10:37:08 UTC
From: "<Worried? You should be.>" <cs2ev@herts.ac.uk>
Message-ID: <Pine.SUN.3.91.950220102910.21132A-100000@altair.herts.ac.uk>
Source record: 171211

On 17 Feb 1995, ViSioN FX wrote:

> Nearly everyone on the planet knows that the ST is dead. It has been for 2 years.
> So why bother - get a PC... It beats the ST in every way. It is incredible that
> people still insist the machine is very much alive. Atari just don't know how to
> market new projects either - jaguar is a flop - and falcon... hey - just take a look
> around - I've never seen one.
>
> Get a life - get a PC :)
>

My mate owned an Amiga and has just bought a 486 dx2 66 with 16 bit soundblaster. He had to buy the soundblaster because and I quote 'The sound onthe pc is crap with out one'. Fair enough. However the ST has twice the channels of sound that the Amiga had and the same capabilities and is the industry standard machine for Midi. How much for a new (Yes they are still selling everywhere) STe? Price about 200 pounds. How much for a 16 bit sound card with Midi on a PC, price about 200 pounds.

Now, I myself would rather spend 200 quid on a machine not a crappy card. I agree the pc is better at graphics, but how much does a decent one cost. Price, about 1500 pounds. (full spec dx2 66).
As far as wordprocessors go the ST has some of the best around, againg the pc has a better interface for these and is more powerful but, isn't it the output quailty that people look at? Using the same printer I bet people wouldn't be able to tell the difference between an atari doc and a pc doc.
I'll stick with my ST thanks.

Some of us just don't have that sort of money to buy a crappy standard machine made to the spec of a company who holds the monopoly on computer operating systems.

From Ray.
email: r.c.smith@herts.ac.uk

2571. Re: llamatron

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 10:47:08 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3i9rvc$cnm@m1.cs.man.ac.uk>
Source record: 171212

In article <3i3bl5$8gj@enterprise.america.com>, ducky@enterprise.america.com (Ducky) writes:
|> I remember seeing a post somewhere that said the game Llamatron would
|> work on a Falcon. Any idea how to get it to do so? I just downloaded the
|> file (tron1meg.prg) and it seems to freeze the computer just after loading.

Use Backwards....

Best compatibility mode, but change the RAM to 1 meg. It does work with the 030 at 16Mhz as well.

I found a couple of times that it hangs at level 7, but other times I have got much further... My joystick broke on level 68 ish.... (with droid)

Anthony

BTW, on sat. I passed Continual Hassle!!! and then lost my remaining 17 lives on Meet your Nemesis.... (llamazap)

```
|> --
|> ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
|> | "The Cash Cow chews cud bigger than you!"...S.Taylor |
|> |_____________________________________________________________________|
|> | Ducky (america.com) |
|> ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

2572. Re:St's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 10:51:25 UTC
From: b9458317@wlv.ac.uk
Message-ID: <ECS9502201123A@wlv.ac.uk>
Source record: 171213

So - it seems one of my "friends" has got into my account and is trying to get me into trouble with lots of people - nice :(

Anyway, I've now changed my password so this shouldn't happen again...

Just for the record : I used to own an ST and I wrote demos on it. Yes, I can appreciate how good the coders were - and that they didn't need custom chips like the Amiga!

So please! Don't send me any more mail - I'm already getting s*** loads from all the other newsgroups that "I" have insulted!!!!

Bye for now,
respect.

Ian.

2573. Re: Graphic WWW browser for Atari?

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 10:54:59 UTC
From: gerco@cs.vu.nl
Message-ID: <D4Aozo.MJy@cs.vu.nl>
Source record: 171114

bgilbert@natinst.com (Ben Gilbert) writes:

> In article <3i2psg$4ee@hasle.oslonett.no>,
> Hallvard Tangeraas <hallvart@oslonett.no> wrote:
> >Is there a *graphic* web browser available for the Atari St computers
> >available? Something like Mosaic for Mac/Pc/Unix...

> Not yet, but reportedly there are some in development. Although, if you
> get the X port to the ST running, as well as a proper SLIP connection
> (see below), you should be able to run Mosaic on your UNIX host and set
> the display to your ST. Of course, this also assumes you have Mosaic on
> your Unix host. :)

You've probably never done this! This is nice as an experiment, but
it takes ages before everything is finally there in your Xserver. I
believe somethings of about a minute or so on a 14k4! And then only
program has started! Think of images!

Gerco.
--
----------------------------------v-----------------------------------
G.C. Ballintijn | Oh, Fortuna
Email: gerco@cs.vu.nl | Velut luna
http://www.cs.vu.nl/~gerco/ | Statu variabilis.....

2574. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 11:00:40 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3i9soo$8f1@nyheter.chalmers.se>
Source record: 171214

In article <3i4bks$mkp@turing.fwi.uva.nl>,
Martijn Dekker <mdekker@fwi.uva.nl> wrote:
>b9458317@wlv.ac.uk (ViSioN FX) wrote:
>
>:Get a life - get a PC :)
>
>I guess this silly person also thinks the c64 is dead...
>
>
He probably hasn't seen those c64 demos that _still_ are being made and do the
most amazing things :-).

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

2575. Re: Graphic WWW browser for Atari?

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 11:27:42 UTC
From: fvkampen@cs.vu.nl
Message-ID: <D4AqI8.126@cs.vu.nl>
Source record: 171216

gerco@cs.vu.nl (Ballintijn GC) writes:

>bgilbert@natinst.com (Ben Gilbert) writes:

>> In article <3i2psg$4ee@hasle.oslonett.no>,
>> Hallvard Tangeraas <hallvart@oslonett.no> wrote:
>> >Is there a *graphic* web browser available for the Atari St computers
>> >available? Something like Mosaic for Mac/Pc/Unix...

>> Not yet, but reportedly there are some in development. Although, if you
>> get the X port to the ST running, as well as a proper SLIP connection
>> (see below), you should be able to run Mosaic on your UNIX host and set
>> the display to your ST. Of course, this also assumes you have Mosaic on
>> your Unix host. :)

>You've probably never done this! This is nice as an experiment, but
>it takes ages before everything is finally there in your Xserver. I
>believe somethings of about a minute or so on a 14k4! And then only
>program has started! Think of images!

> Gerco.

I completely agree with this. Yesterday evening I started a simple Xclock
on my atar Xterminal, and it took ages and ages. (ok, I am running on 2400
baud), but 14k4 is too slow for running applications like netscape/mosaic
remote.

Florentijn

--
+---+
| Florentijn van Kampen fvkampen@cs.vu.nl fvk@bavo.home.cs.vu.nl |
| http://www.cs.vu.nl/~fvkampen Bavo Music Lab. We Compose The Future... |
+---+

2576. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 11:40:25 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3i9v39$e65@m1.cs.man.ac.uk>
Source record: 171217

In article <D49tCH.E3t@bath.ac.uk>, ma2jswc@bath.ac.uk (J S W Chan) writes:
|> In the referenced article, lais@cs.man.ac.uk (S94) writes:
|> >
|> >In article <ECS9502171519C@wlv.ac.uk>, b9458317@wlv.ac.uk (ViSioN FX)
|> writes:
|> >|> Nearly everyone on the planet knows that the ST is dead. It has been for
|> 2
|> >|> years.
|> >
|> >Really ? Mine works fine.
|>
|> So did mine, but I sold it. You must admit, the ST market is slightly
|> less than it was say 2 years ago. Btw, do atari still make the ST/STE?

True, the ST market is _less_ than it was, but is NOT dead - take the news STE
only
games....

I believe that Atari said that if they got an order of sufficient size, they
would
manufacture ST's...

|> >|> So why bother - get a PC... It beats the ST in every way. It is
|> incredible
|> >|> that
|> >
|> >Hehe, to think that my battered old 8 quid Casio fx82b can do division
|> better
|> >than
|> >a 2000 pound Pentium. Pffahaar ! Someone pass me a glass of water :p
|>
|> Very true, but the people with not quite so much money stick with an
|> AMD486, and that does not have crappy division problems.
|> And it is true that the PC beats the ST in everyway, it just depends on
|> what parts you bolt onto it. An AWE soundcard will piss over the ST/E
|> sound output, but you do pay for the privilage (200quid! > than an ST!)
|> Basically, you get better than ST performance, but at a (very) high price.

But your not comparing like with like here.... You cannot compare a 1985
machine
(the ST) with a 1994 machine (the Pentium). Compare it with an 8086 based
machine...

If you want to compare against 486/Pentiums look at TT / Falcon / Medusa etc.
The
Falcons sound output pisses over the AWE without any addons....

|> >|> people still insist the machine is very much alive. Atari just don't
|> know
|> >|> how to
|> >
|> >Why ? 'cos it does what they want it to, without the need for crappy
|> programs
|> >that
|> >eat up 8 or more megs of RAM, chuckle chuckle :p :)
|>
|> But 8Megs is standard on a PC these days, and they do run faster than an
|> ST equivalent. (Well you'd bloody hope so anyway). ST programs don't need
|> xxx megs RAM or Harddisk, because the user base has on average 1 Meg RAM,
|> and no harddisk.

But why? because the OS takes up so much, and you can only use the bottom 640k
of
RAM anyway... (I'm assuming we're talking DOS/Windows here.)

PC software houses dont seem to have grasped the concept of compression....

|> Basically, for the ST to succeed, Atari need to make a good, decently
|> priced, ST compatible 68040 computer, which people will hear about. The
|> Falcon was not the solution, nor the TT. They PowerPC seems like a good
|> move... Where's Atari's version?

There are rumours.... And whats this about CeBit? :)

|> I think Atari lack marketing of any kind, and are relying too much on
|> income from patents on 9 pin joystick ports :-)

Or the jaguar...

Anthony

2577. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 11:51:48 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3i9vok$lfs@epsilon.qmw.ac.uk>
Source record: 171125

J S W Chan (ma2jswc@bath.ac.uk) wrote:
: less than it was say 2 years ago. Btw, do atari still make the ST/STE?

That's like saying, do IBM and the clone manufacturers make 286s. Stop
comparing the Pentium or a 486 to an ST.

Compare a pentium to a medus or an Eagle.

: And it is true that the PC beats the ST in everyway, it just depends on
Nope. Don't agree.

The PC definitely does not beat the ST, for fun....and i do not mean games.

I work with all sorts of computers in my job....and my fave is the
Atari platform...esp the Falcon.

The 8mb 386 I have on my desk here is even slower than my 4Mb STE at
home....let alone the Falcon sitting right next to it.

: But 8Megs is standard on a PC these days, and they do run faster than an
: ST equivalent. (Well you'd bloody hope so anyway). ST programs don't need
: xxx megs RAM or Harddisk, because the user base has on average 1 Meg RAM,
: and no harddisk.

Again, comparing a Pentium to an old ST. Don't do it. Look at the
average Falcon User. I bet they have a min of 4 Megs, and a hard disk.

: Basically, for the ST to succeed, Atari need to make a good, decently
: priced, ST compatible 68040 computer, which people will hear about. The

Another one to go on about compatabilities.....why? No wonder the
coputer industry is not progressing the way it should. We need to move
away from CISC...

It is nice to have compatability, but if we move onto RISC, or even
parallel computing....poerful processors, then I am sure compatability
would not be a problem, as you can then fairly easily emulate the
older computer.

I am sick of the 80x86 line...they only seem to go faster...and that
is it. No change at all.

: move... Where's Atari's version?

Seeing the size of the company.....and seeing the foreseeable future
of Power PCs, it will be a bad move. Maybe they are waiting for PREP.

: I think Atari lack marketing of any kind, and are relying too much on
: income from patents on 9 pin joystick ports :-)

No, I think they are relying on sales of the jag ATM.

Danny
--
.signature.signature

2578. Re: Where to find a RAM-Disk?

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 11:53:47 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3i9vsb$1ju@golem.wcc.govt.nz>
Source record: 171218

In article <3i0s4m$l2v@ccnet3.ccnet.com>, jscholar@ccnet.com (Joshua Scholar) writes:
>A friend of mine desparately needs a RAM-Disk program so that he can
>transfer thousands of files onto an IBM-conpatable disk without popping
>the disk in and out of the drive thousands of times (Disk-copy
>unfortunately copies the disk format along with the disk).
>
>Does anyone know the name of such a program or of an FTP site that would
>have one? "atari.archive.umich.edu" is off-line at the moment.
>
>
>Thanks,
>Joshua Scholar (jscholar@ccnet.com)

I can't see what you are trying to do, you just place all those files
in a folder then copy the folder contents....

A RAM disk can behave the same as a floppy so you end up with the same problem,
, can't you use a Modem link..??

Note, the base page only holds 112 Directories, unless you format it with some
thing else like HyperFormat, so I can't see you putting 1,000 files on these
disks....

So Please explain what you are trying to do then we can help you...??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2579. FORSALE: Atari ST/TT Software & Magazine Disks

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 12:00:09 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <3ia089$sja@canopus.cc.umanitoba.ca>
Source record: 171219
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
=====================================================================
SOFTWARE
=====================================================================
OSS Personal Pascal.............$ 25.00 (no box)

Night Shift.....................$ 12.00 (cute fun Lucasfilm platform/action)
Paladin (rpg)...................$ 9.00 (excellent rpg game)
Firezone........................$ 5.00 (strategic war game)
TV Sports Football..............$ 5.00 (xlent Football game 1 or 2 players)

Michtron BBS....................$ 1.00 (classic bbs software, no box&docs)

=====================================================================
MAGAZINES
=====================================================================

Atari Interface Disks of the Month:
Oct'91 - Oct'92
*** 14 disks total with a wealth of useful & fun programs ***
Note: these are only the disks, not the magazines, all
documentation is on disk, though
Only $14 + shipping!

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Other items FORSALE! For a list, send e-mail with the *subject* "SEND INDEX"
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will give first
priority to those offering my asking prices. If you are interested in any of
the items, please reply via e-mail as soon as possible. Questions are
welcome. All prices are in US dollars. Buyer pays shipping. Shipping costs
are non-negotiable. Volume discounts available.
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

--
<Trevor_Cordes@umanitoba.ca> $ AtariTT030/8 48Mhz $ cds,comics,s/wr,videos,
3rd Year CompSci Honours $ PreludeVTEC Techno $ 4 SALE: E-mail me with
University Of Manitoba, Canada $ Dr.Who SCTV Unix $ the subject: SEND INDEX
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
```

2580. TOS 2.06 incompatibility list

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 12:03:49 UTC
From: thomah@ifi.uio.no
Message-ID: <3ia0f5$jn4@sviar.ifi.uio.no>
Source record: 171220

Does anyone have a list of programs (and games) that doesn't work with TOS 2.06? I have an STE with TOS 1.6, have just ordered TOS 2.06 and would like to know which programs will fail to work...

--
- Thomas Hansen - E-mail: thomah@ifi.uio.no
- Oslo, Norway - WWW: http://www.ifi.uio.no/~thomah

2581. Re: Spectrum emulator question

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 12:18:39 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3ia1av$fj9@bs33n.staffs.ac.uk>
Source record: 171111

Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:
: My question is, can I use the games from xzx, which are called *.z80 or
: *.sna with this specfalc emulator or any other one on my Falcon?

: I can't wait to play Rebelstar again!!

You sure can, there is a program supplied with the full Speccy Emulator package that converts from Z80 to SNA or SNX and this will solve your problems, I have Rebelstar Raiders up and running already along with hundreds of other classics :)

Happy hunting,

RiCH

2582. Re: Mouse transformation

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 12:40:38 UTC
From: josk@stud.unit.no
Message-ID: <3ia2k6$bds@due.unit.no>
Source record: 171159

In article <950219Z130636.353barheath@heathen.demon.co.uk>,
barheath@heathen.demon.co.uk (Barry Heath) writes:
|> In article <3i650h$n13@usenet.INS.CWRU.Edu>
|> cl152@cleveland.Freenet.Edu "Alyre G. Chiasson" writes:
|>
|> >
|> > I have been given a Genius serial mouse for IBM compatible.
|> > It has the same plug as the Atari mouse. I have a dead Atari
|> > mouse. Is there any way I can adapt the Genius mouse to use
|> > on my Atari or should I pass it on.
|> >
|> >
|> I doubt it. Not directly anyway. It _may_ be possible to convert it, but I
|> don't know how. Anyway 3party replacement mice are cheap enough these days -
|> you can get them for a tenner in the UK, and better than the Atari one.
|>

Plug your Genious Mouse in the serial port of your Atari, and get a driver,
like Mousetricks. I know there are some PD programs that'll let you do this
too, but I can't remember which ones.

***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk
Tlf.: 73 93 52 76 (Tr.heim) 57 87 33 84 (Olden)

"Pils, hamburger og saccosekk."

2583. Re: CoNnect, wherefore art thou?

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 12:43:41 UTC
From: wwc@axher6.desy.de
Message-ID: <WWC.95Feb20134341@axher6.desy.de>
Source record: 171221

On 25 October 1994, I sent a money order for $50.00 to Michael
Baffoni, the North America contact for CoNnect registrations.
It is now four months later. I have received neither key, nor
reply, nor a return of my money order.

If either Michael Baffoni or Wolfgang Wander, the author, have
any idea what has happened, please let me know. For the record,
I am not here accusing (or even suspecting) anyone of shady
dealings, but am rather hoping to hear there was a mixup and that
my key and manual will be on their way to me soon.

I've been putting this inquiry off for several months, as I have no
e-mail address for either Michael or Wolfgang. However, I'm getting
a bit tired of reinstalling and reinstalling and reinstalling this
GREAT program, and after four months, feel that this is more than a
simple case of snail-mail delay.

Hallo John,

first of all - my and Mikes E mail adress is in CoNnects online help.
I will investigate this process and try to find out where the order
is hanging. I hope to make you satisfied soon.

Wolfgang
--

Wolfgang Wander wwc@hermes.desy.de
hermes
DESY Hamburg Tel: +49 40 8998 2720
Notkestr. 85 Fax: +49 40 8998 3438
22603 Hamburg http://dxhra1.desy.de/wander.html

2584. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 13:27:02 UTC
From: mike@medsun.unige.ch
Message-ID: <1995Feb20.132702.21769@news.unige.ch>
Source record: 171130

In article 1602951033230001@ana-dyn-18.mac.phil.ruu.nl, vdleij@phil.ruu.nl (Joost van der Leij) writes:
>> It runs on
>>PowerPC and has 3 slots to add a board in it. The board attached to the
>>PowerPC determines what software it can run. Boards running in the test
>>site were: MS-DOS, Apple system 7 and TOS.

I too have heard this rumor, and cannot substantiate it. Why not
try waiting for Cebit, to see what may happen?

Mike Morris

****
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

2585. Re: Graphic WWW browser for Atari?

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 13:49:49 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0rgYQz-0005uhC@black.csi.cam.ac.uk>
Source record: 171132

In article <3i2psg$4ee@hasle.oslonett.no>, hallvart@oslonett.no (Hallvard Tangeraas) wrote:

> Is there a *graphic* web browser available for the Atari St computers
> available? Something like Mosaic for Mac/Pc/Unix...

No, although a couple of people were working on one.

> I have tried out a program for a PC which fools the UNIX host to think it's
> a SLIP account that's being used. It's called "Winsocket" or something,

No, winsock is a socket interface, like MiNTnet. You have to install a program such as TIA on the unix system to make it behave like a SLIP account, and then run normal networking software on the PC/mac/atari/whatever.

> We have TIA installed on the UNIX system I'm connected to (modem connection)
> so, can I use this with my STE? How?

Yes, using MiNTnet, or probably also with Demon's NOS package. Neither of these have a graphical web browser yet, although MiNTnet does have a text based one, lynx.

By the way, is it just in the UK that almost all internet providers only offer SLIP accounts, and not login ones?

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Windows. From the company that gave you edlin **

2586. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 13:59:37 UTC
From: mcp@rbg.informatik.th-darmstadt.de
Message-ID: <3ia789$o3n@rs18.hrz.th-darmstadt.de>
Source record: 171222

On Mon, 20 Feb 1995, <cs2ev@herts.ac.uk> wrote:
>
stuff deleted ...
>
> As far as wordprocessors go the ST has some of the best around, againg
> the pc has a better interface for these and is more powerful but, isn't
> it the output quailty that people look at? Using the same printer I bet
> people wouldn't be able to tell the difference between an atari doc and a
> pc doc.

Just for the record, I can usually tell a Word-for-Windoze printout from the output of TeX or Signum! Sadly, Signum2 doesn't quite beat WinWord, but Signum3 certainly does - not only in output quality. Working on a 33MHz 486DX WinWord is about as fast as Signum3 on a 16MHz MegaSTE (68000 !) - where does all that 486 computing power go?

(No Signum3 advocacy meant here, I just happen to have worked with both programs.)

> I'll stick with my ST thanks.
So will I!

> From Ray.
> email: r.c.smith@herts.ac.uk

Hope your life-support systems never fail!

Malte

2587. A few queries (mostly MiNTOS/MiNTnet)

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 13:59:57 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0rgYb9-0005tqC@black.csi.cam.ac.uk>
Source record: 171223

1) This is easy for anyone that's used a Unix system: how do I set passwords?

2) I can't get ftpd to work (not that I really need it anyway), when I type a valid login at the prompt it asks me for a password even though there isn't one defined; if I log in as ftp or anonymous it asks me for my email address as the password, as it should do, but then says it can't set guest privelidges.

3) If I try to nfs-mount anything it appears in the /nfs directory as just a file, not a directory. It gives an error if I try to cd to it or even just do
ls -l in the /nfs directory.

4) Can I set it up so if I log in as a particular user it starts GEM. I don't think so as it seems to need to be root - actually what I've done now is have a user called 'root' that is a wheel but not actually the root, and the real root user is called 'gem' and does load gem. But I'd rather not do it that way.

5) NVDI 3 doesn't seem to work now, it says it can't find off-screen drivers and then hangs.

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Windows. From the company that gave you edlin **

2588. Where is McMinos 2.0 ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 14:02:10 UTC
From: stkocz@sun1000.ci.pwr.wroc.pl
Message-ID: <3ia7d2$om0@sun1000.ci.pwr.wroc.pl>
Source record: 171224

The german ST-Computer magazine wrote that version 2.0 of McMinos
(nice and enhanced Pac-Mac like game) has been made PUBLIC DOMAIN
and offer this game on one of their PD-disks (plus level editor).

The question is, is McMinos 2.0 somwhere on an FTP-Site ?
Will it be uploaded somewhere ?

bye, and thanx.

--
****
* Sebastian Tkocz Technical University of Wroclaw, Poland *
* stkocz@asic.ict.pwr.wroc.pl or stkocz@ci3ux.ci.pwr.wroc.pl *
****

2589. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 14:12:42 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3ia80q$ghq@turing.fwi.uva.nl>
Source record: 171225

jacquesa@cs.man.ac.uk (Anthony Jacques) wrote:

:
:In article <D49tCH.E3t@bath.ac.uk>, ma2jswc@bath.ac.uk (J S W Chan) writes:
:|> In the referenced article, lais@cs.man.ac.uk (S94) writes:
:|> >
:|> >In article <ECS9502171519C@wlv.ac.uk>, b9458317@wlv.ac.uk (ViSioN FX)
:|> writes:
:|> >|> Nearly everyone on the planet knows that the ST is dead. It has been for
:|> 2
:|> >|> years.
:|> >
:|> >Really ? Mine works fine.
:|>
:|> So did mine, but I sold it. You must admit, the ST market is slightly
:|> less than it was say 2 years ago. Btw, do atari still make the ST/STE?
:
:True, the ST market is _less_ than it was, but is NOT dead - take the news STE
:only
:games....
:
:I believe that Atari said that if they got an order of sufficient size, they
:would
:manufacture ST's...
:
:|> >|> So why bother - get a PC... It beats the ST in every way. It is
:|> incredible
:|> >|> that
:|> >
:|> >Hehe, to think that my battered old 8 quid Casio fx82b can do division
:|> better
:|> >than
:|> >a 2000 pound Pentium. Pffahaar ! Someone pass me a glass of water :p
:|>
:|> Very true, but the people with not quite so much money stick with an
:|> AMD486, and that does not have crappy division problems.
:|> And it is true that the PC beats the ST in everyway, it just depends on
:|> what parts you bolt onto it. An AWE soundcard will piss over the ST/E
:|> sound output, but you do pay for the privilage (200quid! > than an ST!)
:|> Basically, you get better than ST performance, but at a (very) high price.
:
:But your not comparing like with like here.... You cannot compare a 1985
:machine
:(the ST) with a 1994 machine (the Pentium). Compare it with an 8086 based

:machine...

but all pc owners will admit that the 8086 is dead....

--
Martijn Dekker +--- Ishido by PFF software ---+
University of Amsterdam | For info about this great puzzle game: |
Math department | finger -l mdekker@turing.fwi.uva.nl or |
E-mail: mdekker@fwi.uva.nl | http://www.fwi.uva.nl/~mdekker/home.html |

2590. Re: IMPORTANT NOTICE ABOUT HENSA ACCESS

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 14:31:20 UTC
From: alfasoldt@aol.com
Message-ID: <3ia93o$i48@newsbf02.news.aol.com>
Source record: 171226

> try ruftrade. Excellent German translator

Rufftrade? Can you supply more information on this? A good German translater is badly needed in the States.

Is this a German-to-English translator?

Al Fasoldt, Systems Editor, Syracuse Newspapers

2591. Re: Graphic WWW browser for Atari?

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 14:32:06 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3ia956$gtp@turing.fwi.uva.nl>
Source record: 171227

fvkampen@cs.vu.nl (Kampen van F) wrote:

:gerco@cs.vu.nl (Ballintijn GC) writes:
:
:>bgilbert@natinst.com (Ben Gilbert) writes:
:
:>> In article <3i2psg$4ee@hasle.oslonett.no>,
:>> Hallvard Tangeraas <hallvart@oslonett.no> wrote:
:>> >Is there a *graphic* web browser available for the Atari St computers
:>> >available? Something like Mosaic for Mac/Pc/Unix...
:
:>> Not yet, but reportedly there are some in development. Although, if you
:>> get the X port to the ST running, as well as a proper SLIP connection
:>> (see below), you should be able to run Mosaic on your UNIX host and set
:>> the display to your ST. Of course, this also assumes you have Mosaic on
:>> your Unix host. :)
:
:>You've probably never done this! This is nice as an experiment, but
:>it takes ages before everything is finally there in your Xserver. I
:>believe somethings of about a minute or so on a 14k4! And then only
:>program has started! Think of images!
:
:
:> Gerco.
:
:I completely agree with this. Yesterday evening I started a simple Xclock
:on my atar Xterminal, and it took ages and ages. (ok, I am running on 2400
:baud), but 14k4 is too slow for running applications like netscape/mosaic
:remote.
:

of course, 2400baud is way too slow. I have heard that 14k4 runs
fast enough.

--
Martijn Dekker +--- Ishido by PFF software ---+
University of Amsterdam | For info about this great puzzle game: |
Math department | finger -l mdekker@turing.fwi.uva.nl or |
E-mail: mdekker@fwi.uva.nl | http://www.fwi.uva.nl/~mdekker/home.html |

2592. Re: Does Warp 9 work on the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 14:37:06 UTC
From: alfasoldt@aol.com
Message-ID: <3ia9ei$i64@newsbf02.news.aol.com>
Source record: 171228

The latest version of Warp 9 includes a Falcon-specific executable. This trash about CodeHead's support is just that, BTW. It's actual support has been outstanding.

NVDI 3.x provides more of a "snap" to overall screen redrawing. It tests out faster, but the main drawback of NVDI is the way it handles scrolling. It's possible (if you try hard enough) to see color smearing on any color system. Warp 9 is designed NOT to do that, and that's one reason it is slower than NVDI.

I own and use both (but not at the same time <g>).

Al Fasoldt, Systems Editor, Syracuse Newspapers

2593. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 14:37:55 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3ia9g3$h1s@turing.fwi.uva.nl>
Source record: 171229

efac001@alpha.qmw.ac.uk (D.Bhabuta) wrote:

:J S W Chan (ma2jswc@bath.ac.uk) wrote:
:: less than it was say 2 years ago. Btw, do atari still make the ST/STE?
:
:That's like saying, do IBM and the clone manufacturers make 286s. Stop
:comparing the Pentium or a 486 to an ST.
:
:Compare a pentium to a medus or an Eagle.

well the marketshare of the medus + eagle (does the eagle actuallly exist???)
is about 0%, so that comparison is in some sense worse than the
comparison st <-> pentium. But of course the comparion wrt to speed/etc is
better, indeed.

:
:: And it is true that the PC beats the ST in everyway, it just depends on
:Nope. Don't agree.
:
:The PC definitely does not beat the ST, for fun....and i do not mean games.

what OS are you using?

:
:I work with all sorts of computers in my job....and my fave is the
:Atari platform...esp the Falcon.
:
:The 8mb 386 I have on my desk here is even slower than my 4Mb STE at
:home....let alone the Falcon sitting right next to it.

what OS are you using?

:
:: But 8Megs is standard on a PC these days, and they do run faster than an
:: ST equivalent. (Well you'd bloody hope so anyway). ST programs don't need
:: xxx megs RAM or Harddisk, because the user base has on average 1 Meg RAM,
:: and no harddisk.
:
:Again, comparing a Pentium to an old ST. Don't do it. Look at the
:average Falcon User. I bet they have a min of 4 Megs, and a hard disk.

true.

:
:: Basically, for the ST to succeed, Atari need to make a good, decently
:: priced, ST compatible 68040 computer, which people will hear about. The
:

:Another one to go on about compatabilities.....why? No wonder the
:coputer industry is not progressing the way it should. We need to move
:away from CISC...

maybe

:
:It is nice to have compatability, but if we move onto RISC, or even
:parallel computing....poerful processors, then I am sure compatability
:would not be a problem, as you can then fairly easily emulate the
:older computer.
:
:I am sick of the 80x86 line...they only seem to go faster...and that
:is it. No change at all.
:
:: move... Where's Atari's version?
:
:Seeing the size of the company.....and seeing the foreseeable future
:of Power PCs, it will be a bad move. Maybe they are waiting for PREP.
:
:: I think Atari lack marketing of any kind, and are relying too much on
:: income from patents on 9 pin joystick ports :-)
:
:No, I think they are relying on sales of the jag ATM.

relying on sales of the jag is a certainly a lack of understanding of the
market.

:
:Danny

--
Martijn Dekker +--- Ishido by PFF software ---+
University of Amsterdam | For info about this great puzzle game: |
Math department | finger -l mdekker@turing.fwi.uva.nl or |
E-mail: mdekker@fwi.uva.nl | http://www.fwi.uva.nl/~mdekker/home.html |

2594. Re: softpc <-> dos 5.0

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 14:46:08 UTC
From: sanders@sci.kun.nl
Message-ID: <D4AzpJ.3M9@sci.kun.nl>
Source record: 171230

In <3hsv91$6kb@whitbeck.ncl.ac.uk> Craig Graham <Craig.Graham@ncl.ac.uk> writes:

>In article <D3xwHG.8ty@sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
>>Well, I formatted a 720K floppy with the /s switch on my girlfriend's
>>PC, but starting up SOFTPC always gives me an error about
>>"d:\softpc\c_drive.hdf" not found - If I make a dummy file with that

>Just keep clicking cancel, or ok or whatever the button in the warning
>dialog is, and it eventually goes away.

>Now use create new drive d to create an hdf file. Use MSDOS to format
>the file & make it bootable, then set drive c to point to it & restart
>SOFTPC. Now it will boot from the hdf file instead of floppy & will not
>complain about it at all.

I found it out already. It's `just a bit' kludgy, don't you think?
As a matter of fact, since TOS and MS-DOS filesystems are compatible
anyway, it would've been much simpler if direct access to HD was
possible. Now communication between DOS and TOS still has to go via
floppies. Shame.

>>And on legal terms, if I FORMAT /S a floppy on someone else's PC, can
>>I use that as bootdisk at home?

>If you insist on using SoftPC, that's the least of you worries....
>(old DOS5 disc sets approx 5.00 (UK), SoftPC on other platforms, 20 times
>that price or more, lawsuits, etc).
>(I must point out that I do not condone the use of pirate versions of softPC)

Look, I got SoftPC as a free PD diskette when I subscribed to Atari ST
Nieuws, a Dutch Atari mag. They openly advertize it in their mag (and
it was my main reason for subscribing) so I gues they know what
they're doing. It was taken off the MAUSnet. I didn't buy it from
some dealer in a back alley or something, nor copied it from someone
else, nor let someone else copy it from me. It's mainly on my
harddisk for `cheching it out'; if I find myself heavily using it,
I'll probably get myself a FalconSpeed or something. Or a second hand
`real' PC.

Regards,
--
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */

2595. Re: Atari is still alive !

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 14:47:11 UTC
From: chainxor@kom.auc.dk
Message-ID: <3iaa1f$nr9@news.iesd.auc.dk>
Source record: 171231

In article <199502151540.a11940@bb2.maus.de>, Heiko_Schaefer@bb2.maus.de (Heiko Schaefer) writes:
> Hello Henrik,
>
> HLW>They are still producing Falcon's, we can get new machines instantly
> HLW>here in Europe. Atari do NOT have any further plans on cutting the
> HLW>production.
> Are you sure?
>
> Here In Germany, in fact in my neighbour town has a big Atari Dealer gave up
> selling Atari Computers and this in a city with many atari computers.

When was that ??? Has this happened recently or a few months ago ???

>
> Greetings
> .. . .
> |__| _ *;_/ _
> | |(/,|| \(_)

Keep Cool and Flying...

ChainXOR...

2596. Re: Graphic WWW browser for Atari?

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 15:02:30 UTC
From: koehne@tripolis.informatik.uni-dortmund.de
Message-ID: <3iaau6$oau@fbi-news.informatik.uni-dortmund.de>
Source record: 171232

In article <D47JM4.Cv1@watserv2.uwaterloo.ca>,
sasmesba@kingcong.uwaterloo.ca (Samy Mesbah) writes:

|> But if you run Xwindows under mint and have a PPP or SLIP connection
|> to a system which runs XMOSAIC, you can use it and it is VERY useable
|> on 14.4 modem with compression.

But I think that won't run under 2MB Memory, will it?
Otherwise what would I need for minimal configuration??

--

Bye

...Patrick

Patrick Koehne, Irisweg 9, 59439 Holzwickede, Germany

e-mail: koehne@ls10.informatik.uni-dortmund.de

2597. Re: Is Atari Alive???

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 15:13:08 UTC
From: chainxor@kom.auc.dk
Message-ID: <3iabi4$nr9@news.iesd.auc.dk>
Source record: 171233

In article <3hqdla$dfk@brachio.zrz.TU-Berlin.DE>, alpldbia@w255zrz.zrz.tu-berlin.de (Andre Leistner) writes:
> In article <3hiojk$1f@insosf1.infonet.net>, <sinclair@ins.infonet.net> wrote:
>
> >Or buy a used PowerPMac 61OO.
>
> But you can't run MagicMac on a PowerPC-based Mac -- yet.

That's because the PowerMac only emuluates the 68EC020 processor without PMMU, and MagicMac requires a PMMU to work.

Keep Cool and Flying...

ChainXOR...

2598. Re: PD Games..

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 16:09:13 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3iaer9$gc0@bs33n.staffs.ac.uk>
Source record: 171236

Vic Bruhn (vicb@clark.edu) wrote:
: Requiem <cm3hirjd@bs47c.staffs.ac.uk> wrote:
: >Fatemaster - RPG sort of game quite like the Zelda series on the SNES
: >
: >RiCH

: If this is PD (I assume it is from the subject...) could you upload it to
: some ftp site?

Yes its PD and yes I will upload it this week.

RiCH

2599. Re: PD Games..

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 16:10:21 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3iaetd$gc0@bs33n.staffs.ac.uk>
Source record: 171237

Graham Goring (goringgn@aston.ac.uk) wrote:
: BLAT! (STe only) - okay, so it's columns, but it's a damn good version.
: Ozone - Excellent platformer, which I fully intend to register. How much is it?
: Chaos - (Maybe 1meg only) Brilliant conversion with loads of samples from comedies.
: Grav and Grav 2 - Best thrust games EVER. Which I still need to register...
: Llamatron - I cannot believe he left this one out! Argh! Best game EVER!

Blat is nice, Ozone is very nice, Chaos I've not played, Grav I don't
like much and Llamatron I don't like too much either. Anyway I am sure
Roger has _that_ somewhere :)

RiCH

2600. Re: MiNT 1.12 - Baud Rate Settings?

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 16:25:42 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBURBGUUUP@galaxy.teuto.de>
Source record: 171238
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3hviv9$1me@percy.cs.bham.ac.uk> Chris Ridd wrote:

>>I tried running HSMOD stuff after Mint (and in various combos)
>I think you have to run HSMODEM *after* Mint, ie ignore what the
>HSMODEM docs say. The MintNet docs may be of some help to you.

Hmmh Chris,

I'm a little confused ATM, you're both saying the same, aren't you? Take a look:

------------------------------cuthereplease------------------------------
MiNT

If DRVIN and the drivers are started before MiNT only a little of the functions will remain. That's why DRVIN and the drivers should be started after MiNT. In this case all functions are realized as under TOS, but no more. Redirections and sleep and other plays are impossible with this file handles. I don't know whether the AUX-device switching for the aktual process will continuosly work. I use neither MiNT nor MultiTOS. As long as no MiNT freak is to be found who takes over the adaption and support, no special versions for MiNT will exist.

------------------------------cuthereplease------------------------------

However, s. o. on a German newsgroup said to start HSM _before_ MiNT. But your mileage may vary ...

>Work: C.Ridd@imc.exec.nhs.uk

Mr. Hotshot ;-))

Hendr!K

2601. Re: Atari ST Hack in progress....

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 16:31:06 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBURBGVAUP@galaxy.teuto.de>
Source record: 171239

In <3i07gf$hou@voyager.cris.com> JACKDETH wrote:

> Can you just pull the 68000 out and pop a 68030 in the ST? And it will still

ROTFL, if it would be that easy, all the producers of 68030 accelerators would be broke ;-)

Nah, that doesn't work.

Hendr!K

2602. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 16:35:18 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBURBGVDUP@galaxy.teuto.de>
Source record: 171240

In <9502171602.AA05232@ilmen.lanl.gov> Hutch wrote:

>In a previous article, a sniveling individual with the address of
>b9458317@wlv.ac.uk (ViSioN FX) who didn't even have the guts to
>sign his/her post wrote the following bit of childish flamebait:

Nice going, John ;-))

Don't you wanna code an auto-responder for such occasions ;-)?)

>Hilarious. This from someone who has nothing better to do with his time.
>Sounds like one of Roger's "sniveling, snot nosed teenagers," to me. :)

Must've been his long lost bro'.

Hendr!K

2603. TALK: Re: Magic incompatibility list

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 16:36:40 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBURBGVGUP@galaxy.teuto.de>
Source record: 171241

In <9502151515.AA04632@ilmen.lanl.gov> Hutch wrote:

>Now... can we stop wasting bandwidth and get back to something more useful
>like 'Roger Bashing' or something? ;-)

Bust a move, John. I am all ears ;-))

Hendr!K

2604. ZORG & ICD

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 17:01:27 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.42.001106B0@cam.ac.uk>
Source record: 171066

When I try to use ZORG to check my hard disk it flies though loads of files and then suddenly comes up with error 15 - any ideas. I am using ICD Link II with a quantum 240MB hard disk and I am checking normal 32MB partitions.

Adrian (apb25@cam.ac.uk)

2605. Re: ZORG & ICD

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 17:10:37 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3iaied$ds4@epsilon.qmw.ac.uk>
Source record: 171242

BRIDGETT A.P. (apb25@cam.ac.uk) wrote:
: When I try to use ZORG to check my hard disk it flies though loads of
: files and then suddenly comes up with error 15 - any ideas. I am using ICD
: Link II with a quantum 240MB hard disk and I am checking normal 32MB
: partitions.

I am not too sure on this, but I think that Zorg does not work with
ICD driver hard drives. Have you got the English version? It should
say in the docs. Anyway, Joe Connor supports it in England...so you
can get in touch with him on jconnor@cix.compulink.co.uk....and tell
him that the guy from HENSA sent ya. :-)

Regards
Danny

--
.signature.signature

2606. Obsession Demo Probs

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 17:20:35 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3iaj13$bbg@dux.dundee.ac.uk>
Source record: 171243

I cannot get this to run on my Falcon (VGA) is there any setting I have
to change?

Rod

--
--
Rod McCall, President, Lip Theatre Company
==
// email: rmccall@mcs.dundee.ac.uk //
@@ No part of any mail I send is the reponsibility of the university @@
@@ hence don't complain to them, complain to me!! @@
==
for infomation on the following
CD-ROM,Books & Compaq Presario email : cdsales@cix.compulink.co.uk
****

2607. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 17:26:27 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3iajc3$bbg@dux.dundee.ac.uk>
Source record: 171245

Joost van der Leij (vdleij@phil.ruu.nl) wrote:
: Hi,

: Please do not hang my head for it, I only report what I heard from a
: friend that I do not totally trust. But then again there is almost always
: some thruth in what he says. The story is this:

: He worked a couple of days for IBM-the netherlands for their
: server-service department. (This is confirmed). At the time of his work
: IBM were testing a new kind of computer hanged in a network. It runs on
: PowerPC and has 3 slots to add a board in it. The board attached to the
: PowerPC determines what software it can run. Boards running in the test
: site were: MS-DOS, Apple system 7 and TOS. He has a lot of experience with
: Atari, and he is sure he saw GEM working on the it.

Apparently (prior to stopping computer R&D) Atari had a 68040 and
PowerPC machine under development.

I'm sure there is still a market for these machines, if not in
the millions certainly a few hundred thousand if Atari bothered
to plan ahead and stay with its products.

Rod
--
--
Rod McCall, President, Lip Theatre Company
==
// email: rmccall@mcs.dundee.ac.uk //
@@ No part of any mail I send is the reponsibility of the university @@
@@ hence don't complain to them, complain to me!! @@
==
for infomation on the following
CD-ROM,Books & Compaq Presario email : cdsales@cix.compulink.co.uk
****

2608. Re: KA9Q Questions --

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 17:34:55 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.4.0011957A@cam.ac.uk>
Source record: 171065

In article <950209Z001148.298barheath@heathen.demon.co.uk> barheath@heathen.demon.co.uk (Barry Heath) writes:

>"domain name" is that bit of your e-address that comes after the "@"

That's not quite true; I'm typing this on pc2042.nmus.pwf.cam.ac.uk but the domain name is just cam.ac.uk. This is so to use another local machine you don't need the full address, eg I just type 'telnet hermes' to read my email.

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\ / \\ ark Baker
/ \\/ \\ ** If at first you don't succeed, call it DOS 6.2 **

2609. Re: Is Atari Alive???

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 17:37:59 UTC
From: kemeny@rhrk.uni-kl.de
Message-ID: <1995Feb20.173759.26077@rhrk.uni-kl.de>
Source record: 171249

sinclair@ins.infonet.net writes:

>In article <3hqdla$dfk@brachio.zrz.TU-Berlin.DE>, alpldbia@w255zrz.zrz.tu-berlin.de
(Andre Leistner) writes:
>>In article <3hiojk$1f@insosf1.infonet.net>, <sinclair@ins.infonet.net> wrote:
>>
>>>Or buy a used PowerPMac 6100.
>>
>>But you can't run MagicMac on a PowerPC-based Mac -- yet.

>Does it matter?

yes this matters, because who wants to use micr*s*ft products - I not

Greetings Gunther

--

2610. Re: Graphic WWW browser for Atari?

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 18:16:10 UTC
From: jperez@uhunix3.uhcc.Hawaii.Edu
Message-ID: <D4B9Ey.FAL@news.hawaii.edu>
Source record: 171101

I have been looking into this myself...
I just spoke with George Geczy, the author of Hyperlink for Atari computers. It is a Hypertext development system which supports Dbase files, IMG, text fields, buttons, icons, etc... It is not specifically for HTML, although, it is conceivable that it could be re-written or patched to serve this purpose. Aside from the translation, it would also have to be taught to telecommunicate.
In any case, much of the work has already been done, and the Author is willing to sell the code (cheap) if there is another developer interested in continuing his work, and/or adapting Hyperlink for HTML.
He can be reached at
george@jmg.on.ca

I would certainly be willing to contribute in any way possible. I haven't don't much serious programming lately, so I'm not up to speed - but that never stopped me before. The advantage to using something like HyperLink is that it is modular so that we can add modules to support each data type (sound files, images, animations, etc...). It may even be possible to use Hyperlink modules to launch other existing media players (GemView, various image and sound TTPs, etc...).

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio - 2600 - Lynx - Jaguar - 400 - 800 - 130 XE

2611. English version of Gemini

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 18:21:37 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3iamjh$bbg@dux.dundee.ac.uk>
Source record: 171102

Is there one? I downloaded 1.99 the othernight but it was in german.

Rod

--
--
Rod McCall, President, Lip Theatre Company
==========
// email: rmccall@mcs.dundee.ac.uk //
@@ No part of any mail I send is the reponsibility of the university @@
@@ hence don't complain to them, complain to me!! @@
==========
for infomation on the following
CD-ROM,Books & Compaq Presario email : cdsales@cix.compulink.co.uk
****

2612. Atari 1040St with SC1224 monitor fs

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 18:39:38 UTC
From: saxmania@ripco.com
Message-ID: <D4BAI3.Fz5@rci.ripco.com>
Source record: 171104

both in excellent condtion. with owner's manual, mouse and mouse master, Dungeon Master and Block Buster games, Atari STart magazines with discs, original boxes for computer and monitor. $140- plus shipping for everything. Will consider trades for Mac computer stuff, like a hard drive or something....

--

:| :|
<::< .::\ \:/ :::| :::| :~~/ :::| .::\ :::\ :\:|
>::> `::| /:\ :| :|:| :::, :| `::| :::/ `::|
saul smaizys/saxmania@ripco.com :| .,:'
==========web page=http//ripco.com:8080/~saxmania/A.html==========

2613. Emulators for Sale

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 18:44:30 UTC
From: troyc@bnr.ca
Message-ID: <3ianue$msb@batph8.bnr.ca>
Source record: 171105

I have the following item for sale. I have not used them for quite some
time, so they are just sitting around collecting dust:

1. Spectre GCR 3.0
All original software included
All Mac disks I have
PRICE: $200, shipping included

2. PC Ditto II
All original software & hardware
I got this to work once, but then I switched to a Mega STE so I
cannot use this board. I cannot guarentee it works.
PRICE: $50, you pay shipping

Send email to:
Troy Carpenter
Bell-Northern Research
Atlanta, Georgia
troyc@bnr.ca

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

2614. Re: Linux-Whiteline

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 19:02:42 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBUTCDWQUP@galaxy.teuto.de>
Source record: 171107

In <macdonald.162.000E824E@cfcsc.dnd.ca> Ken Macdonald wrote:

>Has anyone heard anything from/about Whiteline re: Atari Distribution of Linux?
>OR any distribution of Linux for the Atari

They're working on it.

A distribution is due out RSN, as well as the Linux68k-CD.

Hendr!K

2615. GEM.RSC

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 19:03:20 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199502201903.NAA16123@mail.cs.utexas.edu>
Source record: 171108

Can anyone explain, how to prepare the new GEM.RSC for MultiTOS?
I tried to use the modified RSC from TOS 2.06, but it doesn't work.

Konrad
conradus@plearn.edu.pl

2616. ICD Time Setting

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 19:12:40 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Feb20.191240.13298@bradford.ac.uk>
Source record: 171109

Could someone please Email to me (UUe or Mime) or place on ftp.brad.ac.uk
in incoming directory the program ICDTIME.PRG from the ICD (NOT Pro)
utilities. It is PD, and anyway I used to have it until I reformatted the
master disk.

I need it at long last because my clock is now about 45 mins out!

Thanks if you can help me,

--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \

2617. Re: CD ROM

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 19:13:34 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D4BC2n.Kt0@cix.compulink.co.uk>
Source record: 171110

In message <D45EA0.6uF@info.bris.ac.uk>, eb4336@irix.bris.ac.uk said:

>How come quotes for prices of Atari-compatible CD-ROM drives are so high?
>I get quoted about 200UKP (e.g. the 'Apple 300e') for these when I have seen
>CD-ROM drives advertised in Computer Shopper and other PC mags for only
>about 100UKP. I have an Atari Falcon, so I surely should be able to connect
>just about any CD-ROM drive to it. I just want a drive to read samples off
>sample CDs and perhaps play back CDs (perhaps through the Falcon DACs with
>bass-boost removed)- I don't want to do graphics work or anything particularly
>random-access-intensive with it. For my purposes would I be better off
>getting an audio-orientated CD player instead?

You should check with the advertisers that the are offering the same item, eg.
is the 100 UKP drive internal non SCSI, whereas the 200 UKP is external, or
includes software and/or a Falcon cable.

The CD300e has a SCSI interface, which is what you want with the Falcon.

You can play audio CDs on the CD300e with suitable software, eg Extendos Pro,
Egon.

Barry wilsontjb@cix.compulink.co.uk

2618. Re: Connecting Stfm & Pc together ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 19:23:04 UTC
From: simon@kingres.demon.co.uk
Message-ID: <793308184snz@kingres.demon.co.uk>
Source record: 171112

In article <3i95ov$gv6$1@mhadg.production.compuserve.com>
76702.1466@CompuServe.COM "BobR" writes:

> Yes, you can directly connect from the serial port of an ST to the serial
> port of a PC... but...
>
> You need to use what's known as a "null modem" cable or adapter.
>
> What this does is to reverse two of the signals so the sending end of one
> computer talks to the listening end of the other, and vice versa.
>
> Null modem cables or adapters should be easily available at any computer store
> or "Radio Shack" type store.

I'll make one up, I've got the gear.
>
> Then you'd use your regular telecom programs to upload and download the files
> between the two computers...

Thought so, thanks for your help

>
--

/ | / Snail-mail E-mail
\ |< 216 Scarborough Avenue simon@kingres.demon.co.uk
/ imon | \ ing Stevenage. Herts SG1 2HW

2619. Re: ST Games decline... Producer's Fault?"

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 19:32:25 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3iaqo9$648@golem.wcc.govt.nz>
Source record: 171113

] I can see several reasons that the Atari entertainment market has
] dwindled so significantly. To begin with, Atarians have been the piracy
] scapegoats since the 8-bit days. Lots of companies wouldn't do Atari
] games simply because of the bogus reputation. This also led to a horrific

Yeah right, like EVERY other computer platform didn't have just as much,
or probably MORE piracy! Look at the amount of piracy on the PC, even
considering the larger base, the proportion is still higher than it ever
was on the Atari. The simple reason companies have stopped producing for
the Atari is that the profit made from such a tiny user-base compared
to the Mac and PC isn't worty bothering with.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.
Maintainer of the Generation-X FAQ.
"Follow the rules we've demonstrated, or else you'll end up mutilated"

2620. Re: Wanna bet?

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 19:45:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBUUBJUXUP@galaxy.teuto.de>
Source record: 171115

In <FBOQBAURUP@dksoft.ping.dk> Kim Andersen wrote:

>I could try get the phonenumber for Motorola here in Denmark, (would only
>take me a few minutes), but that'll still be coming from me, so i guess

I retrieved some more infos:

------------------------------cuthereplease------------------------------

68040 Users Manual, Page 10-4. (Excerpt)

"The instruction timings are based on the following suppositions unless
otherwise noted:

1. All timings are related to BCLK cycles and are for BR = An or suppressed..."

------------------------------cuthereplease------------------------------

and some more FAQ:

------------------------------cuthereplease------------------------------
Archive-name: motorola/68k-chips-faq
Posting-Frequency: monthly
Last-modified: 1995/01/25
Version: 12.0

Frequently Asked Questions (FAQ)
comp.sys.m68k

[...]

D) CPU Clocks and Double-Clocking

CPU clock speeds are used by consumers to compare the performance of
different microprocessors. This is the classic case of comparing apples
and oranges in almost all cases. Clock speeds can only be used for comparison
with the same processor and then with care.

For example, a 1 Mhz MC6800 processor runs at the same bus speed as a 4
Mhz MC6802: the 6802 has a divide-by-4 circuit so less expensive 4 Mhz
crystals can be used. This is also a cheap way to make a CPU seem more powerful
but runs the risk of marketing "numbers games". It is better to compare CPUs
with test programs that return comparison values such as "millions of
instructions per second (MIPS) or Dhrystones. Even then, one must be very
careful using such comparisons - see Cray under "F) Speed Comparisons".
Motorola clock frequencies should not be directly compared with other
manufacturer's frequencies.

The effective speed of a processor depends not only on clock speeds but
also on computer bus speed (ie memory speed), CPU registers, internal features
(such as caches), FPU units, external features such as external caches and
data bus width and the software used. An instruction and/or data cache
usually dramatically improves system speed. A 25 Mhz part is not
necessarily twice the speed of a 12.5 Mhz part since system speed also
depends on the external resources the CPU is connected to.

The issue of "clock-doubling" with Apple products and the 68040 is a
question often asked on the net. Apple (and others) advertises some of
its notebook computers with "33/66 or 25/50" Mhz speed designations. This has
been referred to as "clock doubling". The '040 has two clock inputs -
PCLK and BCLK. PCLK runs at twice the frequency of BCLK. BCLK (1/2 PCLK) runs
at the frequency of the part and is used to derive all bus signal timing.
PCLK (2x BCLK) is used for internal logic timing. PCLK is not present on
the 3.3 volt parts (MC68040V and 68EC040V). The 68020/030/060 do not have
this feature but the 68360 does. Use BCLK as the part's true speed.

This is not the same as Intel's "clock doubling" on the 486 Overdrive
chip. "Overclocking" refers to increasing a CPU's clock frequency beyond the
part's specification for higher performance (also called clock-chipping).
Sonnet's "clock doubling" or "booster" chips (for Macs) interface a slower
system bus to a higher speed processor that has internal fast caches.
[...]
----------cuthereplease----------

The second-last paragraph say everything, doesn't it Kim?

Furthermore I posted a request in comp.sys.68k (Moto-folks do read there).
I'll let ya know ;-)

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

2621. GE Soft

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 19:50:27 UTC
From: "Toad Computers, Inc." <toad@charm.net>
Message-ID: <3iarq3$57q@canton.charm.net>
Source record: 171116

I'm trying to get in touch with GE Soft. Anyone know what's up with them right now? The phone # I have is disconnected. Anyone know what's up with their Eagle product?

Dave Troy
Toad Computers
America's Atari Source
(800) 448-8623

On the Web at http://www.charm.net/~toad/ !

2622. Re: Graphic WWW browser for Atari?

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 20:12:01 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D4BEs2.J80@watserv3.uwaterloo.ca>
Source record: 171117

In article <3iaau6$oau@fbi-news.informatik.uni-dortmund.de>,
Patrick Koehne <koehne@tripolis.informatik.uni-dortmund.de> wrote:
>In article <D47JM4.Cv1@watserv2.uwaterloo.ca>,
>sasmesba@kingcong.uwaterloo.ca (Samy Mesbah) writes:
>
>|> But if you run Xwindows under mint and have a PPP or SLIP connection
>|> to a system which runs XMOSAIC, you can use it and it is VERY useable
>|> on 14.4 modem with compression.
>
>But I think that won't run under 2MB Memory, will it?
>Otherwise what would I need for minimal configuration??
>
You could get away with 4MB ram and < 10Mb hard disk space to get that
much running. This includes most Atari users I would think.

Sam

2623. Re: PD Games..

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 20:19:50 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <3iath6$f7n@charm.magnus.acs.ohio-state.edu>
Source record: 171118

Hey, who has the one meg version? I never could get the @#$!% to un-msa. If possible, could somebody with a working copy upload it using a different Futility (NOT a mispelling, that's what MSA is).

A nice ZIP or what not?

Michael Steve jr.
The Sequel

+_+-==-=-+_+_+

Sometimes I feel like a nut, sometimes I feel like the entire candy bar.

2624. Re: Magic? Benchmarks?

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 20:32:20 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBUVCAVNUP@galaxy.teuto.de>
Source record: 171119

In <Pine.ULT.3.91.950217150840.22247A-100000@mars> Jens Andreasen wrote:

>> Benchmarks usually show the speed of the particluar compiler and not the
>Yes, I'll agre on that if the benchmark is written in say C. But you could
>roll your own just to settle this ongoing argument and implement it in

Sorry, I'm a non-smoker, err, programmer ;-)

>assembly. You don't even have to run the test, just sum up the timing of
>the op-code it takes to do "something sensible" (whatever you decide that

Some TeX-runs might be interesting as well ...

Bye.

/Hendr!K/

2625. INFORMER Database for the Atari

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 20:42:47 UTC
From: palidwor@on.bell.ca
Message-ID: <palidwor.163.000FB700@on.bell.ca>
Source record: 171120

Folks....
Anyone out there have a version of INFORMER higher than 2.03
I remember getting a flyer about ordering an update, but that was the
last I heard from the SoftAware company.

Andy for Toronto
palidwor@sygmaiis.bell.ca

2626. Re: What should I do?

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 20:43:52 UTC
From: aw@zaphot.augusta.de
Message-ID: <FBUVCBVVUP@zaphot.augusta.de>
Source record: 171121

In <3hv9b9$kk2@cville-srv.wam.umd.edu> Some guy wrote:

>
> I have a 1040STfm, and I think it's about time to upgrade. I
>want to stay with ATARI, I think they're the best computers available,
>but I'm not sure if I should perhaps switch to the PC world. Help, please!

Buy a MacIntosh Performa and get Magic for Mac!

Ciao ...

--
Arno Welzel \ /\ /
aw@zaphot.augusta.de \/--\/

2627. Re: MiNT 1.12 - Baud Rate Settings?

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 20:57:03 UTC
From: harun@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3iavmv$54o@mars.fb1.fhtw-berlin.de>
Source record: 171131
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

As long as no "MiNT-Freak" deals with the necessary small adapter between
my drivers and MiNT, there will be no MiNT-support.

harun@linux.fb3.fhtw-berlin.de
(I know that the TIN posts a bad address)

2628. Re: HSMODEM6 ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 21:12:09 UTC
From: harun@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3ib0j9$54o@mars.fb1.fhtw-berlin.de>
Source record: 171133

steve wells (wells_s@ix.wcc.govt.nz) wrote:
: He doesn't say what the changes are,
Who is "He"??? The change ist described in the MFP_X.TXT, in both the German and the English part. The Ring Indicator of MODEM1 was always reported as active.

: someone would just put the driver programs in a separate file, to cut
There is a file HSUPDA06.LZH only containing the changes between 05 and 06. (If nobody copied it to a ftp-server, that's not my problem.)

: costs rather than downloading a lot more than you need. (Obviously, for
: first time users, the whole thing might be needed, although, not doc's
: in 2 languages).
????? WHAT DO YOU MEAN ????? BE HAPPY, THAT I WAS AS THUMB AS TO TRANSLATE THE GERMAN ORIGINAL INTO ENGLISH!!!!! Nobody of the native-english-speaking world seems to be able or willing to do it, and I don't need english docs, some people seem to forget this.

harun@linux.fb3.fhtw-berlin.de

2629. Re: HSMODEM6 ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 21:14:21 UTC
From: harun@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3ib0nd$54o@mars.fb1.fhtw-berlin.de>
Source record: 171134

Richard John Kelsch (richcsst@crash.cts.com) wrote:
: SCC.PRG or SCC_X.PRG or SCC_FALC.PRG (depends on version).

Doesn't depend on version, because there is neither a SCC_X.PRG nor a
SCC_FALC.PRG, but only a SCC.PRG.

harun@linux.fb3.fhtw-berlin.de

2630. Re: MEDUSA T60

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 21:30:12 UTC
From: Lexicor@world.std.com
Message-ID: <D4BIED.1E7@world.std.com>
Source record: 171122

In article <1995Feb20.094736.2591@city.ac.uk>,
NORMAN S L <cc103@city.ac.uk> wrote:

>Very interesting that Motorola only made a prototype of the 68060 and never published any information on it, so finding a Medusa with that processor in it could be very hard.
>--

Norman,

there are only VERY few 68060 Medusa's out there with the main
manufacturer and some developers, they have sent some to Medusa and the
board is in itself already ready, just need Motorola to be able to produce
and ship those.

Cheers

2631. Re: SF354 Drives

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 21:34:16 UTC
From: ercorp@aol.com
Message-ID: <3ib1so$n39@newsbf02.news.aol.com>
Source record: 171123

I am selling my Atari SF314 Double Sided External Drive for $50 plus freight if you are interested. Like new and works great! I sold my Mega 2 recently and the guy did not need the drive. If you need it, call me @ 209/883-2070 or 510/417-6800 (work).
Tom Ferreira
This is cheap price. They still sell for $150 normally in the mags.

2632. Atari goods for sale!

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 21:39:14 UTC
From: ercorp@aol.com
Message-ID: <3ib262$n50@newsbf02.news.aol.com>
Source record: 171124

I am selling the following:
Atari SF314 External Drive $50
Golden Image Hand Scanner with Touch-up software $100
Spectre GCR 3.0 with Roms $125
Panasonic 1091 Matrix Printer $50
Supra 2400 modem with cable $40
Atari SM124 Mono Monitor $75
All working with original boxes.
Tom Ferreira
209/883-2070 or
work (510)417-6800

2633. Re: Falcon serial port

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 22:09:12 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3ib3u8$7j7@golem.wcc.govt.nz>
Source record: 171126

In article <793042098snz@chowgar.demon.co.uk>, smoore@chowgar.demon.co.uk (Simon Moore) writes:
>I've just got hold of HSMODA04 (or something like that) and wanted to check
>that I had it installed right. Is it just a matter of putting DRIVIN.PRG and
>then MFD_FALC.PRG in my auto folder or do I have to do something else??

Yes get hold of the later HSMODA06..

Use the SETTER program to set upthe buffers, Please don't rename the .RSC
files like I did but DO rename the .STR files for the English version..

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2634. Re: HSModem (confused)

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 22:15:49 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3ib4al$7j7@golem.wcc.govt.nz>
Source record: 171127

In article <1995Feb17.070343.16104@news.unige.ch>, mike@medsun.unige.ch (Mike Morris) writes:
><Confused> Does HSMODEM need a hardware modification? Or is
>it software only?
>
> Mike Morris

Yes if you need your DTE to go faster than 19.2kps on a standard ST/STE Mega ST, you will need the RSVE Mod..

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2635. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 22:24:18 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3ib4qi$7j7@golem.wcc.govt.nz>
Source record: 171128

```
In article <9502171602.AA05232@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:
>In a previous article, a sniveling individual with the address of
>b9458317@wlv.ac.uk (ViSioN FX) who didn't even have the guts to
>sign his/her post wrote the following bit of childish flamebait:
>
>>Get a life - get a PC :)
>
>Hilarious. This from someone who has nothing better to do with his time.
>Sounds like one of Roger's "sniveling, snot nosed teenagers," to me. :)
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Hey Hutch, that saying is Copyrighted, get one of your own...:-)

*******************************************************************************
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
*******************************************************************************
```

2636. Re: Connecting Stfm & Pc together ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 22:29:01 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.166.00117C4E@cfcsc.dnd.ca>
Source record: 171163

>From: simon@kingres.demon.co.uk (Simon King)
>Does anyone know the best way to connect a Atari 520 STfm and a PC 286 so that
>I can transfer files from one to the other ?
>Can I just connect a cable from the serial port of the ST to the serial port
>of the PC ? And use comms progs to send the files?
>Or is it possible to connect them so that they can access each others hd's,
>modems, etc ?
>Any help would be appreciated.
>/ | / Snail-mail E-mail
>\ |< 216 Scarborough Avenue simon@kingres.demon.co.uk
>/ imon | \ ing Stevenage. Herts SG1 2HW

Simon: You could use Ghostlink.prg to "control" (heh, heh, heh) your IBM from
your Atari. Need a serial cable with null modem and Ghostlink. Run IBM part of
the program first, and setup for the correct com port, and baud rate, then run
Ghostlink on your Atari, and set up also, click ok, and add the extra "IBM"
DOS disks to your desktop. Click on the "new" drives and stand back!
later/plus tard
-ken

2637. Re: Wanted: ST Microsoft Write

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 22:49:12 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3ib698$bh1@m.ehd.hwc.ca>
Source record: 171148

John Stanmeyer (jws4p@fermi.clas.Virginia.EDU) wrote:
: I am looking for Microsoft Write, the only program Microsoft ever wrote
: for Atari. Anyone willing to sell please email me with a price. Thanks
: in advance! ^^^^^^

You are kidding, right?? I'm sure if you really want it, there will be thousands of people that would send it to you for free just to get rid of it, provided they haven't trashed it already. It was/is the worst piece of garbage ever foisted off on Atari users and we have had some bad s??t tossed our way over the years.

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

2638. Re: Atari ST Hack in progress....

Newsgroup: comp.sys.atari.st
Date: 1995-02-20 22:50:22 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D4BM3y.166@cix.compulink.co.uk>
Source record: 171129

> Can you just pull the 68000 out and pop a 68030 in the ST? And it will
> still run fine as long as you swap to the TOS 2.06 roms? Also, if
> you did this kind of an upgrade how much would it speed up the
> computer and how would it expand its capabilities?? oh, and how much
> do the 68030 and TOS 2.06 roms cost at this time...?

No - as the 68000 and 68030 have different pin outs - and just plain
different signals in some cases.

It can be done. The PAK3 is a board which takes a 68030 and TOS 3.06. This
make a ST quite TT like - though of course you don't get the TTs extra
hardware.

In fact a PAK3 can be faster than a TT, but they are not cheap.

Roland.

@CiX

2639. Re: GDOS-Fonts for NVDI

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 00:20:29 UTC
From: jwatkins@cix.compulink.co.uk
Message-ID: <D4BqA5.C2v@cix.compulink.co.uk>
Source record: 171135

>I use NVDI 2.5 for a while and its quite NICE! But Now I'm interested in
>a USEFUL Fonts:
>
>I search for a Ansi-GDOS-Font which shows on my SM124 (640x400 pixels)
>ca. 82-84 columns by ca. 40-45 lines. (The heigth of the 8x8-system font is ok,
>but its a bit to width and its no ansi-Font for modeming...)

Try one of the GDOS fonts from the Gemini archive. I don't know if they
are available or can be distributed separately. One I use (and have
modified) is 10x6 (ie: 107 columns by 40 rows).

--
John Watkins.
jwatkins@cix.compulink.co.uk

2640. ST, hard drives, software for sale

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 01:52:36 UTC
From: Watsamatter U <rge@nimh.nih.gov>
Message-ID: <Pine.HPP.3.90.950220204933.16797A-100000@zippy.nimh.nih.gov>
Source record: 171137

```
Atari 520STe $150
520STfm (internal floppy) $100
1040ST $100
SC1224 color monitor $ 75
Magnavox color monitor $ 50
SM125 mono monitor $ 25

Deluxe DeskTop D&P HardDrive case $ 75
(room for two drives)

ICD SCSI adaptor $ 50

4 SCSI HD's (25, 40, 60) $ 1 / Mb

several shoe-box HD cases $ 20
(each with power supply & centronics
pass-through connectors)

CSDD double density external floppy $ 50
with cable

double set of single density free with any purchase
external floppies (damaged)

Assorted software make offer
Mark Williams C
Prospero Fortran
NeoDesk 3
Warp 9
Seymour-Radix Image Scanner
WordWriter ST
WordPerfect
Degas

Leather Goddess of Phoebes
Tale of Kerovni
Falcon
Silent Service
Dark Castle
Chessmaster 2000
Hardball (golf)
Arkanoid
StarWars
Hoyle (solitaire etc)
Shuffle Puck Cafe
(and others)
```

2641. Re: Atari ST Hack in progress....

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 02:08:52 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.4KdSW&iBwHQ@icon.pp.se>
Source record: 171136

In <D48Kr1.L5o@crash.cts.com>, richcsst@crash.cts.com (Richard John Kelsch) writes:

> Frankly, it's like droping a jet engine in a Yugo.

Come on Richard, now you are being unfair. Yugo and Zastava are
great cars... NOT! ;-)

Ever seen what`s left of a Yugo or Zastava after a crash? Not a
pretty sight! IMHO you are being extremely unfair to Atari when
you compare it with a Yugo. :-)

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

2642. ST sharing PC hard disk

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 02:21:55 UTC
From: misc223@csc.canterbury.ac.nz
Message-ID: <1995Feb21.142155@cantva>
Source record: 171138

I'm pretty sure I saw an article here some time last year that said
something about a combination of programs that would allow an ST to
share a PC-clone's hard disk over a null modem cable.

Does anyone know anything more about this?

If there's nothing like this normally available, could I use something
like NFS on Mint and Linux?

Thanks in advance for any help.
--
__ +--------------------------------+
/<o__n .... | Carey Evans |
<| .=== | misc223@csc.canterbury.ac.nz |
____ <| | +--------------------------------+
/ __ \ <| |
~~~~~~
~~~~~~

2643. Re: Connecting Stfm & Pc together ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 02:36:32 UTC
From: Jason@whatnext.demon.co.uk
Message-ID: <306982201wnr@whatnext.demon.co.uk>
Source record: 171067

In article: <793167292snz@kingres.demon.co.uk> simon@kingres.demon.co.uk (Simon King) writes:
>
> Does anyone know the best way to connect a Atari 520 STfm and a
> PC286 so that I can transfer files from one to the other ?
> Can I just connect a cable from the serial port of the ST to the serial
> port of the PC ? And use comms progs to send the files?
>
> Or is it possible to connect them so that they can access each others
> hd's,modems, etc ?

You might be interested in Ghostlink - the following is from the doc file:

Ghostlink v1.02 Beta 02/05/94

What is ghostlink:

Ghostlink is a link between an Atari GEM Computer (Master)
and a MS-DOS computer (Slave)
It allows the drives (floppy, harddisk, CD-ROM) installed
on the slave to be used by the master as a GEM-partition.
It is possible to connect up to 3 PC slaves (on different ports!)

So, you can, for instance, import a picture stored on a CD-Rom
(connected to a MS-DOS PC) into Calamus!

Although I have it here I haven't yet tried it - I need the lead between the PC & TT030!

Hope it helps!

---------- * What Next! Media Services * ----------

---- * Design * Artwork * Typesetting * Printing * ----

2644. Re: DUET 1.00 - coming to an atari.archive near you!

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 02:37:44 UTC
From: simon@bassland.demon.co.uk
Message-ID: <793334264snz@bassland.demon.co.uk>
Source record: 171139

In article <3i52lc$e0k@panix.com> jmax@panix.com "John Maxwell Hobbs" writes:

> DUET_100.LZH has been uploaded to atari.archive.umich.edu. At the
> moment it is in the New/ directory.
>
> JMH
>
>
Horrah, or maybe not. I've just got DUET_100. Fine so far, but
being English, and not knowing any foreign languages at all, (except a
bit of French), I am finding it rather difficult to read the German
documentation :(. So could somebody explain to me (and rest of world)
how to set up the DUETCONV.INF file. I want to connect my ST to my
Falcon via MIDI.

Cheers.
--

/\
| Simon Williams |
| simon@bassland.demon.co.uk |
ATART STF-2.5Mb/52Mb, ATARI FALCON-4Mb/127Mb, Macintosh 4Mb/20Mb
"God told me to skin you alive.........." Bolts Beats
\/

2645. Re: HSMODEM6 ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 02:41:24 UTC
From: simon@bassland.demon.co.uk
Message-ID: <793334484snz@bassland.demon.co.uk>
Source record: 171140

Cheers people....I'm sorted, with DRVIN.PRG, and SCC.PRG, in the AUTO
folder works a treat with NOS 0.42
--
| Simon Williams |
| simon@bassland.demon.co.uk |
ATART STF-2.5Mb/52Mb, ATARI FALCON-4Mb/127Mb, Macintosh 4Mb/20Mb

2646. Re: Atari - What is it for really?

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 02:55:02 UTC
From: simon@bassland.demon.co.uk
Message-ID: <793335302snz@bassland.demon.co.uk>
Source record: 171141

Just for everybodies information, my ST runs a lot quicker than my Mac. Both have the same clock speed, and processor.

I bought a Falcon, because I wanted decent graphics, and sound, and reasonable amount of processing power. Yes, a Mac Performer 475, would have been the same price, with the same processor, and with a monitor, and running at 32Mhz, instead of a snail-slow 16Mhz. But I don't like the noddy-feel to the Mac OS. TOS is much nicer <:-)

BTW: My dad has a PowerMac 6100 (bottom of PMAC range), but I have yet to see it :(

If I had to upgrade from my Falcon, it would be a PowerMac though. If I had to upgrade from that (winning National Lottery dependant), I would get a SUN workstation probably. I WILL NOT GET A PC....so there.

Erm, anyway.....goodbye.
--

/\/\/\

2647. Re: HSModem (confused)

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 02:57:40 UTC
From: simon@bassland.demon.co.uk
Message-ID: <793335460snz@bassland.demon.co.uk>
Source record: 171142

On my Falcon you do NOT need a HW MOD, and nice fast speeds are
available.

--
| Simon Williams |
| simon@bassland.demon.co.uk |
ATART STF-2.5Mb/52Mb, ATARI FALCON-4Mb/127Mb, Macintosh 4Mb/20Mb

2648. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 03:00:01 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3ibkvh$4ve$6@mhade.production.compuserve.com>
Source record: 171068

>However the ST has twice the channels of sound that the Amiga had..

Umm.. excuse me.. did I miss something here..? My ST has *3* voices.
My STe has *2* output channels... the Amiga has always had FAR better sound.

>How much for a 16 bit sound card with Midi on a PC, price about 200 pounds.

Err.. price for a 16 bit SoundBlaster (THE standard soundcard) with Midi..
$95.00 (dunno how much that is in pounds, but certainly not 200).

The ST has some nice things about it, but the PC being "crappy" isn't one
of them.

BobR

2649. Cannon Fodder Cheat

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 03:04:24 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3ibl7o$a0h@golem.wcc.govt.nz>
Source record: 171143

Lotsa talk of this "file on uni-kl", but is this cannon_fodder_cheat.prg
actually a real program? If so, any hope of someone digging it out,
throwing an archive around it and putting it on some FTP site, or email
it to me, and I'll do it, the dodgy scrolling in the ST version makes
Mission #9 virtually impossible, I could do with a save-game editor
or something :)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.
Maintainer of the Generation-X FAQ.
"Follow the rules we've demonstrated, or else you'll end up mutilated"

2650. Re: Softlogik and Atari...

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 03:06:07 UTC
From: dpj@delphi.com
Message-ID: <hE56UlH.dpj@delphi.com>
Source record: 171069

Roger Sheppard.. <sheppard_r@kosmos.wcc.govt.nz> writes:

>Well I was having look at the Softlogik stuff on
>GEnie, one Big thing that I did noticed was the number
>of dnloads of Atari Patches versus Amiga one, its sort
>of 2:1 in Ataries favour, funny that..

Well, if I remember correctly, the Atari patch(es) have been available for a much longer time than the Amiga version (2.2 came out on Atari first). That could account for it. What are the dates of each of those files? Hmmm.

Regardless, Soft-Logik had already committed to the Amiga new version. From what I've heard in recent months, the Amiga version was selling much better than the Atari version could dream of - hence SL's further commitments to it, and lack of an Atari commitment. It all boils down to sales. How many new copies of Pagestream do you think Soft-Logik could sell today? Not upgrades, _new_ packages. Very few, I'd surmise.

Dana @ STReport International Online Magazine

2651. Re: NVDI doesn't work on my Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 03:15:32 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <793420532.0@mettav.exnet>
Source record: 171144

It was none other than Alexander Graham who wrote on 14 Feb 95 that ...:

AG> Check the order of the programms in your auto-folder.
AG> Maybe you have to change the order of BlowUp and NVDI.

Didn't catch the question but BlowUP Has to be last to run (last bar none)

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/8)

2652. Re: SKYLINE CD

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 03:21:38 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <793420532.1@mettav.exnet>
Source record: 171145

It was none other than Dan Dreibelbis who wrote on 08 Feb 95 that ...:

DD> files). The only bad thing about it is the navigation
DD> software/database - it just doesn't work.
DD> Cybercube Research is handling distribution in North America.

I cannot get the Topics-CD program to run on my 4meg Falcon unless I boot practically clean (runs out of memory) .And like you say It is very troublesome and hangs the system a lot .

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/8)

2653. Re: Please answer a stupid question...

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 03:28:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <793420532.2@mettav.exnet>
Source record: 171146

It was none other than Robert J who wrote on 15 Feb 95 that ...:

RJ> Ataris use a "Gem" interface, right? I became familiar with this
RJ> interface years ago with some PC software based on it, and I liked
RJ> this interface quite a bit and was always disappointed that it never
RJ> caught on with PC software. Now my home computer is almost dead and
RJ> used ST's seem to be pretty cheap.

Sure it is the main reason I stick with Atari's despite it being very unfashionable. If you liked the GEM interface on your PC you will adore it on an Atari as it is a much better implimentation of it (especially if you get a machine with *at least* TOS 2.06 in it. (Upgraded ST or one of the newer models MegaSTE,TT,Falcon).

Novell bought out Digital research recently and for a moment I thought we might see something done with GEM in the mainstream PC world but AFAIK they have done nothing with it and neither do they intend to :-(The only recently supported GEM package that I knew of on the PC is Ventura Publisher but without any upgrades to GEM it has died despite being at the time the most highly rated version (2 or 3 years ago) by many PC mags abd DTP users.

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/8)

2654. ST's are dead but not buried!

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 03:38:00 UTC
From: Spencer.Davies@mettav.exnet.com
Message-ID: <793679276.0@mettav.exnet>
Source record: 171147

Out of the ether, the following was uttered by Richard......

RJ> Listen pal, the PC has only syurvived because IBM bailed out
RJ> corporate america when CP/M failed and they have had it ever sense.
RJ> IBM failed when they designed a system with zero expansion capability
RJ> and locked in a design that was sure to be outdated.
Not true. IBM wanted a piece of the small computing market and the only reason that they didn't choose CPM over DOS was that the MD of Digital Research was a plane nut and would rather fly his plane than talk business with IBM!

Also, I wouldn't say the PC has zero expansion ability, for the late 70's early 80's it wasn't too bad. But it never kept pace development wise and has become a legacy system like the mainframes/mini's it aimed to replace.

RJ> You will find that IBM is trying to change that with their PowerPC
RJ> line to REPLACE the far outdate MSDOS/WindoZe line. Frankly, you
They really want to grab the market lead back from the likes of Microsoft/Intel who stole it from them early on, and they have never succeeded in regaining it!

They will offer you a powerful modern system, with the IBM name behind it and other big name backing in the hope of taking on Microsoft/Intel and winning this time around.

RJ> couldn't pay me enough to get a MSDOS/WindoZe computer. I would much
RJ> rather get a PowerMAC with a design that was always intended to be
RJ> expanded and not patched around and limited. The macintoshes are
I'll give your PowerMac 3-5 years before it is declared old and well passed it. Remember the big problems people suffered when Apple upgraded System 6 to 7!!!

Also this market relies on quick turnover of goods, both software and hardware. A static market is good for no one. I believe the current market life of a PC (personnal computer!) is something in the region of 10 months though those selling us it would like it to be less!!!

RJ> very similar to the ST's with expandability and the capability to use
RJ> just about any display, bus, and device connection. The hardware is
RJ> designed for the vast variety of peripherals of the future.
The ST is not expandable! Its has just been successfully hacked around. I would class a truly expandable system as being one which allows the CPU to be replaced just by slotting in a new card in a pre-designed slot, an enhanced high speed display available just by slotting in another card and none of these changes causing software to break.

Ok, so I live in cloud cuckoo land!!!!

RJ> I happen to have a 2.5 megabyte ST and a 16 megabyte PowerMAC that
RJ> blows you DOS box out of the water in performance and speed. Heck,
But alas the ST has no market when compared to the PC, but I would buy a
PowerMac tomorrow if I could run a Unix system and get cheap software for it!

RJ> my powerMAC can run WindoZe in a window while I run mac programs in
RJ> others. All at a speed equal or better than a 33 MHZ 486. There's
Not bad, but who wants Windows when you can have Finder?

RJ> not design limitation for expansion. I can add SCSI devices, I can
RJ> add LINEAR CONVENTIONAL MEMORY on board to 72 megabytes and no
RJ> special drivers are required. I can actually click on a drive right
Hmmmm, so can I if I use OS/2. DOS is a dog, agreed!

RJ> on my desktop and use things. I do not have to go to a special "File
So can I with Warp on my PC.

RJ> Manager" and install special icons and tell the Program Manager I
RJ> have another program just so I can use it.
You do have to install your Mac apps though, and copy your Extensions to the
relevant folder and hope they don't clash with anything.

RJ> Just because lots of people buy DOS boxes doesn't mean it is the
RJ> best available. Frankly, Atari is not the best available, but it is
RJ> much better than a jury-rigged DOS box regardless of the CPU
Agreed. There is currently no ideal computer in my eyes. I love my Falcon for
its ease of use and the knowledge I have of it, but use my PC for the software
I need, like Tie Fighter ;->

RJ> installed. It's not the processor that makes the computer. It's the
RJ> design of the computer. A 90MHz Pentium system is just like a blower
RJ> in a Yugo. When all is said and done it's still a Yugo.
Agreed. Intel 80x86 chips are not the best in the world. They weren't to bad
when deisgned but have now a great deal of baggage to carry around as their
selling point is the compatibility.

RJ> drivers, extended and expanded memory, bogus IRQ port settings, and
RJ> segmented memory accesses and you can have a great computer. Right
RJ> now they are pushing maximum density. Raw speed still can't cover up
RJ> poor design.
Get rid of the compatability which has sold PC's to date and you have a
different machine with no software, no market!

RJ> Apple and Atari have the better design period. Atari hasn't built
RJ> upon it and that's their fault, but Apple has and have some great
RJ> computers that are fast and up to date. If Atari would just take
RJ> Apple's lead, then they can also have one very serious modern
RJ> computer. An Atari PPC would be a nice system, but oh well...
Apple has also managed some issues pretty poorly. They could have ruled the
world but choose instead to aim for high profitability and low market share.

RJ> Get a life pal.
A life, whats that? ;->

Spencer

spencer@boondock.mettav.exnet.com

* Origin: The Net is Yours,USE IT!Don't Abuse IT! (Turbonet 100:1011/0.2)

2655. Re: ---> Program for BBS please?

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 03:47:54 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <pE2YMPK.mindbomb_bbs@delphi.com>
Source record: 171070

George W Garner <garnerg@esu.edu> writes:

>---> I'm *thinking* about starting an all Atari BBS. Does anybody know a
>program I can run on my STE to handle one? Any response will be
>*greatly* appreciated. Thanks!
> ---> Please respond to the e-mail address below

If you can spare the cash upfront, then $89 will buy you Ratsoft ST, probably the best atari system available currently, on the shareware and public domain side it might be worthwhile checking out Octopus (multitasking).

A few "lesser" (known!) bbs systems I've ran are Triplink, excellent but no longer supported by the original author (although development is still being conducted and a namechange is in the works) and Total Logic (BRILLIANT but I don't think it ever made it past beta version before the author moved on)...

..a bright note is the forthcoming ForeSight BBS package which looks great, and is due for release in the next 1-2 months...

Hope that helps... Andy

2656. Re: By, Ray: Atari is still alive !

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 04:19:46 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <793420532.3@mettav.exnet>
Source record: 171149

It was none other than -Unknown- who wrote on 16 Feb 95 that ...:

-> or more units. St format pointed out that no shop could afford, or even
-> sell this number of units, so the leading atari dealers could get
-> together and buy 1000+ units between them. Wether anyone actually did
-> this I have no idea.

WEll they are appearing from somewhere . No retailer in the UK had ST's
available pre-christmas (I phoned at least 5) and at least 2 now have new ST's
available. They are still very much sought after as cheap but useable Midi
machines.

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/8)

2657. Re: NVDI (worth it?)

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 04:24:20 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <793420532.4@mettav.exnet>
Source record: 171150

It was none other than -Unknown- who wrote on 16 Feb 95 that ...:

-> Version 3.01. I also get four bombs sometimes when switching to high
-> resolution. It still works, though.

Get the fixed version . Which is now available as a free upgrade.

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/8)

2658. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 04:26:26 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <793420532.5@mettav.exnet>
Source record: 171151

It was none other than Hendrik Mylius who wrote on 16 Feb 95 that ...:

HM> If it really does, I apologise. But I can hardly imagine a Falcon
HM> doing a picture in broadcast resolution (768 x 576, 24 bit), with AA,
HM> in a reasonable
HM> time. Not to mention a whole 2D-animation.

It is clear by this statement you have either never seen Apex and thus are merely conjecturing from a position of ignorance or you were not able to use it properly !

Can you tell me of a machine and software that will (at under 30,000UKP or $ or even DM) do the above in a "reasonable time " what ever you define this to be. Apex cost under 1000 pounds including Falcon !!! and is faster than any other machine/software combimation at three times the price !

HM> Linux, NT, OS/2, NeXT provide so many more features than MagiC. It is
HM> hard to compare it to anything on other platforms.

WEll I know I can compare price and memory useage and Magic wins this by about 800% and 16000%<G> respectively.

HM> Could be. I'd still never buy a Falcon. In hi-colour modes, the speed
HM> is really bad.

Haha ,then what do you describe a PC even with a VLB card in hi-colour mode ..! Hi colour is not merely slow but on a standard 8meg PC is unuseable under windows due either to running out of memory or the GDI resources bug.

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/8)

2659. Re: On-screen Clock?

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 04:40:10 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <793420532.6@mettav.exnet>
Source record: 171152

It was none other than Philips Dilworth who wrote on 10 Feb 95 that ...:

PD> Does anyone know where I can find a little on-screen clock utility.
PD> It preferably wouldn
PD> 't take up a window but just be text in the menu-bar in the corner
PD> or something like on the Mac system 7.5

LEDPANEL.

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/8)

2660. Re: HSMODEM6 ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 04:43:26 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <793420532.7@mettav.exnet>
Source record: 171153

It was none other than Simon Williams who wrote on 17 Feb 95 that ...:

SW> So I have a Falcon; I have DRVIN.PRG in the auto folder. What other
SW> driver so I need? After reading about the others, it soulds like none
SW> of them are for the Falcon!
SW> There must be somebody who has got HSMODEM working on a
SW> Falcon...Hmmm?
SW> Please, please help...I need a faster connection.

You need SCC.PRG to run after DRIVIN.PRG,which is the driver for the Falcon
serial ports.

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/8)

2661. Re: ST, hard drives, software for sale

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 04:46:41 UTC
From: etat@delphi.com
Message-ID: <hK0b8RB.etat@delphi.com>
Source record: 171071

James Thomas 912-285-1395 voice or 912-284-0063 BBS...is looking for
cheap Hard Drives..give him a call if interested.

2662. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 05:02:36 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <793420532.8@mettav.exnet>
Source record: 171154

It was none other than ViSioN FX who wrote on 17 Feb 95 that ...:

VF> market new projects either - jaguar is a flop - and falcon... hey -
VF> just take a look
VF> around - I've never seen one.

That my friend is obvious !!!

VF> Get a life - get a PC :)

We all have a PC though ??? Called a Falcon. You though seem to have some sort
of Brain condition ...

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/8)

2663. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 05:05:02 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <793420532.9@mettav.exnet>
Source record: 171155

It was none other than Kula Bocca who wrote on 18 Feb 95 that ...:

KB> level. I am not sacrificing quality using the Atari for my sound
KB> needs. The Mac serves as a wonderful video editing platform and is
KB> nice for cruising the 'net. I'm still trying to figure out what the
KB> IBM-clone is good for. If anyone knows send me an email! :)

You are a lucky man with such nice array of equipment but I do not see why not
as you have come to some very sound conclusions aswell :-)

The IBM clone is good for a laugh I suppose and maybe games.

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/8)

2664. Re: Is Atari Alive???

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 05:14:53 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.QJFhdN1oB9w@icon.pp.se>
Source record: 171158

In <3hrvsl$8f@insosf1.infonet.net>, sinclair@ins.infonet.net writes:
> >
> >But you can't run MagicMac on a PowerPC-based Mac -- yet.
>
> Does it matter?

Peter, what are you doing in this newsgroup? Can`t you understand
that nobody wants you, your stupid remarks or your faked facts here!

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

2665. Cheap software 4 sale

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 05:20:36 UTC
From: abstract@wam.umd.edu
Message-ID: <3ibt74$2u5@cville-srv.wam.umd.edu>
Source record: 171156

```
OK, this newsgroup has been cluttered up an awful lot with stuff for
sale, so I won't repost this or anything. The following items I will
sell for little more than shipping costs:
- Pagestream v1.8 (excellent desktop publisher)
- A-Calc (easy to use, pretty good spreadsheet)
- Degas
- Universal Item Selector III
- Laser C (compiler)
- Laser DB (debugger for Laser C)
- Flash v1.6 (modem software)

Please respond by email if interested:
- abstract@wam.umd.edu
--Lunatic

*------------------------------*
| Generic Sig File |
| 65473-10901-2 |
*------------------------------*
```

2666. Re: Atari 1040St with SC1224 monitor fs

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 05:33:21 UTC
From: John Townley & Lisa Bowser <jtlb@delphi.com>
Message-ID: <hM668JJ.jtlb@delphi.com>
Source record: 171157

Sax Therapy <saxmania@ripco.com> writes:

>both in excellent condtion. with owner's manual, mouse and mouse master,
>Dungeon Master and Block Buster games, Atari STart magazines with discs,
>original boxes for computer and monitor. $140- plus shipping for
>everything. Will consider trades for Mac computer stuff, like a hard drive
>or something....

Please give me a call, or write me at:

1-800-892-9039

or write: JTLB@delphi.com

Thanks,
John Townley

2667. Re: STARWARS Falcon demo problems

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 06:47:42 UTC
From: jack@aurora.carleton.ca
Message-ID: <D4C87I.DzC@cunews.carleton.ca>
Source record: 171160

I finally managed to get the demo running. It does not work on a VGA,
it refused to run properly on the RGB so I had to resort to a TV.
It is a digitised animation (greyscale) of a few death star clips from
Star Wars. Only worth it if you're downloading for free :-)

2668. Re: Magic Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 07:17:23 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Feb21.071723.12926@rhrk.uni-kl.de>
Source record: 171078

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>When is this due out?

There is no official date, they are still working on it.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

2669. atari Mega ST2 and dvicopy

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 07:20:43 UTC
From: janssen@ph.tn.tudelft.nl
Message-ID: <janssen.793351243@deneb>
Source record: 171094
Cross-posted to: comp.text.tex,comp.sys.atari.st,comp.sys.atari.st.tech

Can anyone provide me with a (compiled) version of dvicopy for
the Atari Mega ST2?

Thanks a lot,

Rik Janssen
(janssen@ph.tn.tudelft.nl)

2670. Connecting Stfm & Pc together ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 07:27:00 UTC
From: sten.lystad@euronetis.no
Message-ID: <4.7418.335@euronetis.no>
Source record: 171172

SK+Does anyone know the best way to connect a Atari 520 STfm and a PC 286 so th
+I can transfer files from one to the other ?

Try GHOSTLINK,(shareware)It contains two programs.
One Master prog for your St and one Slave prog for your Pc
Connect the computers together though the seriell ports
and off you go.You can access all drives on your Pc
through your ST(Just install the icons needed,
and double click them on the desktop)Files can be copied
moved,deleted as usual.

When it comes to speed ,i'm not sure what speeds thats possible
on a St.On my Falcon i get sppeds upto 115000,but i think
38400 is possible on a St if you use HSMOD6

I've got a beta version of Ghostlink,does anybody know if
it has been updated ?

Sten.

* 1st 2.00b #3179 * No Intel Inside !

2671. Re: ATARI Works black page syndrome

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 07:27:32 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3ic4l4$c4a@golem.wcc.govt.nz>
Source record: 171179

In article <3hvs6qEffu@uni-erlangen.de>, mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>
>Hi,
>
>I just installed works here at the university on the Mega ST2. I never
>had problmes with it on any printer, but with that HP Laserjet III,
>there always apears a black page when printing. no matter if I use
>the LJ or DJ driver.
>
>Obviously, that's the black page syndrome. Does anybody know how to
>solve the problem?

Lack of memory is the cause, they do state that the minimum
is now 4 megs...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2672. Magic & TOS errors

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 08:03:30 UTC
From: Rod@ivecoft.demon.co.uk
Message-ID: <793353810snz@ivecoft.demon.co.uk>
Source record: 171054

Can anybody please tell me what TOS error 69 is. I'm trying to run several programs using MagiC and they come up with this err. One of the progs is UVK and Niall Mc' has been informed but as yet hasn't got back to me.

Is there anything I can do? Putting MagiC into tos compatibity has no effect

TIA

|~~~~~~|
| Rod Keen. Std disclaimer applies |
| to all comments made above |
| e-mail to Rod@ivecoft.demon.co.uk |
| |
| Why when I use the Internet can I never spell or type correctly? |
| Maybe 'net software should come with an in built spell checker ;-/ |
~~~~~~
~~~~~~

2673. Re: Jeff Minter's Home Page???

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 08:11:28 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <424_9502211930@sherwd.fidonet.org>
Source record: 171194

In a message of 13 Feb 95 10:02:40, D.Bhabuta wrote:

D> From: efac001@alpha.qmw.ac.uk (D.Bhabuta)
D> Newsgroups: comp.sys.atari.st
D> Organization: Queen Mary & Westfield College, London, UK
D>
D> This is now available from HENSAs Atari pages....
D>
D> Danny

But Danny, most of us can no longer access Hensa.

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

2674. Re: Does Warp 9 work on the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 08:15:00 UTC
From: sven.bornemark@p56.dada.ct.se
Message-ID: <ftn_2.200.136.56$fidonet.org_2f49a2b7_Sven.Bornemark@p56.dada.ct.se>
Source record: 171096

Hi guys,

> "I just got my Falcon and was wondering if Warp9 works on the
> Falcon. If so in on the ST resolutions or all resolutions?"
>
> As I recall, the latest version of Warp 9 does indeed work with the
> Falcon. However, I am certain it does not work in truecolor, and am
> uncertain if it works in modes greater than 16 colors, which would
> also leave out the popular 256 color modes.

Warp 9 certainly works fine with the Falcon! I used it for six months without
any problems. All video modes supported.

> I have noted that NVDI seems to be the screen accelerator of choice
> for Falcon owners. It does have the advantage of being actively
> supported.

Plus the fact that ScreenBlaster plays ball with Cubase Audio - something
Warp 9 won't do, hence my switch to NVDI.

I still miss Warp 9 though. In my opinion it is slightly quicker/better during
certain circumstances, but admittedly, the differences are small.

> It recently was updated, while Codehead has essentially stated to
> expect no further updates of their programs, due to the current state
> of the Atari marketplace.

:-(

Regards

-Sven-

```
__ __ __ __ __ __ __ __ __ __ __ __ __
/_ / //_ / / /_// //_// //_ ////_//_//_/ //// //_ //_/
__/ \//_ / / /_//_// |/ //_ / // // |/ | / //_/__/// |
-----------------------------------------------------------
---- Lergodsv 79, S-238 40 OXIE. Tel +46-40 54 54 54 ----
---- Internet sven@dada.ct.se / Fidonet 2:200/136.56 ----
---------------------- S W E D E N ----------------------
-----------------------------------------------------------
```

(UUCP Dialup connection)

2675. SCSI Floppy, other questions

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 08:19:00 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <425_9502211930@sherwd.fidonet.org>
Source record: 171197

In a message of 10 Feb 95 15:25:16, Van Snyder wrote:

VS> From: vsnyder@math.jpl.nasa.gov (Van Snyder)
VS> Newsgroups: comp.sys.atari.st
VS> Organization: Jet Propulsion Laboratory - Pasadena CA
VS>
VS> I have a Teac FD-235-JS, which is a 2.88/1.44/720 floppy, with a SCSI
VS> interface. I assume I can connect it to my ST through my ACSI->SCSI
VS> adapter. Is there any software to drive it after I connect it?

ICD Pro level utilities.

VS> My brother still has TOS 1.02. What's the latest TOS that will work with
VS> his 1040 ST? Where can one buy it? What's the cost?

1.04, Toad computers, 1-800-448-TOAD, about US$60.

VS> If it's a 2-chip TOS,
VS> where does one get instructions on modifying a 6-chip-TOS motherboard to
VS> use a 2-chip TOS?

Chris Richards, contact him via Systems for Tomorrow in Webb City, MO
(1-816-353-1221).

VS> Until he gets a later TOS, my brother needs some stuff to fix up TOS 1.02.
VS> remember something to repair the slow FAT scan problem (turbotos, or
VS> turboST?)

FATspeed (freeware).

VS> and a new file selector somewhat like the 1.04 file selector (little green
VS> file selector?). I forgot the file names. Can you give me a clue? Of
VS> course, ftp://host/path/file would be even more helpful!

LGselector is not freeware or shareware. Try Selectric - it's a German file
selector that is shareware, and quite nice.

VS> I know it's possible to attach SCSI tape drives to the ST, and get
VS> software
VS> to drive them. I have a Summit SE-120, which attaches to the floppy cable
VS> in a PC. It's probably possible to attach it to the floppy cable on the
VS> ST, but, having done so, is there any software for it?

No.

VS> Send e-mail please. I don't read this column very often; I don't think
VS> many folks are interested in Star SB-10 printer stuff anyway.

Read it here, or don't read it - by the time I got to the bottom of your article, it was already in the newsgroup. Sorry.

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

2676. WAVe hassles...

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 08:19:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <670_9502211628@tor250.org>
Source record: 171198

A > I've found some WAVe sound-sample files with a windows
A > program I'd like to use on my ST,

A > I've never been able to get a *.WAV file to play [on my
A > MegaSTe/TOS 2.06], no matter what I've tried.

Have you tried SoundLab 1.11? I use it all the time with .WAV
files, and have had no problems with it on my STe - been having lots
of fun reading .WAV files off CDs.

A > Q: What has four legs and one arm?
A > A: A pit bull!

Q: What's black and brown and looks good on a lawyer?
A: A Doberman.

... Flying Saucer? You mean the kind from UP THERE? - Plan 9
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

2677. Re: Ram for a 4meg FALCON

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 08:24:54 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <426_9502211930@sherwd.fidonet.org>
Source record: 171200

In a message of 11 Feb 95 13:32:21, Bobr wrote:

B> From: BobR <76702.1466@CompuServe.COM>
B> Newsgroups: comp.sys.atari.st
B> Organization: via CompuServe Information Service
B>
B> The maximum RAM on a standard Falcon using standard Atari memory modules
B> is 14 Megabytes.. (you have to install 16, but you only get to use 14).
B>
B> You can't use standard SIMMs.. the Atari memory boards are proprietary.

Call Systems for Tomorrow in Webb City, MO (1-816-353-1221) and ask abotu the
RAM Gizmo. Standard SIMMs in a Falcon, right up to 16 megs.

B> Toad will probably know about that one too.

Dave and Jennifer probably do, yes.

B> Unfortunately I can't find their phone number right offhand.

1-800-448-TOAD

B> Be sitting down when they tell you the price of the memory board...

Or don't get the Atari board.

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

2678. 3 systems for sale

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 08:32:52 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <427_9502211930@sherwd.fidonet.org>
Source record: 171051

In a message of 12 Feb 95 11:46:50, Alex Alexzander wrote:

AA> Clean up house time....
AA> Anyone one want a bunch of machines for ol times sake.
AA>
AA> IBM 286 12MHz
AA> or trade me something, andything of close value...

I'll give you an Atari 600XL with no disk drives in straight trade. <GRIN>

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

2679. Re: SKYLINE CD

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 08:36:56 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <428_9502211930@sherwd.fidonet.org>
Source record: 171052

In a message of 12 Feb 95 05:16:00, Lutz Weigand wrote:

LW> From: Lutz_Weigand@gi.maus.de (Lutz Weigand)
LW> Newsgroups: comp.sys.atari.st
LW>
LW> I have this CD here and it isnt the 50 german bucks worth. Some programms
LW> are 2 or 3 times on it, for example PAULA (4x). The organization is
LW> chaotic
LW>
LW> If you are planing to buy a GOOD CD for the Atari try the Gemini or my
LW> favourite CD-ROM AtariMega Archive CD. The Mega comes from England and
LW> has 1.9 GB !! PD and Shareware compressed on it. Very good index.
LW> They sell it in germany for about 60 german marks (30 US $)

I have the Gemini CD - I'd recommend the Crawly Crypt CD, though. Call Systems for Tomorrow in Webb City, MO (+1-816-353-1221) to ask about it. US$29.99 plus shipping.

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

2680. Don't flame me .What is a CPX???

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 09:16:19 UTC
From: "Marcos Agra"
Message-ID: <3icb13$fgo@ccserver.cc.ic.ac.uk>
Source record: 171161

Hi there ;
I have come accross usefull CPXs but i don't know how to run
them. The only thing i know is that it's in some way linked to the control
pannel acc. Help is greatly appreciated.Thanks.
Marcos Agra

2681. Re: HTML->ST-Guide Converter

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 09:40:19 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3icce3$qm@percy.cs.bham.ac.uk>
Source record: 171162

Leon Brocard <lglb@doc.ic.ac.uk> writes:
>So, it won't cope with graphics, and it won't be realtime, but so
>far the program is going slowly, but well. As previously thought,
>the formatting routine is the tricky bit.

ST-Guide can import .IMG files (not sure about colour ones) using the
@image operator.

>Just out of interest, how many levels of indent do you think it
>should be able to cope with? Say every indent takes up 5 chars, I
>could have about 20... Sound good?

What sort of indents do you mean? kind of thing?
You could make every heading tag form the start of a new node.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

2682. Re: Graphic WWW browser for Atari?

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 09:47:45 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3iccs1$fg2@whitbeck.ncl.ac.uk>
Source record: 171164

In article <D47JM4.Cv1@watserv2.uwaterloo.ca>, sasmesba@kingcong.uwaterloo.ca (Samy Mesbah) writes:
>>Not at the moment, but two browsers are under development, according to ST
>>Format and .net
>>
>But if you run Xwindows under mint and have a PPP or SLIP connection
>to a system which runs XMOSAIC, you can use it and it is VERY useable
>on 14.4 modem with compression.

I haven't seen the bit in ST-Format about web browsers, but beings as I know who writes the comms stuff for Format (hi Frank) I assume they were reffering to ZFC's GEM based browser (I don't think it's got very far yet) and the port of the Unix Chimera browser to MiNT-X which I am doing.

This was going fairly well, but I am now waiting on the new baserel Xlibs release 'coz one of lib files is missing from the current distribution.

Expect to see this in the near future.....

Craig.
(same guy who did the Xvt port)

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ---------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

2683. Re: Editors for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 09:51:53 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3icd3p$fgi@whitbeck.ncl.ac.uk>
Source record: 171165

In article <H.ekBL.f9D04FrJ1Fg@icon.pp.se>, root@icon.pp.se (Daniel Eriksson) writes:
>
>GNU emacs on a virtual console is _very_ fast!
>

But virtual consoles is an absolute bastard to get working.....
I got X11 running in an hour or so, I've been messing with vconsoles
for two weeks and it still doesn't bloody work........

"Huh....cann't open /dev/console?"

On the subject of editors, 7UP is a very nice GEM editor, fast & smooth.
Edith is a lovely comercial product, but can be a little slow at times,
mostly 'coz of all it's bells & whistles.

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ----------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

2684. Re: English version of Gemini

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 09:54:27 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3icd8j$fqs@epsilon.qmw.ac.uk>
Source record: 171166

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: Is there one? I downloaded 1.99 the othernight but it was in german.

There will be very soon. Joe Connor and i are supporting the program
in the UK, and final translations are taking place....

Please note that Gemini is shareware....and the English version (RSCs,
docs etc) are subject to a registration fee...

An announcement will be made here, and in announce, when it is
ready...

Regards
Danny
--
.signature.signature

2685. Re: KA9Q Questions --

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 10:13:16 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950221Z101316.546barheath@heathen.demon.co.uk>
Source record: 171167

In article <mnb20.4.0011957A@cam.ac.uk> mnb20@cam.ac.uk "Mark Baker" writes:

> In article <950209Z001148.298barheath@heathen.demon.co.uk>
> barheath@heathen.demon.co.uk (Barry Heath) writes:
>
> >"domain name" is that bit of your e-address that comes after the "@"
>
> That's not quite true; I'm typing this on pc2042.nmus.pwf.cam.ac.uk but the
> domain name is just cam.ac.uk. This is so to use another local machine you
> don't need the full address, eg I just type 'telnet hermes' to read my email.
>
Are you sure about that? I understood that, in your case, cam.ac.uk would be
the hostname, and domains would come before that in the address.
However the point is a little academic; I was referring to the definitions
within the KA9Q docs and scripts as a specific application; that's how THEY
see them.

thanks anyway

bazza
--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

2686. Re: HENSA? problems!

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 10:23:02 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950221Z102302.625barheath@heathen.demon.co.uk>
Source record: 171168

In article <1995Feb8.094129.20241@city.ac.uk>
cc103@city.ac.uk "NORMAN S L" writes:

> Hallvard Tangeraas (hallvart@oslonett.no) wrote:
> : has anyone tried Hensa via the www? I can't get it to work, and I
> : know I have the right address. I've used it before.
> : has it closed down?
>
> Well I am presently downloading a load of stuff from there so I don't
> think there is anything wrong.
>
You guys obviously haven't been reading Danny's postings lately. HENSa have
restricted access to the system using gopher and www to those with an ac.uk
address only. ftp is available to anyone but on a limited numbers basis.
Don't ask me (or anyone else) why, I'm just doing the telling.

bazza
--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

2687. Connect.lzh file

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 10:32:31 UTC
From: Rod@ivecoft.demon.co.uk
Message-ID: <793362751snz@ivecoft.demon.co.uk>
Source record: 171169

This might seem like a daft question but it IS genuine

I have downloaded Connect from an ftp site to my poxy pc at work and have taken it home to a real machine. Now how do i unpack it? STZIP wont touch it and I'm lost as to what to try next. any suggestions welcome.

TIA for any help that you can give.

|~~~~~~|
| Rod Keen. Akela of the Apache Pack. Std disclaimer applies |
| 3rd Harpenden. United Kingdom. to all comments made above |
| HR Systems. Iveco Ford Truck Ltd. |
| e-mail to Rod@ivecoft.demon.co.uk |
| |
| Why when I use the Internet can I never spell or type correctly? |
| Maybe 'net software should come with an in built spell checker ;-/ |
~~~~~~
~~~~~~

2688. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 10:45:50 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950221Z104550.982barheath@heathen.demon.co.uk>
Source record: 171170

In article <3ib4qi$7j7@golem.wcc.govt.nz>
sheppard_r@kosmos.wcc.govt.nz "Roger Sheppard.." writes:

> In article <9502171602.AA05232@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch)
> writes:
> >In a previous article, a sniveling individual with the address of
> >b9458317@wlv.ac.uk (ViSioN FX) who didn't even have the guts to
> >sign his/her post wrote the following bit of childish flamebait:
> >
> >>Get a life - get a PC :)
> >
> >Hilarious. This from someone who has nothing better to do with his time.
> >Sounds like one of Roger's "sniveling, snot nosed teenagers," to me. :)
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>
> Hey Hutch, that saying is Copyrighted, get one of your own...:-)
>
>
>

He doesn't need to. That was a legitimate quotation - or don't you
understand the normal use of quotation marks (why do you think they are
called that) in English? It was referred, too, so you can't complain about
infringement either - though I daresay you will!

Bloody colonials; never did learn their place.

bazza
--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

2689. Re: Setting up X (is there a FAQ?)

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 10:51:14 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3icgj2$gk7@whitbeck.ncl.ac.uk>
Source record: 171171
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In article <Pine.LNX.3.91.950217202007.2148A-100000@raven.cybercom.com>, Doctor Zweistein
<drz@raven.cybercom.com> writes:
>I can get xinit to run, but then all I see when I run it is an xterm window
>(at least I assume it's xterm) which I can't move. And I can't figure out
>how to run an extra xterm in a diff window on a different place on the
>screen.
>

You need to have twm run as the last thing in your .xinitrc file in your home
directory.

Example .xinitrc

```
# Fix the keymap for QWERTY
xvt -ls /usr/local/bin/X11/xmodmap /etc/ukXkbd.map
# Run a shell to be ready for commands.
xvt -ls -n Craig1 /bin/sh &
# Run TWM to manage the windows.
twm
```

You also need a .twmrc file in your home directory to configure twm to how
you like it.

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7
```

2690. Re: MEDUSA T60

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 11:13:46 UTC
From: lais@cs.man.ac.uk
Message-ID: <3ichta$aul@m1.cs.man.ac.uk>
Source record: 171173

In article <1995Feb20.094736.2591@city.ac.uk>, cc103@city.ac.uk (NORMAN S L)
writes:
|> S94 (lais@cs.man.ac.uk) wrote:
|>
|> : In article <3gvkd3$b26@vishnu.jussieu.fr>, bourlon@gla.ecoledoc.ibp.fr
|> (Marc
|> : BOURLON) writes:
|> : |> Great configurations ! Waouh !
|> : |>
|> : |> MB.
|> : |>
|> : |>
|>
|> : Hehe, I _bet_ it is :) Wish I had lots of money though :(
|>
|> : S.Lai
|>
|> Very interesting that Motorola only made a prototype of the 68060 and never
|> published any information on it, so finding a Medusa with that processor in
|> it could be very hard.
|> --

So what processor did the Medusa T60 shown at ProTOS have ? A pretend one ?

S.Lai

P.S. That wasn't a flame

2691. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 11:22:39 UTC
From: lais@cs.man.ac.uk
Message-ID: <3icidv$b6v@m1.cs.man.ac.uk>
Source record: 171174

In article <Pine.SUN.3.91.950220102910.21132A-100000@altair.herts.ac.uk>,
"<Worried? You should be.>" <cs2ev@herts.ac.uk> writes:
|>
|>
|> On 17 Feb 1995, ViSioN FX wrote:
|>
|> > Nearly everyone on the planet knows that the ST is dead. It has been for 2
|> years.
|> > So why bother - get a PC... It beats the ST in every way. It is incredible
|> that
|> > people still insist the machine is very much alive. Atari just don't know
|> how to
|> > market new projects either - jaguar is a flop - and falcon... hey - just
|> take a look
|> > around - I've never seen one.
|> >
|> > Get a life - get a PC :)
|> >
|> My mate owned an Amiga and has just bought a 486 dx2 66 with 16 bit
|> soundblaster. He had to buy the soundblaster because and I quote 'The
|> sound onthe pc is crap with out one'. Fair enough. However the ST has
|> twice the channels of sound that the Amiga had and the same capabilities
^^

Wrong ! The STFM has one channel (mono) and three _voices_. The STE also
has two channels like the Amoeba (stereo L&R), but in addition two extra voices
from the DACs, which are in software programmable to play as many voices as
you like up to a limit (because they're digital and has a finite resolution).
The Amoeba games machine has FOUR independent DACs, two per channel, and
also FOUR voices of sythesized sound.

|> and is the industry standard machine for Midi. How much for a new (Yes
|> they are still selling everywhere) STe? Price about 200 pounds. How much

They are not _everywhere_ because my friend wanted one and all the dealers
who advertised them didn't actually have any stock. Luckily I found him
a stonking good second hand deal :)

|> for a 16 bit sound card with Midi on a PC, price about 200 pounds.
|>
|> Now, I myself would rather spend 200 quid on a machine not a crappy

Looking at it that way, I guess you're right !

|> As far as wordprocessors go the ST has some of the best around, againg
|> the pc has a better interface for these and is more powerful but, isn't

Surely you're not speaking of Windoze ?

|> it the output quailty that people look at? Using the same printer I bet
|> people wouldn't be able to tell the difference between an atari doc and a
|> pc doc.
|> I'll stick with my ST thanks.

Nice one :)

|>
|> Some of us just don't have that sort of money to buy a crappy standard
|> machine made to the spec of a company who holds the monopoly on computer
|> operating systems.
|>
|> From Ray.
|> email: r.c.smith@herts.ac.uk
|>

2692. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 11:29:24 UTC
From: jfergie@xmission.xmission.com
Message-ID: <3iciqk$8hj@news.xmission.com>
Source record: 171175

Owen Rees (rtor@ansa.co.uk) wrote:
: ViSioN FX (b9458317@wlv.ac.uk) wrote:
: [snip]
: : Get a life - get a PC :)

: You need that extra life to create all the boot discs with different
: CONFIG.SYS and AUTOEXEC.BAT files so that your children have some
: chance of being able to play the PC games!

: As has been said here before, many of us have both, and judge for
: ourselves based on our own experiences. My personal experience is that
: if you want to do some C programming for fun, especially if you are
: looking for a free compiler, forget the PC, use the Atari.
: --
: Regards,
: Owen Rees <rtor@ansa.co.uk>

You forgot the part about the C compilers not taking 80+ meg on a
harddrive, or the headache of windows....

Leech!@#$
jfergie@xmission.com

2693. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 11:34:28 UTC
From: jfergie@xmission.xmission.com
Message-ID: <3icj44$8hj@news.xmission.com>
Source record: 171176

Kula Bocca (kulabocca@aol.com) wrote:
: I'm not into bashing other computer systems. I own and regularly use four
: different computers. A Mega ST4, a Falcon 030, a Mac PPC 8100/80, and a
: Toshiba 486DX2. I use the Mega ST4 for MIDI applications and a BBS. I
: use the Falcon 030 for dtp and MIDI/hard disk recording. I use the Mac
: for desktop video and graphic design (and some MIDI.) The Atari's are my
: personal favorite for MIDI. The timing is always rock-steady and the
: available programs will suit my needs for a very long time to come. Hard
: disk recording on the Falcon (using Cubase Audio with the FDI & FA8) is
: fantastic! The sound quality IMHO is pro-level. I am not sacrificing
: quality using the Atari for my sound needs. The Mac serves as a wonderful
: video editing platform and is nice for cruising the 'net. I'm still
: trying to figure out what the IBM-clone is good for. If anyone knows send
: me an email! :)

I think they make pretty good paperweights and door stoppers.

: Long Live Atari!!!

Agreed! And all go down who oppose the mighty
battle-axe-weilding squirrels...

Leech!@#$
jfergie@xmission.com

2694. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 11:47:46 UTC
From: jfergie@xmission.xmission.com
Message-ID: <3icjt2$8hj@news.xmission.com>
Source record: 171177

: >In article <ECS9502171519C@wlv.ac.uk>, b9458317@wlv.ac.uk (ViSioN FX) writes:
: >|> Nearly everyone on the planet knows that the ST is dead. It has been for 2
: >|> years.
: >
: >Really ? Mine works fine.

: So did mine, but I sold it. You must admit, the ST market is slightly
: less than it was say 2 years ago. Btw, do atari still make the ST/STE?

: And it is true that the PC beats the ST in everyway, it just depends on
: what parts you bolt onto it. An AWE soundcard will piss over the ST/E
: sound output, but you do pay for the privilage (200quid! > than an ST!)
: Basically, you get better than ST performance, but at a (very) high price.

Well, there is one thing that the ST will always beat the
IBM/clones in....ease of use...how many people do you know besides actual
programmers know how to use their IBM that well?

: Basically, for the ST to succeed, Atari need to make a good, decently
: priced, ST compatible 68040 computer, which people will hear about. The
: Falcon was not the solution, nor the TT. They PowerPC seems like a good
: move... Where's Atari's version?
: I think Atari lack marketing of any kind, and are relying too much on
: income from patents on 9 pin joystick ports :-)

I think that Atari should get off their duffs and do something
with the hardware in the Jaguar...forget using a 68040, why not use a
RISC chip, they're cheaper from what I hear anways...

Leech!@#$
jfergie@xmission.com

2695. Re: ftp sites and info needed

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 12:00:58 UTC
From: jfergie@xmission.xmission.com
Message-ID: <3icklq$8hj@news.xmission.com>
Source record: 171178

Ron Maltz (ron@nova.umuc.edu) wrote:
: A friend recently bought an Atari 1040ST and asked me for help in getting
: some programs. Can some kind sole point me to any anonymous ftp sites
: for Atari software? One other question: what options do I have in getting
: this software from my UNIX account to her Atari?

: Thanks. Ron Maltz -- ron@nova.umuc.edu

A few ftp sites I've found that had quite a bit of software on
were nic.switch.ch and ftp.cnam.fr Being in sweden and france
respectively. Have fun if you don't speak either language...I did...heh heh.

Leech!@#$
jfergie@xmission.com

2696. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 12:42:34 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Rl4ezrlE07Y@semprini.waterloo-rdp.on.ca>
Source record: 171180

In <ECS9502171519C@wlv.ac.uk>, ViSioN FX writes:
>Nearly everyone on the planet knows that the ST is dead. It has been for 2 years.
>So why bother - get a PC... It beats the ST in every way. It is incredible that
>people still insist the machine is very much alive. Atari just don't know how to
>market new projects either - jaguar is a flop - and falcon... hey - just take a look
>around - I've never seen one.
>
>Get a life - get a PC :)

Unless you run a UNIX on it, you'll have no life. You'll spend all your
time messing with stupid text-based configuration files trying to get a
stable system or squeeze a few k of RAM out of that massive 640k area.

Add in a new card (after having listened to all the people spouting
about how "expandible" PCs are) and it's back to square one, with extra
crap added in, like figuring out which IRQs are free, what memory
addresses aren't used, etc.

PCs are *expensive* game machines. Spend $100 Cdn on a used Sega or
something instead and buy a _usable_ computer.

--
------------------=======================================------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

2697. Re: ftp sites and info needed

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 12:45:53 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3icna1$cei@aggedor.rmit.EDU.AU>
Source record: 171181

Every couple of weeks you will find a posting on this area giving you the
latest list of Atari sites. You should try atari.archive.umich.edu
It is the largest site or micros.hensa.ac.uk.

--


```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

s9205525@otto.bf.rmit.edu.au

2698. Lattice C For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 12:53:28 UTC
From: breeze@bu.edu
Message-ID: <3icno8$2tr@news.bu.edu>
Source record: 171182
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

I have Lattice C, complete with all disks and docs for sale.
Never even used it, and paid like $175 for it. I'll sell it for
$75/bo.

JB

2699. Cubase 3.0 For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 12:56:50 UTC
From: breeze@bu.edu
Message-ID: <3icnui$2tr@news.bu.edu>
Source record: 171183
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

I wound up with Cubase 3.0 disks and the dongle, but no
Manuals, when a partnership broke up. Don't have much
use for it, but the dongles the important part. So it'd be a working
version of Cubase 3.0, but you'd have to get manuals elsewhere,
or figure it out yourself. Make me an offer if you are interested.

JB

2700. Re: FTP

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 12:57:42 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1995Feb21.125742.7433@bradford.ac.uk>
Source record: 171184

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) posted:
: In article <3i958s$r1c@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (steve wells)
writes:
: >Just wondering, what this file in pub/atari/incoming on ftp.uni-kl.de
: >is:
: >
: >Feb 9 09:08 Zip File STARWARS.ZIP 1379Kb
: >
: >As you can see, it's not a small file, and somewhat larger than I'd
: >be willing to download, only to find it's a demo for the Falcon! :)

: Is a Falcon thing what ever, yes I did wast the time to dnload it...??

Uh?

: >Steves laws of FTPing:

: >If a file sounds useful, it will be one or more of the following, which you
: >find out only after downloading it:

: >Crippleware
: >Extremely expensive shareware
: >In a foreign language
: >Runs in a resolution your monitor/computer can't handle
: >A corrupted archive
: >Needs a newer processor than whatever your machine has
: >Be a re-uploaded version of a program you got 3 years ago
: >Archived with something you haven't got
: >Require more memory than you have
: >Require more drive-space than you have
: >Need a certain program or device you don't have
: >Be an upgrade to a program you have no use for
: >De-archive to a file 1k larger than the disk you are extracting it to.
: >Ask you to insert disk #2 when only the first disk was available

: >Anyone got any more? I've come across all these at some stage! ;-)

: YES must be accesible via Gopher or the Web...??

I think he meant what were the usual cock ups of ftp-ing ;-).

I downloaded one once called ada.lzh or something... which I, quite naturally
thought was something to do with ada ;-).

Nah, that'd be too obvious! It was something like accessory development
application ;-).

Simple really...

There's always the ftp-hang as well ;-), or infamous sorry, we can't download
the other 2 bytes of this 1 meg program because your quota's been exceeded ;-).

ARRGGHHH!

Paul.

--
\|/ ____ \|/ Paul Anthony Booth \|/ ____ \|/
@~/ ,. \~@ Department of Electronic and Electrical @~/ ,. \~@
/_(__/)_\ Engineering, University of Bradford, England. /_(__/)_\
__U_/ Email: P.A.Booth@Bradford.ac.uk __U_/

2701. Eiffel for ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 13:03:30 UTC
From: shardie@cs.strath.ac.uk
Message-ID: <3icob2$4qg@dunlop.cs.strath.ac.uk>
Source record: 171185
Cross-posted to: comp.sys.atari.st,comp.lang.eiffel

Does any one out there know if there is a version of the Object Oreintated Language EIFFEL for the ST and where can I get it.

P.S. Can you mail me an answer.

Thanks,
Simon Hardie.

2702. Dr T's Software for sale

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 13:06:24 UTC
From: breeze@bu.edu
Message-ID: <3icogg$2tr@news.bu.edu>
Source record: 171186
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,rec.music.makers.marketplace

A whole stack of Dr T's for sale!

KCS Omega LEvel II, with Tiger, Quick Score and Song Editor, and PVG,
for algorithmic composition. It includes KCS 3.0.
I also have previous versions of KCS
XoR universal Librarian/editor, with a fair amount of profiles, including
some of the MOTU profiles they wrote for it.
Copyist notation software - multiple versions
all docs and discs.

This is all for the Atari ST

Make me an offer if you are interested. I'm not shipping out of the
country...too much hassle.

2703. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 13:06:40 UTC
From: abstract@wam.umd.edu
Message-ID: <3icoh0$9j9@cville-srv.wam.umd.edu>
Source record: 171187

ViSioN FX (b9458317@wlv.ac.uk) wrote:

(lots of unimportant shit cut)

Why do people bother to respond to this? Don't even waste your time reading a post by such an obvious moron. Even if he doesn't go away by us ignoring him, we don't need to spend time on this sort of thing. There are better things to discuss... BTW, I only responded here when I saw there were 20+ posts to this article (sheesh!). I don't usually bother reading crap like this...

--Lunatic

2704. Re: Atari ST Hack in progress....

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 13:31:29 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0rgug1-0005uNC@black.csi.cam.ac.uk>
Source record: 171188

In article <3i33ao$64o$6@mhadf.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> wrote:

> >Can you just pull the 68000 out and pop a 68030 in the ST?
>
> No.. the Operating System doesn't support the chip.

No, that's quite true, if you have an o/s more than about six years old it
won't work. But it's time you upgraded anyway.

The original problem was due to the use of some instructions which on the
'030 are supervisor mode only.

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Windows. From the company that gave you edlin **

2705. Re: Graphic WWW browser for Atari?

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 13:34:37 UTC
From: benni@schlunz.dfki.uni-sb.de
Message-ID: <3icq5d$h6j@hitchcock.dfki.uni-sb.de>
Source record: 171189

```
Hallvard Tangeraas <hallvart@oslonett.no> wrote:
>Is there a *graphic* web browser available for the Atari St computers
>available? Something like Mosaic for Mac/Pc/Unix...

For X11, you could try "chimera"; it doesn't require Motif to compile...
```

Benni
--
Benjamin Lorenz, Johannisstr. 15, 66111 Saarbr&#65533;cken Run Linux68k on your
Phone: +49 681 372253, E-mail: benni@phil.uni-sb.de Atari TT / Falcon NOW!

2706. Re: First word plus

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 13:48:17 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3icqv1$fea@m1.cs.man.ac.uk>
Source record: 171190

In article <3i2bnv$n2e@rebecca.albany.edu>, rg185@csc.albany.edu (Richard Goldstein) writes:
|>
|> I have a 1040st and several hundred documents that were created with first
|> word plus. I would like to transfer them over to the DOS world without
|> having to perform alot of modifications. I tried saving them as ascii
|> files and then downloading them over but all spaces including hard spaces
|> disappeared and each line created by FWP became one long word. Someone

Sounds like you didn't save as ASCII !! Make sure that First Word + is not set to "Word Processor" mode (IIRC - the one that if not set wont let you use word-wrap) and then save the file.

To check that it has saved correctly, double clicking on the document from desktop should display it correctly....

This should work fine, although you will loose all BOLD and UNDERLINE etc.

|> has told me that if I get Word perfect for the Atari and read them in then I
|> |> can "easily" use them in WP for DOS. Is this true and if so where can I
|> obtain
|> WP for the Atari ?
|> ----Richard----
|>

Dunno, and dunno :-)

Anthony

2707. Re: ATARI Works black page syndrome

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 14:05:23 UTC
From: ceil0090@rz.uni-hildesheim.de
Message-ID: <D4CsGz.7z1@rz.uni-hildesheim.de>
Source record: 171191

In article c4a@golem.wcc.govt.nz, sheppard_r@ix.wcc.govt.nz (Roger Sheppard..) writes:

>Lack of memory is the cause, they do state that the minimum
>is now 4 megs...

I use ATARI Works with SpeedoGDOS 5.0x and a HP 4P. With the Laserjet 4 Driver I get a black page, with the Laserjet III Driver the HP 4P works with 300dpi. I have 4 megs RAM !

(Sorry for this bad englisch :-))

Bye
Carsten

ceil0090@rz.uni-hildesheim.de

2708. MagiC 3

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 14:25:06 UTC
From: m9174@abc.se
Message-ID: <3ict42$kma@sparc2.abc.se>
Source record: 171032

Does anyone know when MagiC 3 is about to be released?

NOT to be confused with MagicMac.

Carl.

2709. Cannon Fodder

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 14:29:16 UTC
From: goringgn@aston.ac.uk
Message-ID: <D4CtKs.Bq7@aston.ac.uk>
Source record: 171033

Hi, just got Cannon Fodder yesterday (at last!), and I am stuck on the mission after HAVE A NICE TRIP, it's called BANG BANG, YOU'RE DEAD. Has anybody got any tips for it?
Sorry to be such an arse. (btw, BBYD is level 8 (i think) phase 2 of 4)

```
+-------------------------------------------------------------------+
|Why not visit my unfinished Home Page? Refreshments served every hour.|
+---------------+ http://www.aston.ac.uk/~goringgn/ +-----------------+
| Set in the beautiful country-side |
| Of Aston University |
+-----------------------------------+
```

2710. Re: Wanna bet?

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 15:15:18 UTC
From: kim@dksoft.ping.dk
Message-ID: <FBVOFIUSUP@dksoft.ping.dk>
Source record: 171019

In <FBUUBJUXUP@galaxy.teuto.de> Hendrik Mylius wrote:

HM> In <FBOQBAURUP@dksoft.ping.dk> Kim Andersen wrote:
HM>
HM> >I could try get the phonenumber for Motorola here in Denmark, (would only
HM> >take me a few minutes), but that'll still be coming from me, so i guess
HM>
HM> I retrieved some more infos:
HM>
HM> This is not the same as Intel's "clock doubling" on the 486 Overdrive
HM> chip. "Overclocking" refers to increasing a CPU's clock frequency beyond the
HM> part's specification for higher performance (also called clock-chipping).
HM> Sonnet's "clock doubling" or "booster" chips (for Macs) interface a slower
HM> system bus to a higher speed processor that has internal fast caches.
HM> [...]
HM> ------------------------------cuthereplease------------------------------
HM>
HM> The second-last paragraph say everything, doesn't it Kim?

It sure does Hendrik, and i agree with you based on the above the 68040 is
not clock doubbled the same way as an Intel. But i havn't said it was. I only
said it is doubble clocked, nothing else.
I spoke to one of my friends who has some technical knowing as well, and
he said exactly the same as the above.

I don't know who has won the bet, as it seems to me i'm right since part
of the CPU is doubble clocked.
The question is, is it wrong to state the 68040 is doubble clocked because
it's in a different way of an Intel, (cause thats really what you tell me?).

HM>
HM> Furthermore I posted a request in comp.sys.68k (Moto-folks do read there).
HM> I'll let ya know ;-)
HM>

Try ask them my last question ?

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.

```
| CD-Roms online Free download limit.| Many years of experience. |
-\-------------------------------------------------------------------------/-
\-----------------------------------------------------------------------/
```

2711. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 15:49:00 UTC
From: christian.mittendorf@ostkupan.ct.se
Message-ID: <ftn_2.203.202.11$fidonet.org_2f4a0bc4_Christian.Mittendorf@ostkupan.ct.se>
Source record: 171192

In a message of <16 Feb 95 15:30:54>, Annius Groenink (2:200/427.1) writes:

>> site were: MS-DOS, Apple system 7 and TOS. He has a lot of experience
>> with Atari, and he is sure he saw GEM working on the it.
AG>
AG>
AG> It could be the MS-DOS version running the GEMulator...
Or perhaps a beta version of MacMagic running on a PowerPC ? ;-)

mvh,
christian

(UUCP Dialup connection)

2712. Re: Composite Video from ST

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 15:52:29 UTC
From: limchung@iscs.nus.sg
Message-ID: <3id27t$6c9@nuscc.nus.sg>
Source record: 171193

Hi guys, thanks for all the replies. I've checked up an Atari book and it says that pin 2 on the STF is not used. So I will look in the direction of getting an Amiga modulator. Thanks again.

--

Chung Yong
National University of Singapore

2713. ST Emulator for the IBM?

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 15:55:53 UTC
From: al215@FreeNet.Carleton.CA
Message-ID: <D4CxL5.BoJ@freenet.carleton.ca>
Source record: 171004

I thought I heard someone say there is an Atari ST emulator for the IBM?
If this is true, could someone tell me what FTP site (maybe UMICH?) it is
on, and what the filename is? Thanks

--
James Kleist | 'All is insignificant in our sand grain
al215@freenet.carleton.ca | of time.'
Ottawa, Ontario. | - 15,001,994

2714. Convert Atari->Mac

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 16:00:41 UTC
From: p.vass@magnet.at
Message-ID: <1704062974.969515@magnet.at>
Source record: 171077

Hi!

Please who could help me? I have problems to open some Atari-formatted disks with my Mac. I m using the Atari as well as the Mac for sequencing.
It works with my one Atari but it s a 1040 mega ST F FM E , cause I did a lot of tuning. I think the problems are the different TOS s.

Greetings and thank you,

Paul.

2715. PAM's Ethernet and TU-Wien-Soft

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 16:01:39 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <D4Cxus.IJM@muster.hrz.uni-giessen.de>
Source record: 171055
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,de.comp.sys.st

Hi all !!

For all who waited for a possibility to conect their Ethernetcard from
PAM's (Germany), here is the solution:

Torsten Lang and I made some changes in the Riebel card software from the
University of Vienna. It is now possible to use it with PAM's VME and
EMega Ethernet card. Further information: See the readme file.

The software was uploaded to fortec.tuwien.ac.at in Vienna/Austria.
It should appear in Munich as well.

For further infomation email me (address below) or
torsten.lang@physik.uni-giessen.de directly.

Have fun !

Martin
---
martin.schmidt@physik.uni-giessen.de

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
dead are, somehow, quite ill."
Douglas Adams

2716. Re: CD-ROMS on the ST

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 16:15:00 UTC
From: christian.mittendorf@ostkupan.ct.se
Message-ID: <ftn_2.203.202.11$fidonet.org_2f4a18e1_Christian.Mittendorf@ostkupan.ct.se>
Source record: 171195

In a message of <19 Feb 95 08:57:44>, James Wood (2:200/427.1) writes:

JW> I see others posting about CD-ROMS for the ST. Does anyone know if
JW> there's actually any software out?????
Mostly PD/SW collections are available for the ST. I think that almost 13
different collections are available now. Hopefully could we see a Linux.68k
Distribution in the future. Has anybody infos about this projekt?

The following CD's with ATARI software are available now:

Dieter Lohrum: 1. Tigerstarke Software
" 2. Drachenstarke Software
" 3.
Wohlfartsst. CD 1
? Gemini CD
Maxon CD No. 1
Whiteline Alpha CD
SystemSolutions Atari Mega Archive
M. Wehner Skyline
Compo Power CD
? Crawly Crypt CD
? Bingo
? Wow

(The list was created using different ST-Computer Magazines.)

AFAIK there is also one game available - OXYD magnum. (On that CD is also the
PC and the MAC version included. It's not a special CD-game - but cheaper than
producing disks for different systems.)

JW> Is it possible to get Microsoft Bookshelf for DOS to run on the ST
JW> through a PC emulator? If I could get that to work, I'd buy a cheap
JW> CD-ROM for that reason....the online dictionary was fun.
Hmmm, I don't think so. You won't get the CD-ROM running on the emulator.

JW> What about the encylopedias and other reference works? Since most of
JW> the disc is data, is it POSSIBLE for someone to write a reader program
JW> for the Atari ST to put in Microsoft Encarta and search through it?
I think that could be possible. But it seems to be much work.

JW> Probably none available, but is it POSSIBLE? Sounds great, doesn't it?
It does, indeed. In ST-Computer 2.95 Bernd Lohrum asks if someone has started
yet or would like to start writing a server-software for different CD. He also
asks which CD the user would like to see. Here is his adress if you would like
to join this projekt or get more information:

CD-Service Bernd Lohrum
Blumenstrasse 25
D-666482 Zweibruecken
Germany

Greetings,
christian

(UUCP Dialup connection)

2717. Re: 68000 to 680XX upgrade easy?

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 16:18:57 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9502211515.AA05709@ilmen.lanl.gov>
Source record: 171196

In a previous article, zap@eskimo.com (Randell Spreadborogh) wrote:

> If I were to aquire a 68010 through 68040 chip could I simply pull my
> old 68000 chip out and plug in the new chip?

In a word, "no."

Alas, it just ain't that easy. Would that it were. :)

-Hutch- @ Fair Dinkum Tech

2718. ftp-sites and www-pages -- Update 2/95

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 16:23:46 UTC
From: Markus Vicari <vicari@chemie.fu-berlin.de>
Message-ID: <CCHXBU6I@math.fu-berlin.de>
Source record: 171199

```
Hi all,

here is my updated list with some new entries. Have fun.

Ftp-Sites and WWW Pages
=======================

1. FTP-Sites
------------

1.1 USA
-------

atari.archive.umich.edu
cs-ftp.bu.ed in /PC/ATARI-ST
f.ms.uky.edu in /pub2/atari/

1.2 UK:
-------

disabuse.demon.co.uk in /pub/atari/
micros.hensa.ac.uk in /micros/atari/
phlim.ph.kcl.ac.uk in /pub/atari/
src.doc.ic.ac.uk in /pub/computing/packages/atari/

1.3 Germany:
------------

ftp.cs.tu-berlin.de in /pub/atari/
ftp.e-technik.tu-muenchen.de in /pub/comp/platforms/atari/
ftp.fu-berlin.de in /pub/atari/
ftp.germany.eu.net in /pub/comp/atari-st/
ftp.hrz.uni-kassel.de in /pub/machines/atari/
ftp.inf.tu-dresden.de in /pub/atari/
ftp.informatik.rwth-aachen.de in /pub/atari/
ftp.informatik.tu-muenchen.de in /pub/comp/platforms/atari/
ftp.ira.uka.de in /pub/systems/atari/
ftp.phil.uni-sb.de in /pub/atari/
ftp.rz.tu-bs.de in /pub/atari/
ftp.rz.tu-harburg.de in /ATARI/
ftp.thp.uni-koeln.de in /pub/atari/
ftp.tu-clausthal.de in /pub/atari/
ftp.uni-erlangen.de in /pub/atari/
ftp.uni-kl.de in /pub/Atari/
ftp.uni-mainz.de in /pub/atari/
ftp.uni-oldenburg.de in /pub/atari/
ftp.uni-paderborn.de in /pub/atari/
```

ftp.uni-regensburg.de in /pub/freeware/software/atari/
ftp.uni-stuttgart.de in /pub/systems/atari/
ma2s2.mathematik.uni-karlsruhe.de in /pub/atari/
wowbagger.pc-labor.uni-bremen.de in /pub/atari_st/

1.4 France:
---

ftp.cnam.fr in /pub/Atari/

1.5 Switzerland:
---

ftp.isbiel.ch in /atari/
ftp.switch.ch in /software/atari/

1.6 Finland
---

ftp.funet.fi in /pub/atari/

2. WWW-Pages
---

http://www.aston.ac.uk/~pitchfsj/atari/atarisites.html
http://www.bucknell.edu:80/~svensson/
http://www.cee.hw.ac.uk/~ceebsm/
http://www.dl.ac.uk/MISC/ATARI/atari.html
http://www.dtek.chalmers.se/~d2cg/gem.html
http://www.fagg.uni-lj.si/SHASE
http://www.fwi.uva.nl/~mdekker/home.html
http://www.gm.fh-koeln.de/~iss009/Sonstiges/atari.html
http://www.herts.ac.uk/~cs1ha
http://www.inf.tu-dresden.de/~mh1/atari/index.html
http://www.proffa.cc.tut.fi/~t150315/
http://www.stud.unit.no:80/~josk/
http://www.uni-frankfurt.de/~roemer/
http://www-users.informatik.rwth-aachen.de/~hn/hotlist.html
http://web.cnam.fr/Comp/Atari/accueil.html
http://web.cnam.fr/personnes/rousseau/Who_is_LR.dom
http://ace.cs.ohiou.edu/personal/mleair/cain.html
http://aire.ncl.ac.uk/Atari/Mailing-Lists/index.html
http://src.doc.ic.ac.uk/public/computing/systems/atari/umich
http://ugweb.cs.ualberta.ca/~stuart

So long, Markus vicari@chemie.fu-=berlin.de

2719. Re: Graphic WWW browser for Atari?

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 16:31:04 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBVRAGVAUP@galaxy.teuto.de>
Source record: 171058

In <D47JM4.Cv1@watserv2.uwaterloo.ca> Samy Mesbah wrote:

>But if you run Xwindows under mint and have a PPP or SLIP connection
>to a system which runs XMOSAIC, you can use it and it is VERY useable

Have you actually seen such a setup, or is it just a thought?

Most machines won't have enough memory to doing this. It'll be tough with 8,
virtually impossible with 4, IMHO.

Hendr!K

2720. Re: HSMODEM6 ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 16:35:06 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBVRAGVDUP@galaxy.teuto.de>
Source record: 171059

In <3i6qh0$fli@golem.wcc.govt.nz> steve wells wrote:

>He doesn't say what the changes are, and since out of the 150K or so

The MFP* drivers were broken in version 5. SCC* were fine.

>first time users, the whole thing might be needed, although, not doc's
>in 2 languages).

Usually everybody complains about German programmes not having an English readme, now you start moaning when it does have one. Sheesh ...

Hendr!K

2721. Re: CD ROM

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 16:37:26 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBVRAGVGUP@galaxy.teuto.de>
Source record: 171060

In <D48Ls0.M4H@crash.cts.com> Richard John Kelsch wrote:

[CD-ROM]

>you will need to acquire drivers to use it with your Falcon. ICD has
>some excellent software for just such a purpose.

Which software would that be? The XFS?

Hendr!K

2722. Re: Atari - What is it for really?

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 16:52:18 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9502211548.AA05713@ilmen.lanl.gov>
Source record: 171053

In a previous article, s925377@mailserv.cuhk.hk (Malcolm) wrote:

>>jahronch@koptss03.delcoelect.com wrote:
>>: For some reason, Atari is popular in Europe. Maybe someone could
>>: give some reasons for that. (Even if you don't need a reason.)

>Because it is not expensive. And there were good programs developed for it
>
>But for american, they are wealthy to buy mac.

Oh yeh, right. All us Americans are filthy rich who can buy as many toys as we want with no worries. And by that same logic, I could say that all Europeans are sterotyping snobs, too, right? ;-)

Seriously, Macs are _much_ more affordable now than they used to be. In fact, they offer considerably more computing power for the price than our beloved Falcon, IMHO (except perhaps for MIDI-specific apps). Hard to argue with a fast 68040 box for under $1K that does NOT force you to deal with DOS or Windoze. I do understand that the import duty imposed by many European countries still keeps Mac prices out of reach, however.

Doesn't matter how cheap the 'other' boxes are, though, if what you really want is an Atari! But a faster, cheaper Atari would be very nice.

-Hutch- @ Fair Dinkum Tech

2723. Spectrum analyzer (Sound)

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 17:03:19 UTC
From: jrg@cldc.howard.edu
Message-ID: <3id6cn$ba6@sulu.cldc.howard.edu>
Source record: 171017

```
am looking for the original version of st Replay that came with a
spectrum analyzer.....
```

If you remember what it looks like or if you know someone with
the version that came out in the eighties, please let me know
thanks. It included a program that had a full screen spectrum
analyzer for sound through the replay cartridge. THe company's
name was audio visual research or something like that.
Thanks
□

```
B
B
B
B
B
B
B
B
B

--
.............................................................
. Julius R. Grant .
. .
. "Don't forget to remember, to remember never to forget!" .
; ;
,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
```

2724. Re: Un-Zipping .gz

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 17:53:59 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.5.0011E6E5@cam.ac.uk>
Source record: 171061

In article <950218Z134826.060barheath@heathen.demon.co.uk> barheath@heathen.demon.co.uk (Barry Heath) writes:

>Just HOW do I go about unzipping a .gz file? I know it needs a program
>/module that I don't have at present (else I wouldn't have to ask) but what
>is it, and what is the procedure? I assume I can get it from one of the
>regular sites.

You get the latest gzip, then type

>TIA
>bazza
>--
>*=*=*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
>| Barry Heath O o o o | The original and genuine |
>* working from ____ 8 * Look for the Trademark *
>| the spare room) |_^__!_ | Accept no imitations |
>* a private Internet site |________| * Contains no artificial additives *
>| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
>*=*

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\ / \\ ark Baker
/ \\/ \\ ** If at first you don't succeed, call it DOS 6.2 **

2725. Re: What should I do?

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 18:08:46 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBVSFIVAUP@galaxy.teuto.de>
Source record: 171056

In <950219Z124730.842barheath@heathen.demon.co.uk> Barry Heath wrote:

>I think Hendrik's "Virtual hug mode" is called for :-)

Flowerpower, hugs and kisses, ey ;-)?)

Peace

Hen

2726. Re: CoNnect, wherefore art thou?

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 18:14:52 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBVSFIVDUP@galaxy.teuto.de>
Source record: 171057

In <5S27Ea0.jongleur@delphi.com> John Steinmetz wrote:

>e-mail address for either Michael or Wolfgang. However, I'm getting

For Wolfgang try

wwc@axher4.desy.de

or

ww@hh2.maus.de

Perhaps he reads your post as well and gets into contact with you personally.

Hendr!K

2727. FS: Misc. Atari HW and SW

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 18:42:17 UTC
From: rost@nutshell.maelstrom.timeplex.com
Message-ID: <ROST.95Feb21134217@nutshell.maelstrom.timeplex.com>
Source record: 171063

I have the following ST related items up for grabs. I'll take best
offer (I'm not expecting too much <grin>; better someone who can use
this stuff has it) and you pay the shipping (from MA).

Hardware:

Chinon SSDD floppy drive mechanism (from 520ST)
Atari Trak-Ball
Wico Command Control joystick

Software:

Personal Pascal V1.0
D-Basic
Timeworks Desktop Publisher ST
PC-Ditto (IBM-PC emulator, works with DOS 3.3)

Books:

Atari ST Basic Programming (Sybex)

E-mail replies please, to rost@maelstrom.timeplex.com

--

Brian Rost
Ascom Timeplex APBU
rost_brian@timeplex.com

****

"There were three things that keep a group of musicians
together: the social life between the members, the money
they make and the quality of the music. And any two of
them will keep the band together."

-Michael Giles

****

2728. Re: Atari - What is it for really?

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 18:57:05 UTC
From: fox@vulcan
Message-ID: <3idd21$jkv@filet.nrlssc.navy.mil>
Source record: 171064

jahronch@koptss03.delcoelect.com wrote:

: For some reason, Atari is popular in Europe. Maybe someone could
: give some reasons for that. (Even if you don't need a reason.)

My best friend and his wife run their landscaping and construction businesses using their Atari. I sold them my ST when I bought a Mega; then the Mega when I bought a TT. They also have a nice 486 with lots of memory, disk, cdrom, etc sitting right next to it with Quicken and Word etc etc... The PC is used for games. The Atari is used for business.. They're both regular people, not computer nuts and the Atari is just plain easier to use - it does everything they need for their business. They use AtariWorks plus a post-processing program I wrote to give them all the functionality they needed from Quicken in fact!

--
+--+
| Daniel N Fox fox@nrlssc.navy.mil |
| Naval Research Laboratory, Code 7323 |
| Stennis Space Center, MS 39529-5004 |
+--+

2729. WANTED Maxon EPROM Programmer software.

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 19:35:39 UTC
From: ginjocky@ginjocky.demon.co.uk
Message-ID: <793395339snz@ginjocky.demon.co.uk>
Source record: 171011

Does anybody have a copy of the Atari Maxon EPROM programmer software(English)
version as I only have the German language edition. Or if someone in London
has a EPROM programmer they can do two BIOS EPROMs I need blowing.
--
Ginjocky

2730. Re: HSMODA05/06 with Mega STE

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 20:07:28 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.Ih55b9k7kvE@icon.pp.se>
Source record: 171062

In <D4A3BJ.Cs5@cix.compulink.co.uk>, sidcelery@cix.compulink.co.uk ("Harry Sideras") writes:
> Why are you using the MFP module with your MSTE, Daniel? Are you using
> some software that only works with modem 1 (Fax software?).

It`s because I sometimes hook up devices to all three serial ports.
A modem, a VT100-terminal and a null-modem SLIP-link to my Falcon. :-)

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

2731. Re: CD ROM

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 20:29:00 UTC
From: Julian_Reschke@wi2.maus.de
Message-ID: <199502212229.a2149@wi2.maus.de>
Source record: 171047

In article <D46D3F.Lw3@cix.compulink.co.uk>, Roland Givan
(rgivan@cix.compulink.co.uk) wrote:
>Essentially the Falcon has one suitable interface (SCSI2) so you are
>limited to SCSI drives. The cheap PC CD-ROMs all require some sort of
>interface card which doesn't fit the Atari anyway. The CD-ROM-ROM interface
>is an attempt to get around this - but its still added cost over and above
>what PC owners have to pay. The other option are proper IDE CD-ROMs, but
>I don't know if anybody has done a Falcon driver for them yet.

CD-Tool 2.x supports IDE drives and has been tested with the Mitsumi
FX300 connected to a 260 ST with IDE adapter. One other commercial driver
supports these drives as well.

2732. Re: ICD Time Setting

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 21:02:38 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3idkdf$g96@m.ehd.hwc.ca>
Source record: 171072

Steve Taylor (S.P.Taylor@bradford.ac.uk) wrote:

: Could someone please Email to me (UUe or Mime) or place on ftp.brad.ac.uk
: in incoming directory the program ICDTIME.PRG from the ICD (NOT Pro)
: utilities. It is PD, and anyway I used to have it until I reformatted the
: master disk.

: I need it at long last because my clock is now about 45 mins out!

Unfortunately ICD never released their software into the public domain, so
no one _can_ send it to you. Fortunately you can get them (and ugrade
your other utilities at the same time) by calling their BBS at
(815)968-2229 and downloading NEWHOST.LZH (or something like that).

Unfortunately it is a long, long distance call to the US
(~45 minutes at 2400 baud). What you might try is dropping a line to
their Genie account (ICDINC@genie.geis.com) stating your problem, with a
little luck and all your fingers crossed, they might send you what you
need. No guarantees though.

Good luck.
--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

2733. ATARI ST STINKS!!!!

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 21:08:14 UTC
From: ma2jswc@bath.ac.uk
Message-ID: <D4DC1t.3BF@bath.ac.uk>
Source record: 171031

Has anyone noticed that their ST stinks?
This was a while ago, but I was on typing away at my program late one night, and I had the misfortune of getting my head near the keyboard, and it stank, of a warm rubbery smell, really horrid. Anyway, I swapped my STE for an STFM (+ cash), and that smelt quite bad too. Does anyone else ST keyboard smell badly? Is it the keyboard itself, or is it years of sweat poured over the keyboard?
I room was quite well ventilated (Had loads of draft in that student room!), so it wasn't stuffiness.

btw, does anyone have ST Format's email address?

2734. Re: File at UNI-KL.DE..

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 21:18:59 UTC
From: healy@nosc.mil
Message-ID: <1995Feb21.211859.24299@nosc.mil>
Source record: 171073

Sometimes a cli is easier and more efficient than a windowed interface.
Sometimes a gui is easier. All of the Unix boxes (SGI, Sun) I use have
a graphical file hierarchy interface. I find it more cumbersome than
just typing in the path. My point is, you need both.

And Suns have the worst keyboards IMHO. I can never type a sentence
without hitting a wrong key. They used to be better, but I guess we
have had some "progress".

Mike Healy

healy@nosc.mil

2735. Re: Connecting Stfm & Pc together ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 21:22:56 UTC
From: simon@kingres.demon.co.uk
Message-ID: <793401776snz@kingres.demon.co.uk>
Source record: 171074

Thanks to everyone for there help on the above subject! Got it sorted now.

--

/ | / Snail-mail E-mail
\ |< 216 Scarborough Avenue simon@kingres.demon.co.uk
/ imon | \ ing Stevenage. Herts SG1 2HW

2736. Re: ST sharing PC hard disk

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 21:26:30 UTC
From: simon@kingres.demon.co.uk
Message-ID: <793401990snz@kingres.demon.co.uk>
Source record: 171075

In article <1995Feb21.142155@cantva>
misc223@csc.canterbury.ac.nz "Carey Evans" writes:

> I'm pretty sure I saw an article here some time last year that said
> something about a combination of programs that would allow an ST to
> share a PC-clone's hard disk over a null modem cable.
>
> Does anyone know anything more about this?

I've been asking about this, see thread 'Connecting STfm to PC'
>
Get Ghostlink.zip from ftp.doc.ic.ac.uk

--

/ | / Snail-mail E-mail
\ |< 216 Scarborough Avenue simon@kingres.demon.co.uk
/ imon | \ ing Stevenage. Herts SG1 2HW

2737. Re: Connect.lzh file

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 21:28:52 UTC
From: simon@kingres.demon.co.uk
Message-ID: <793402132snz@kingres.demon.co.uk>
Source record: 171076

In article <793362751snz@ivecoft.demon.co.uk>
Rod@ivecoft.demon.co.uk "Rod" writes:

> This might seem like a daft question but it IS genuine
>
> I have downloaded Connect from an ftp site to my poxy pc at work and have taken
> it home to a real machine. Now how do i unpack it? STZIP wont touch it and I'm
> lost as to what to try next. any suggestions welcome.
>
Why don't you try using LZH ?

--

/ | / Snail-mail E-mail
\ |< 216 Scarborough Avenue simon@kingres.demon.co.uk
/ imon | \ ing Stevenage. Herts SG1 2HW

2738. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 21:36:25 UTC
From: steve@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3idmcp$6g4@fred.netinfo.com.au>
Source record: 171079

James Wood (jamesw@PEAK.ORG) wrote:

: I got tired of this, and I got rid of my LAST PC. Who do you call when
: you're playing a Windows game, and it freezes? WHO???? Problem could be

: Who do you call? How do you know? There are SO MANY BLASTED DRIVERS
: "stacked" upon each other by the time that you run your application,
: combined with a motherboard by these folks, BIOS by those folks, video
: card by what's-his-name.... Incompatibilites obviously exist. NOBODY
: can help you when this happens, because NOBODY knows. Call up the place

And of course, if you do call, they all blame each other.

2739. Re: File at UNI-KL.DE..

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 21:36:37 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3idmd5$q58@sat.ipp-garching.mpg.de>
Source record: 171080

Barry Heath (barheath@heathen.demon.co.uk) wrote:
> Take a nice simple operation, selecting a file on a UNIX setup:
> -cd /(must remember SPACE then FORWARD slash)
> topdirectory/subdir1/subdir2/subdir3/file <rtn>
> - Not a valid file or Directory
> - What? oh sh*t, there's a capital in there
> - cd \(bugger)b/sp /topdirectory/subdir1/subdir2/subdir3/File <rtn>
> How much simpler to:
> click(fileselector) click(drive) click(topdir) click(subdir1) click(subdir2
> click(subdir3) click(File) click [OK]

How much simpler to type (and faster!)
- cd /to[TAB]/su[TAB]/su[TAB]/su[TAB] <rtn>
- cp <whatever>

Get a reasonable shell with file name expansion and you are lots faster
than a mouse clicking person when you are used to type. No worries about
speling, since you have to get only the first few characters right (depends
on the number of similar filenames in a directory).

I almost get a nervous breakdown when I have to use the Mac fileselector to
save my files. (Sorry, no Ataris around here.)

> If text based operation is so good, why the hell do
> so many people buy Apples, PCs that run Windows, Amigas (sorry) STs and
> Falcons, Archies and NeXT.

Because the programs are easier to handle. However, no GUI I have
^^^^^^^^
seen so far can replace a decent shell (except if the GUI contains
a text-based shell, such as Gemini).

--Cornelius (owner of a MegaSTE and a 486/66 running Linux with X).

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

2740. Re: Editors for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 21:39:58 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3idmje$q58@sat.ipp-garching.mpg.de>
Source record: 171081

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
> In article <FBRSEBWXUP@galaxy.teuto.de>, neptune@galaxy.teuto.de (Hendrik Mylius)
writes:
> >In <792730880snz@bassland.demon.co.uk> Simon Williams wrote:
> >
> >>I require a decent *fast* text editor for the Falcon. I have Tempus on my ST,
> >>but, it doesn't work on the Falcon. Where could I ftp one from?
> >
> >Which version of Tempus? The newer ones ought to work. The latest is 2.25.

> SORRY WRONG again the last UK, version of Tempus is 2.07, I tried to buy the
> lastest one from Hisoft, 2.2 at that time, they stated that they were still
> waiting for the UK version but did not hold out much hope...

Uh, since it should not be too much trouble to translate the program;
maybe you should write to the original developers, CCD. AFAIK these
guys still make a living from selling Atari programs. Sorry, I don't
have the address handy, maybe one of the other Germans reading this net can
fill it in.

Of course, if you find somebody who is _really_ good in hacking, (s)he
could hack a German version :-)

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

2741. Re: Atari - What is it for really?

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 21:42:29 UTC
From: chrisw@perth.DIALix.oz.au
Message-ID: <3idmo5dol1@perth.DIALix.oz.au>
Source record: 171036

Hutch (hutch@ilmen.lanl.gov) wrote:
: In a previous article, s925377@mailserv.cuhk.hk (Malcolm) wrote:
: >But for american, they are wealthy to buy mac.

: Oh yeh, right. All us Americans are filthy rich who can buy as many toys
: as we want with no worries. And by that same logic, I could say that all
: Europeans are sterotyping snobs, too, right? ;-)
[snip]
: with DOS or Windoze. I do understand that the import duty imposed by many
: European countries still keeps Mac prices out of reach, however.

Import duties are the same on Atari and Mac, presumably?! Both of US origin
although of course we can thank Taiwan & China for constructing our STs.

But seriously... in the ST's heyday British/Continental Mac and PC prices
were _so_ much more than Atari that people bought Atari or Commodore.
Average earnings when I lived in the UK were significantly less than US (yes
I worked there for 3 months too), and Universities/Colleges in the US had
all sorts of special price arrangements with IBM & Apple to encourage their
students to buy PCs or Macs. I seem to recall that on many courses my US
friends enrolled in, it was a course _requirement_ to have a PC.

Why do you think that the Sinclair Spectrum (48K of RAM (very hot in use!) in
the high-end model, infuriating cassette interface (yes, 10 mins to load a
full 48K programme, assuming it worked first time), dead-flesh rubber keyboard
wavy TV picture, etc...) was a huge commercial success????!!! It was _cheap_!
A disk drive was something that one could only dream of...$$$
Mind you, I still have a warm place in my heart for my Speccy... no game has
bettered Halls of the Things yet...

Chris

2742. Re: Where to find a RAM-Disk?

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 21:44:37 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3idms5$q58@sat.ipp-garching.mpg.de>
Source record: 171082

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
> In article <3i0s4m$l2v@ccnet3.ccnet.com>, jscholar@ccnet.com (Joshua Scholar) writes:
> >A friend of mine desparately needs a RAM-Disk program so that he can
> >transfer thousands of files onto an IBM-conpatable disk without popping
> >the disk in and out of the drive thousands of times (Disk-copy
> >unfortunately copies the disk format along with the disk).

> I can't see what you are trying to do, you just place all those files
> in a folder then copy the folder contents....

Problem: TOS copies file-wise. I.e. read first file into RAM, change disk,
write first file on disk, change disk, read second file into RAM, change disk,
write second file on disk ...

A RAM disk would relieve Joshua from this problem (copy all files file-wise
onto the RAMdisk, then file-wise to the other disk. No need to change disks
inbetween).

I think some replacement desktops also read in as many files as the RAM
can hold, then copy them onto the other disk. (I could be wrong, I haven't
touched my Atari for a long time...)

As to the original problem, check out the Atari FTP list posted in this
group recently. About any ftp server has at least one Ramdisk :-)

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

2743. Call Cost Prg ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 22:28:48 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <02211995.222848@empyr.dircon.co.uk>
Source record: 171083

Hi, Can anyone point me to a call cost program ?

I would like to be able to configure it for my country's charges, and have it keep a log of all modem calls made and how much they cost. I presume this would have to be some sort of accessory, as I do not wish to move from my current terminal program, TAZ.

Can anyone help please ?

Thanks in advance,
Kev.
Kevan@empyr.dircon.co.uk

___ Blue Wave/QWK v2.12

VQWK 6.20 [Rev H - 04/04/94]

2744. Re: Don't flame me .What is a CPX???

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 22:35:28 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3idprg$g96@m.ehd.hwc.ca>
Source record: 171084

MarcosAgra wrote:

: Hi there ;
: I have come accross usefull CPXs but i don't know how to run
: them. The only thing i know is that it's in some way linked to the control
: pannel acc. Help is greatly appreciated.Thanks.
: Marcos Agra
:

These are modules for the exensible(sp?) control panel from Atari. You need
the XCONTROL.ACC accessory. It can be found at all the usual places.

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

2745. Re: Connect.lzh file

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 22:38:43 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3idq1j$g96@m.ehd.hwc.ca>
Source record: 171085

Rod (Rod@ivecoft.demon.co.uk) wrote:
: This might seem like a daft question but it IS genuine

: I have downloaded Connect from an ftp site to my poxy pc at work and have taken
: it home to a real machine. Now how do i unpack it? STZIP wont touch it and I'm
: lost as to what to try next. any suggestions welcome.

LHARC (v3.10 I think is the latest,) will unpack .LZH files.

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

2746. Re: Obsession Demo Probs

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 22:45:13 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3idqdp$m6a@bs33n.staffs.ac.uk>
Source record: 171087

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: I cannot get this to run on my Falcon (VGA) is there any setting I have
: to change?

I have this problem also, I don't think its Obsession's fault, it just needs a pretty good monitor and the VGA must be able to sync down (or up?) to RGB standards. Just plug in your TV I guess like I do :(

RiCH

2747. Re: Connecting Stfm & Pc together ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 22:47:16 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3idqhk$m6a@bs33n.staffs.ac.uk>
Source record: 171088

Simon King (simon@kingres.demon.co.uk) wrote:
: Does anyone know the best way to connect a Atari 520 STfm and a PC 286 so that
: I can transfer files from one to the other ?
: Can I just connect a cable from the serial port of the ST to the serial port
: of the PC ? And use comms progs to send the files?

Two solutions. I've used both. First you can link with a null modem
cable and transfer files with a comms package, although I believe most
PC's will only do 9600 as standard unless enhanced. The second option is
to use the superb program GhostLink which lets your ST access PC hard
drives, CD-Roms etc... although I do fear the PC needs to be a 386 for
this, anyone confirm?

RiCH

2748. Re: NNTP compat news for MintNet?

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 23:39:18 UTC
From: theo@mailmak.ping.de
Message-ID: <950221740@mailmak.ping.de>
Source record: 171086
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.ekBL.e6uAAe_rsOQ@icon.pp.se>,
Daniel Eriksson <root@icon.pp.se> wrote:
>In <D4425F.tB@exeter.ac.uk>, cs93dlh@dcs.exeter.ac.uk (D.L.Hastings) writes:
>>
>> > Has anyone tried GNUS under emacs? I tried it yesterday under
>> > emacs 19.28 on my MiNTNet-box, but unfortunately it didn`t work
>> > since I was thrown out from the NNTP-host due to lack of
>> > privilegies.
>>
>> Where can I get a full port of emacs with the lisp stuff and everything?
>> Does emacs net programs like rmail and gnus run with mint-net?
>
>I don`t think there are any binary distributions of emacs 19
>available, but if you feel up to it you could compile it yourself.
>Patches has been distributed over the MiNT mailinglist and if you
>want I can provide you with a copy.
>
>I just tried to run gnus over MiNTNet and it worked just fine.
>Didn`t try rmail though.

Why not use Lynx for reading News ? Just set the Enviroment-Variable
NNTPSERVER=<your NNTP-Server> and invoke Lynx with "lynx news:<newsgroup>".
It always worked fine, when i tried it. Anyway, i compile an nntp-able Version
of TIN for MiNT. Perhaps i can send it to the Net.....

cheerio Theo

--
_____Theo Janssen _____
Internet: theo@mailmak.ping.de, tj@ais-gmbh.de | MausNet: Theo Janssen@UN
----------Don't force it, use a bigger hammer !----------

2749. Re: Atari Web Browser

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 23:44:48 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.RXf5JXQRrKQ@semprini.waterloo-rdp.on.ca>
Source record: 171089

In <D4465D.AD8@news.hawaii.edu>, John Perez writes:
>Is there anyone out there developing a Web browser for Atari computers?

I'm currently laying the foundations for an HTML widget in C++ using
Warwick Allison's GEM++ class library. This could easily be extended to
work as a WWW browser (when it's done, it will accept an HTML stream
from any source) by adding a URL engine.

> I just spoke with George Geczy, the author of Hyperlink for Atari
>computers. It is a Hypertext development system which supports Dbase
>files, IMG, text fields, buttons, icons, etc... It is not specifically
>for HTML, although, it is conceivable that it could be re-written or
>patched to serve this purpose. Aside from the translation, it would also
>have to be taught to telecommunicate.

MiNT-net can easily handle all the socket stuff for you, though I
haven't tried building the socket++ class library yet.

HTML can be pretty hairy to parse (I intend to use CERN's WWW library to
handle it; I've already got that ported).

> In any case, much of the work has already been done, and the
>Author is willing to sell the code (cheap) if there is another developer
>interested in continuing his work, and/or adapting Hyperlink for HTML.
> He can be reached at
> george@jmg.on.ca

It'd probably make more sense to release the source; the market for
Atari applications is drying up pretty quickly these days AFAIK.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

2750. Re: Graphic WWW browser for Atari?

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 23:47:36 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Rm2TSmQJ992@semprini.waterloo-rdp.on.ca>
Source record: 171090

In <3i59pv$233@heptifili.ifi.uio.no>, Thomas Hansen writes:
>
>In article <3i2psg$4ee@hasle.oslonett.no>, hallvart@oslonett.no (Hallvard Tangeraas)
writes:
>
>> Is there a *graphic* web browser available for the Atari St computers
>> available? Something like Mosaic for Mac/Pc/Unix...
>
>Not at the moment, but two browsers are under development, according to ST
>Format and .net

There's also an HTML widget being worked on (by me, of course). My
intent is to make it easy to expand into a full-fledged WWW browser if
necessary.

I'm currently fighting GDOS a little over fonts so we can have a
decent-looking display.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

2751. Re: Is Atari Alive???

Newsgroup: comp.sys.atari.st
Date: 1995-02-21 23:51:06 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.smbixcYCk5Q@semprini.waterloo-rdp.on.ca>
Source record: 171091

In <D476M9.23E@crash.cts.com>, Richard John Kelsch writes:
>Don't get me wrong I still have my ST (and am using it now), but man
>would it be nice to see TOS running on a PPC. 8-O!

I was chatting in email last week with somebody who knows a fair bit
about MagicMac (sorry, I've forgotten your name!)... Anyway, he was
telling me how Apple was contacting lots of _Atari_ developers (!) to
make sure their product would work with MagicMac! VERY interesting.

Also, they are apparently very opposed to a PowerPC version of MagicMac,
and intend to fight the production of such a thing. :-(

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

2752. Re: printer redirection

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 00:01:52 UTC
From: Jason@whatnext.demon.co.uk
Message-ID: <756982201wnr@whatnext.demon.co.uk>
Source record: 171092

In article: <macdonald.130.000DEEA7@cfcsc.dnd.ca> macdonald@cfcsc.dnd.ca
(Ken Macdonald) writes:
>
> Bonjour!
> I have an Atari SLM804 laser printer, hooked up (of course!) through my
> DMA port. Now, the problem I am having is that when I go to print from
> something like NeoDesk or Edith Pro I can't! simple, eh?! Is there
> anything out there in terms of programs, fixes, etc that would allow me
> to redirect output from the parallel to DMA? This problem happens whether
> or not SpeedoGDOS is loaded, which surprises me as I would have thought
> GDOS would have redirected output itself. But I guess prg like EdithPro
> and NeoDesk ignore GDOS. Any help would be appreciated.

I haven't tried either of the programs you mention but can't you
use the Diablo 630 Emulator that comes with the Atari Lasers.

------------ * What Next! Media Services * ------------

---- * Design * Artwork * Typesetting * Printing * ----

2753. Re: DUET 1.00 - coming to an atari.archive near you!

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 00:19:35 UTC
From: baldrick@terminator.rs.itd.umich.edu
Message-ID: <3idvun$357@lastactionhero.rs.itd.umich.edu>
Source record: 171035

>DUET_100.LZH has been uploaded to atari.archive.umich.edu. At the
>moment it is in the New/ directory.

>JMH

It's now in Network/Local.

Dan
aka baldrick@terminator.rs.itd.umich.edu

2754. Walnut Creek Catalogue

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 00:31:10 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3ie0ke$djh@dux.dundee.ac.uk>
Source record: 171034

Can anyone tell me where I can get the latest Walnut creek catalogue.

Rod

--
--
Rod McCall, President, Lip Theatre Company
==========
// email: rmccall@mcs.dundee.ac.uk //
@@ No part of any mail I send is the reponsibility of the university @@
@@ hence don't complain to them, complain to me!! @@
==========
for infomation on the following
CD-ROM,Books & Compaq Presario email : cdsales@cix.compulink.co.uk
****

2755. Re: Please answer a stupid question...

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 00:50:29 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D4DMC6.53H@cix.compulink.co.uk>
Source record: 170966

In message <D42CDw.qA5@ns1.nodak.edu>, goos@badlands.NoDak.edu said:
> Someone please answer a question for me. What is the difference
> between the various ST models I see mentioned here (ST, MegaST, STe,
> TT, Falcon)? Are all of these models compatible with the same
> software?

The're all software compatible to a large extent.

From best to worse (in terms of raw CPU power):

TT
Falcon
MegaSTE
MegaST
STE
ST(F)(M)

Though the Falcon is better than the TT for graphical/sound applications
- and the STE is better than the MegaST for the same reasons.

> Ataris use a "Gem" interface, right? I became familiar with this

Yes

> this interface quite a bit and was always disappointed that it never

The Atari versions are considerably better as well.

> used ST's seem to be pretty cheap.

Sure are.

:-)

Roland.

@CiX

2756. Re: Graphic WWW browser for Atari?

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 01:34:07 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D4DoCw.Frz@watserv3.uwaterloo.ca>
Source record: 171093

In article <FBVRAGVAUP@galaxy.teuto.de>,
Hendrik Mylius <neptune@galaxy.teuto.de> wrote:
>In <D47JM4.Cv1@watserv2.uwaterloo.ca> Samy Mesbah wrote:
>
>>But if you run Xwindows under mint and have a PPP or SLIP connection
>>to a system which runs XMOSAIC, you can use it and it is VERY useable
>
>Have you actually seen such a setup, or is it just a thought?
>
>Most machines won't have enough memory to doing this. It'll be tough with 8,
>virtually impossible with 4, IMHO.
>

I am actually doing this on my TT (in TT Hi rez) and this much takes 2.8-3megs
of RAM and < 10 megs HD space. It does work quite well.

(note you can keep a minimal set of fonts and xmosaic will use them)

Sam

2757. Re: Network a TT030 with a Macintosh? YES!!

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 01:37:46 UTC
From: robh@falrealm.demon.co.uk
Message-ID: <793417066snz@falrealm.demon.co.uk>
Source record: 171095

In article <FBNCFDUQUp@warpcon.ersys.edmonton.ab.ca>
leslieh@warpcon.ersys.edmonton.ab.ca "Leslie Hartmier" writes:

> Actually, I have Duet v 1.00. This dandy little program allows
> you to network using any communication-able port - LAN
> (F030/TT/MSTe), MIDI (all machines), Modem 1 (for any 'pooter except
> for F030 - it's only Modem 1 for TT/MSTe), Modem 2 (TT/MSTe, both
> with and without delay), Serial 2 (TT/MSTe, both with and without
> delay), and the F030's modem port (once again, with and without
> delay), and you can mix them (using LAN on F030/TT/MSTe and using,
> say, MIDI with an ST) It also works with Macs, and works fast!

Have you actually managed to get Duet working via the Falcon's LAN port?? When
I Emailed the author he stated that the only machine the LAN drivers worked
correctly with was the TT??

--
Rob Hall robh@falrealm.demon.co.uk
-=-
| The Falcon's Realm BBS!! Running on an F030 8pm - 8am Daily. |
| Nest 90:100/400 Atarinet 51:6/4 Turbonet 100:106/3 Fishnet 777:400/0 |
| Tel: UK (01254) 386151 |
-=-

2758. Re: ATARI ST STINKS!!!!

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 02:03:25 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1995Feb22.020325.22503@bradford.ac.uk>
Source record: 171097

J S W Chan (ma2jswc@bath.ac.uk) posted:
: Has anyone noticed that their ST stinks?
: This was a while ago, but I was on typing away at my program late one night,
: and I had the misfortune of getting my head near the keyboard, and it
: stank, of a warm rubbery smell, really horrid. Anyway, I swapped my STE
: for an STFM (+ cash), and that smelt quite bad too. Does anyone else ST
: keyboard smell badly? Is it the keyboard itself, or is it years of sweat
: poured over the keyboard?
: I room was quite well ventilated (Had loads of draft in that student
: room!), so it wasn't stuffiness.

Well, it did sort of pong for a bit when I dropped bits of donner kebab
and some ribena on the case, and some went between the keys, but apart
from that it smells lovely :-).

And yes, I did clean it afterwards ;-).

: btw, does anyone have ST Format's email address?

Erm, something like stf@futurenet.co.uk

Paul.

--
\|/ ____ \|/ Paul Anthony Booth \|/ ____ \|/
@~/ ,. \~@ Department of Electronic and Electrical @~/ ,. \~@
/_(__/)_\ Engineering, University of Bradford, England. /_(__/)_\
__U_/ Email: P.A.Booth@Bradford.ac.uk __U_/

2759. Re: CD ROM

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 02:20:28 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <793420532.10@mettav.exnet>
Source record: 171098

It was none other than EAM. Breen who wrote on 17 Feb 95 that ...:

EB>
EB> How come quotes for prices of Atari-compatible CD-ROM drives are so
EB> high? I get quoted about 200UKP (e.g. the 'Apple 300e') for these when
EB> I have seen CD-ROM drives advertised in Computer Shopper and other PC
EB> mags for only about 100UKP. I have an Atari Falcon, so I surely should

Forget those cheap ones in the Shopper they are not even that great for the PC but use some propriety interface and Are SLOW ! And also are internal so you would need to also get a Box and a power supply to use them properly (unless you already have mounted your scsi or Computer itself in an external case). There are some cartridge port interfaces for CD ROMS available but again this is expensive for Falcon owners who have the built in SCSI port. All these 'hidden' extra costs for so called cheap CDROMS are the same whatever the computer you use.

EB> be able to connect just about any CD-ROM drive to it. I just want a
EB> drive to read samples off sample CDs and perhaps play back CDs

PC's use all number of wierd and wonderful interfaces to attach CD roms including some SCSI emulation sound card type of thing. They are all mad as hatters though and You desire and need a SCSI2 drive without any added interfangler which PC people just don't understand .Toshiba or NEC seem to be the most popular makes of SCSI CD. The later are easy to find and well built but expensive. The former (Toshiba) are slightly faster and generally much cheaper but at the moment seem to be in short supply. Try mac Warehouse but they are giving me 2 weeks to replace the broken one they supplied me with :-(

EB> random-access-intensive with it. For my purposes would I be better
EB> off getting an audio-orientated CD player instead?

All CD Drives can play audio though so for a few extra quid you are better to get a data compatible one.

EB> Any information/comments would be greatly appreciated.

Get ExtendosPRo aswell from System Solutions ,it is really easy to configure and install. And works better than Metados.

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/8)

2760. pc-ditto

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 02:42:32 UTC
From: nolram@delphi.com
Message-ID: <B2-YcHY.nolram@delphi.com>
Source record: 171099

I remember a couple of years ago a pc emu called pc-ditto was out on the market. I just got an st and wanted to give it a try. Is it still sold out there? or in the pd, share?

2761. The cannon-fodder cheat saga

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 02:56:22 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3ie94m$mhh@golem.wcc.govt.nz>
Source record: 171100

This cheat file it turns out has been on atari-archive for a couple of weeks now, but after downloading it, it seems that this version is also corrupted. Pity, as going through the file I found a menu which gives these options:

INFINITE AMMO:LEFT/RIGHT MOUSE TO SELECT/CANCEL:
INFINITE MEN
INTRO SKIP
PHASE SKIP(Press escape during phase)
LEVEL CHOICE

I sure could use the Phase-skip to get past Mission #9, Phase #2!

The file is presented by someone called "T-C-D" and obviously came from somewhere, (although it's a compiled STOS program, even running the "make it compatible with everything" patch doesn't help.). If someone out there has it, could they archive it and put it somewhere! I need this! :)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.
Maintainer of the Generation-X FAQ.
"Follow the rules we've demonstrated, or else you'll end up mutilated"

2762. Re: Just one thing I hated about my Atari...

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 03:15:26 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3iea8e$g55@cxc1.cl.msu.edu>
Source record: 171001

al215@FreeNet.Carleton.CA (James Kleist) writes:

>BTW - I was reading news clips from the Feburary 95 Computer select, and
>searched for Atari, and in a article with the head of atari, saying that
>'1987 was Ataris record breaking fiscal year with a total of $500 million
>is sales.' With this in mind, and knowing that in 87 they were producing
>computers, not game systems, why would they go with the Jaguar? Just a
>thought...

You expect intelligent decision-making from a company that's run by the
Three Stooges???
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

2763. ST games for SALE!

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 03:19:41 UTC
From: ranma@mercury.sfsu.edu
Message-ID: <3ieagd$i5m@news.csus.edu>
Source record: 171002

```
Sale of Atari ST games!! Buyer pays shipping.
($3/game).
Prices in US dollars.

a) Wanderer (a 3d space shooter).............$4
b) Mr.Heli...................................$4
c) Obliterator...............................$4
d) Terrorpods................................$4
e) Deep Space................................$4
f) Forgotten Worlds..........................$4

Compilations:

a) GIANTS....................................$9
(Outrun, Gauntlet II, 1943, Street Fighter)

b) TRIAD 2...................................$9
(Menace, Tetris, Baal)

c) TRIAD 3...................................$9
(Speedball, Blood Money, Rocket Ranger)

All games complete with boxes, manuals, disks...

E-mail ranma@mercury.sfsu.edu if interested!
Thanx! =)
```

2764. Re: Magic & TOS errors

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 03:29:56 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3ieb3k$g77@cxc1.cl.msu.edu>
Source record: 171003

Rod@ivecoft.demon.co.uk (Rod) writes:

>Can anybody please tell me what TOS error 69 is. I'm trying to run several

I know this is more than you asked for, but it may prove useful in the future... Just a little text file that I found somewhere:

Ever wondered what those TOS error messages and 'bombs' on your monitor signified? Below is a letter, originally written by Darryl May, that John Townsend of Atari posted on GEnie in January to provide some answers. This letter also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170).

Dear ATARI customer,

The following is an official list of the errors that can appear while you are operating your ST computer. This first list gives you the GEM error messages:

Error description GEM Error code
==========
OK (no error).....0
Fundamental error.....1
Drive not ready.....2
Unknown command.....3
CRC error.....4
Bad request.....5
Seek error.....6
Unknown media.....7
Sector not found.....8
No paper.....9
Write fault.....10
Read fault.....11
General error.....12
Write protect.....13
Media change.....14
Unknown device.....15
Bad sectors on format.....16
Insert other disk.....17
Invalid function number.....32
File not found.....33
Path not found.....34
No handles left.....35
Access denied.....36
Invalid handle.....37

```
Insufficient memory.............39
Invalid memory block address....40
Invalid drive specified.........46
No more files...................49
Range error.....................64
Internal error..................65
Invalid program load format.....66

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
========================================
Reset: Initial PC2..............1
Bus Error.......................2
Address Error...................3
Illegal Instruction.............4
Zero Divide.....................5
CHK Instruction.................6
TRAPV Instruction...............7
Privilege Violation.............8
Trace...........................9
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error....................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255

Darryl May
Tech Specialist
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government
```

2765. Re: COMA FAX PROBLEMS..

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 06:07:49 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Feb22.060749.18762@bradford.ac.uk>
Source record: 171005

On Sun, 19 Feb 95 00:35:00 +0100, Christian Mittendorf wrote:
: RS> The USA ST-FAX does not have these locks, so you can use any name you
: RS> like, but I don't think ST-FAX is as good as COMA...

Are you referring to STraight FAX? If so, I'll say it's as good as CoMa!

: (On the other hand: If you run Coma on two different machines - one at your
: business and one at home - you'll *need* _two_ licenses! Am I right?)

I think he's OK provided he is not using them simultaneously (even for
receiving) and particularly if 1 person is using each copy.

On the subject of CoMa, I find it interesting to note that:
1) It is the only software which has so-far operated my FAX modem, and
actually sent a FAX (US Robotics Sportster 14,400)

2) When it did so, it sent the first 500 _characters_ instead of 500
lines as I am lead to believe the demo version should.

--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \

2766. Re: ICD Time Setting

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 06:15:02 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Feb22.061502.18819@bradford.ac.uk>
Source record: 171006

On 21 Feb 1995 21:02:38 GMT, BLAIR DEAN wrote:

: Unfortunately ICD never released their software into the public domain, so
: no one _can_ send it to you.

Course they can. I own an ICD board, and the software - I just trashed
that piece by mistake. If I did not have an ICD board, ICDTIME would be of
no use to me anyway.

: Fortunately you can get them (and ugrade
: your other utilities at the same time) by calling their BBS at
: (815)968-2229 and downloading NEWHOST.LZH (or something like that).

That'll be fun. A phone call to the USA just to set my HD's internal clock!

--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \

2767. Re: Composite Video from ST

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 06:20:03 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3iel2j$obp@golem.wcc.govt.nz>
Source record: 171007

In article <3i3bjv$405@due.unit.no>, josk@stud.unit.no (Jo Even Skarstein) writes:
>Ted Skrecky (ud264@freenet.Victoria.BC.CA) wrote:
>:
>: >Hi,
>: > Is there any hardware circuitry that converts the video signal from the
>: >ST into a composite signal? Can someone please point me to any relevant
>: >source on the net?
>
>Well you can get yourself an old (Or new, but they're a bit costly) modulator
>from an Amiga. These can be used with all ST's if you make a suitable cable.
>A TV-repair shop can make up this cable if you supply them with the pin-layout
>of both the ST's videoport and the Amiga modulator.

Its not that simple, the Amiga modulator needs 12volts and a Clock, I did
managed to mod it so it does not need the clock...

This clock is use the lock the CPU clock to the Colour bust clock,
but I never saw any problems with out this locking...

The Colour clock in the Amiga Modulator is not self running, it uses the CPU
clock to keep it running, I made it self running..

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2768. Re: Monitor port on ST....

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 06:31:57 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3ielot$obp@golem.wcc.govt.nz>
Source record: 171008
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <D48LFD.LLs@crash.cts.com>, richcsst@crash.cts.com (Richard John Kelsch) writes:
>Rob Stark (starkrl@aston.ac.uk) wrote:
>: Hello everyone!
>
>: Just a quickie for y'all to muse over....
>
>Your composite sync is available on ST's with a modulator built in, or
>can be created with two resistors, two diodes, and a one transistor. The
>whole project to built a composite sync extractor is contained within the
>OVERSCAN project on most ftp sights. If you have a modulator, the the
>composite sync is usually on one of those pins going to the modulator.
>Also, pin 2 of the monitor connector has composite video (if a modulator
>is installed), but the sync is easily extracted with a diode.

Been thier done that, it does not work, you need line sync during
the Frame sync period, you have to use EOR gate...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2769. WANTED!!: Railroad Tycoon

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 07:07:22 UTC
From: ki7zd@chinook.halcyon.com
Message-ID: <3ienra$biu@news1.halcyon.com>
Source record: 171009

Hi folks.

Been looking for the game "railroad Tycoon" for over three years.
Does anyone know HOW/WHO/WHY/WHERE I can get this game?

Thanks, much!!!!!!!!

ki7zd@halcyon.com

--
/-/-/ ~~~~~~
| Amateur Radio Station Inet: ki7zd@halcyon.com
| KI7ZD
| WWA CN87 73's _._ .. __... __.. _.. "If RST > 519, Reduce Power!"

2770. Re: HSMODEM6 ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 07:19:46 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950222Z071946.251barheath@heathen.demon.co.uk>
Source record: 171010

In article <FBVRAGVDUP@galaxy.teuto.de>
neptune@galaxy.teuto.de "Hendrik Mylius" writes:

> In <3i6qh0$fli@golem.wcc.govt.nz> steve wells wrote:
>
> >He doesn't say what the changes are, and since out of the 150K or so
>
> The MFP* drivers were broken in version 5. SCC* were fine.
>
> >first time users, the whole thing might be needed, although, not doc's
> >in 2 languages).
>
> Usually everybody complains about German programmes not having an English
> readme, now you start moaning when it does have one. Sheesh ...
>
I'm not complaining - if I did there might never be an HSMODA07...
Still, separate German and English versions would be easier on the phonebill!

bazza
--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

2771. Want to emulate PC on Atari

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 07:31:26 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950221232551.26067M-100000@PEAK.ORG>
Source record: 171018

With all of this talk of emulating an ST on a PC, I hope everyone hasn't forgotten about doing the opposite. I am interested in getting one of these running. All I need to do is be able to bring up WordPerfect 5.1 for DOS....so I can share files with the PeeCee people.

1) Does anybody have experience with the AT emulator that Toad sells? Does this emulate CGA graphics with a standard ST? Can all Atari Peripherals be accessed (modem, printer?). Does this use the Atari hard disk in standard ST format, or is there a sep. partition? Will this run WindoZe in "standard" mode? Will all ST RAM be supported (i.e. 4MB ST will become a 4MB PC workalike?

2) Is there one available for the Falcon? I see that in the Toad catalog, there is an advertisement for a 486 emulator, but there is no price. Is this available? Has anybody tried it?

Thanks to all who'll reply.

James

2772. Re: Connect.lzh file

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 09:05:40 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950222Z090540.356barheath@heathen.demon.co.uk>
Source record: 171012

In article <793362751snz@ivecoft.demon.co.uk>
Rod@ivecoft.demon.co.uk "Rod" writes:

> This might seem like a daft question but it IS genuine
>
> I have downloaded Connect from an ftp site to my poxy pc at work and have taken
> it home to a real machine. Now how do i unpack it? STZIP wont touch it and I'm
> lost as to what to try next. any suggestions welcome.
>
You need to un-LZH it. LZH is a different compression system to that used by
ZIP. I think the latest version is LHARC310, and should be available on the
usual sites in the Archivers sub. Get the version with the shell, it
operates in almost the same fashion as STZIP.

bestof british
bazza
--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

2773. Re: IMPORTANT NOTICE ABOUT HENSA ACCESS

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 09:16:19 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3ievd3$cbl@epsilon.qmw.ac.uk>
Source record: 171013

Al Fasoldt (alfasoldt@aol.com) wrote:
: Rufftrade? Can you supply more information on this? A good German
: translater is badly needed in the States.
: Is this a German-to-English translator?

Yup, It is a Ger -> Eng translator. A very good one at
that. Shareware, 5UKP, or equivalent of 10USD. This program is
constantly being updated, especially in the linguistic stakes.

The program can be downloaded from:
micros.hensa.ac.uk:/micros/atari/tos/p/p118/ruftrade.zip

The author is also e-mailable at cedwardsa@cix.compulink.co.uk
(Charles Edwards)

From the program....

The extension of Ruftrade's vocabulary is a continuing process. New
german manuals and readme's are run through Ruftrade, and new words
are added to the onboard lexicon after finding a best definition in
this type of context. This updating is practically a daily routine. A
recent and very effective, addition to Ruftrade's work is word-group
switching. Recurrent sense blocking phrases output by the
word-for-word exchange process are being identified and replaced by
meaningful groups. There are about 10 of these in the latest version,
and more are to come. This routine has already improved the
comprehension value considerably.

Danny

--
D.Bhabuta@micros.hensa.ac.uk
D.Bhabuta@qmw.ac.uk
dbhabuta@cix.compulink.co.uk

2774. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 09:29:24 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1995Feb22.092924.6467@bay.cc.kcl.ac.uk>
Source record: 171024

In article <9502171602.AA05232@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:
> In a previous article, a sniveling individual with the address of
> b9458317@wlv.ac.uk (ViSioN FX) who didn't even have the guts to
> sign his/her post wrote the following bit of childish flamebait:
>
>> Nearly everyone on the planet knows that the ST is dead. It has been
>> for 2 years. So why bother - get a PC... It beats the ST in every way.
>> It is incredible that people still insist the machine is very much alive.
>> Atari just don't know how to market new projects either - jaguar is a
>> flop - and falcon... hey - just take a look around - I've never seen one.

>>Get a life - get a PC :)

Yeah, but how much did Daddy pay for yours?

-Al,udem148@bay.cc.kcl.ac.uk-

2775. Re: ATARI ST STINKS!!!!

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 09:33:10 UTC
From: John Steinmetz <jongleur@delphi.com>
Message-ID: <Ru34she.jongleur@delphi.com>
Source record: 171045

J S W Chan <ma2jswc@bath.ac.uk> writes:

>Has anyone noticed that their ST stinks?

One possible solution:
Get a Falcon! A new one smells like leather. Even the manual smells good.

--John Steinmetz
jongleur@delphi.com

2776. Re: File at UNI-KL.DE..

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 09:36:02 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950222Z093602.213barheath@heathen.demon.co.uk>
Source record: 171014

In article <3idmd5$q58@sat.ipp-garching.mpg.de>
krasel@alf.biochem.mpg.de "Cornelius Krasel" writes:

> Barry Heath (barheath@heathen.demon.co.uk) wrote:
> > Take a nice simple operation, selecting a file on a UNIX setup:
> <clipped as irrelevant!>
> How much simpler to type (and faster!)
> - cd /to[TAB]/su[TAB]/su[TAB]/su[TAB] <rtn>
> - cp <whatever>
>
Is it? Not after the first time, I'd bet; Anyway ,you still have to learn
the language...

> Get a reasonable shell with file name expansion and you are lots faster
> than a mouse clicking person when you are used to type. No worries about
> speling, since you have to get only the first few characters right (depends
> on the number of similar filenames in a directory).
>
With a good GUI, you don't NEED the characters - they are put in for you.

> I almost get a nervous breakdown when I have to use the Mac fileselector to
> save my files. (Sorry, no Ataris around here.)
>
> > If text based operation is so good, why the hell do
> > so many people buy Apples, PCs that run Windows, Amigas (sorry) STs and
> > Falcons, Archies and NeXT.
>
> Because the programs are easier to handle. However, no GUI I have
> ^^^^^^^^
> seen so far can replace a decent shell (except if the GUI contains
> a text-based shell, such as Gemini).
>
>

Maybe it's me being stupid, but I cannot for the life of me see the point of
having an intuitive, logical, graphical interface, then dropping it in
favour of an awkward command line system.

I have to admit to being a little confused by terminology here, too. I
always thought that a shell was a device to make the launching of programs a
sight easier than command lines. I'd cite the shell used around LHARC as an
example, while the GEM Desktop and its improved variants are really the
logical conclusion (as far as technology will let us). What you seem to be
saying is that a shell is just another term for CLI.
As for the Mac Fileselector, I can't comment as I've never moved in such
circles ;-)

However, the original point I made still stands; why do we
insist that we are improving the interface by going backwards? I'll bring
it closer with another analogy. When was the last time you bought a car
with a starting handle, manual ignition advance, and hand pumped
lubrication? To use as Transport, not as a hobby, that is. Same with
computers. The computer is a device to make certain activities easier,
quicker and in some cases viable; why should the user be FORCED to disable
half of it's labour saving facilities because users of another make don't
have them? It's like saying you must take the central locking system and
auto transmission off of your Mercedes saloon because Ford trucks don't use
it.

If you want to use a CLI environment because you find it easier, fine; but
why should I (and everyone else) be required to follow suit? "Because it's
done that way" is not an answer either. If that were the case we'd still be
writing on stone tablets with flint.

bazza
--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

2777. Re: Spectrum emulator question

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 09:40:42 UTC
From: diehl@nudge.io.org
Message-ID: <3if0qq$9o6@ionews.io.org>
Source record: 171015

Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:
: I have a spectrum emulator for my falcon called specfalc.zip. This works
: really well for the games that come with it.
: I also found a spectrum emulator called xzx which I use on the unix
: machines at work (after hours of course :)).

: My question is, can I use the games from xzx, which are called *.z80 or
: *.sna with this specfalc emulator or any other one on my Falcon?

: I can't wait to play Rebelstar again!!

Get "Speccy", a really brilliant Spectrum emulator for 68000/030 Atari machines. It has a Z80 to SNX converter (SNX is Speccy's compressed SNA format), an SNA to SNX converter, and an SNX to SNA converter. Give it a go; it's called SPECCY.ZIP and it's really excellent. E-Mail me if you need some Speccy snapshot FTP sites.

: Thanks very much,
: Phil

: --
: [E-mail pd@mole.bio.cam.ac.uk]
: ---
: Never offend people with style when you can offend them with substance.

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

2778. Re: ATARI ST STINKS!!!!

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 09:47:57 UTC
From: John Steinmetz <jongleur@delphi.com>
Message-ID: <RQ4Z09d.jongleur@delphi.com>
Source record: 171046

J S W Chan <ma2jswc@bath.ac.uk> writes:

>Has anyone noticed that their ST stinks?

One possible solution:
Get a Falcon! A new one smells like leather. Even the manual smells good.

--John Steinmetz
jongleur@delphi.com

2779. Re: pc-ditto

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 09:52:27 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3if1gr$c65$2@mhadf.production.compuserve.com>
Source record: 171020

pc-ditto, the software only PC emulator from Avante Garde is long out of production, and Avante Garde is long out of business.

Occasionally you'll see someone selling a copy used... I doubt there are any new copies gathering dust on store shelves. I sold mine a number of years ago for something like $25.

Note however that while it does work, it is EXTREMELY limited.

It only emulates CGA color, which eliminates running most PC software that's appeared in the last 5 or more years, but the most limiting factor is that it is EXTREMELY SLOOOOW.

Forget games, seriously... anything that does extensive calculations will be very painful... I even had trouble with Prodigy hanging up on me while pc-ditto was drawing the screens, thinking that I'd locked up or something.

There are hardware PC emulators that are much better, although even they have serious limitations.

BobR

2780. Re: Newbie questions...

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 09:55:52 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950222Z095552.901barheath@heathen.demon.co.uk>
Source record: 171016

In article <D4CysK.4K0@cs.vu.nl> epdouden@cs.vu.nl "Ouden de EP" writes:

> LUCZKO,GLEN,MR (BQZ6000@MUSICB.MCGILL.CA) wrote:
> : I've just inherited an Atari 1040ST. I hope to eventually use it to
> : set up a small midi studio that will make my electric bass practicing
> : more enjoyable. But first I will have to learn my way around the
> : machine. A few quick questions:
>
> : 1. What is the small superscript "f" that appears on the packing box?
> : the model seems to be 1040ST <f>. What does it stand for.
>
> The "f" means that the computer has an internal 720kb drive. Later versions
> of the ST-series have an 1.44Mb drive.

BON-N-N-G-G-G Wrong answer. Well, right in that it has a 720k drive. Wrong
because later ones didn't have 1k44. Only the Falcon has that

>
> : 2. For modest operations with a program like band in a box, will I need
> : to get a second disk drive?
>
> You'd better get yourself a harddisc!
The biggest you can afford if you're keeping samples on it!
>
> : 3. Can a non-Atari Hard-drive be added to the system? If so, what can or
> : cannot be added.
>
> Well, that depends. There are SCSI<>ASCI (the atari HD system) converters
> available. But, ofcourse, they cost money. I'm not sure about IDE-type
> harddiscs.

I _think_ IDE hard discs are a non starter, although there have been rumours
of a ACSI<>IDE interface. SCSI is better anyway. Several versions of the
adapters from ICD (US), Translator (System Solutions, UK) Gasteiner (UK) and
GE Soft (dunno their origin) come to mind. Fully compatible HDD ready to
plug in and go are available from most sources (at a price!)
>
> : 4. Can additional RAM be added easily? If so, how much, and is it really
> : needed given the modest midi functions I have planned for the machine
>
> Nope. Not in the model you've got. Remember, you have a VERY old version
> of the ST, which is very hard to expand. But yes, you can add extra
> memory by buying some sort of card which has to be connected to the
> motherboard in some way. Once you got that, you can plug the extra ram
> into the card.

>
Not strictly true. The aftermarket cards are fairly simple to install if
you get a good one. Marpet Developments in the UK do a board that u/grades
to up to 4meg (system limit) using 1meg SIMMS. Fairly cheap too.

> : That's it for now. I would definitely appreciate any help that anyone
> : could offer. E-mail to bqz6@musicb.mcgill.ca or Glen.Luczko@medspec.com
> : would be appreciated. Thanx for shedding some light on this most mysteri
> : ous of new toys... I'm gonna have fun with this thing once I figure it
> : out! Thanx for your help...
>
> Hope this helps,
>
> Ewout
>
Hope this helps even more. Sorry Ewout, for butting in

Bazza

--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

2781. Re: HTML->ST-Guide Converter

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 10:27:32 UTC
From: Leon Brocard <lglb@doc.ic.ac.uk>
Message-ID: <3if3ik$bl0@frigate.doc.ic.ac.uk>
Source record: 170957

C.J.Ridd@cs.bham.ac.uk (Chris Ridd) wrote:

> ST-Guide can import .IMG files (not sure about colour ones) using the
> @image operator.

Yes, but how would you get the pictures off the remote fileserver?
And how could I fix pathnames if you did etc. etc.

> >Just out of interest, how many levels of indent do you think it
> >should be able to cope with? Say every indent takes up 5 chars, I
> >could have about 20... Sound good?
>
> What sort of indents do you mean? kind of thing?

Yup. I'll put in support for 50 - it's not like it takes up memory
or anything...

> You could make every heading tag form the start of a new node.

I don't think this'll work very well - lots of people write HTML lots
of different ways, and I think this'll look a bit messy. Any comments?

--
Leon Brocard.....................................Editor of DoCSoc Magazine!
lglb@doc.ic.ac.uk.........<http://www.xmission.com/~seer/lglb/index.html>
.. Inigo Montoya: Who are you?
.. Westley: No one of consequence.
.. Inigo Montoya: I must know...
.. Westley: Get used to disappointment.

2782. GERMAN Signum Fonts...!!

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 10:48:48 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3if4qq$s5v@golem.wcc.govt.nz>
Source record: 170990

```
** REMAP SIGNUM FONTS ***

Well is thier a Util to remap German Signum fonts
to a UK keyboard..

One problem with Script/Signum fonts is they are maped
to the Keyboard and not the OS...

Thanks.....

*******************************************************************************
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
*******************************************************************************
```

2783. Re: Cannon Fodder Cheat

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 11:25:13 UTC
From: s237012@apollo23.uni-trier.de
Message-ID: <s237012.793452313@apollo23>
Source record: 171021

wells_s@ix.wcc.govt.nz (steve wells) writes:

>Lotsa talk of this "file on uni-kl", but is this cannon_fodder_cheat.prg
>actually a real program? If so, any hope of someone digging it out,
>throwing an archive around it and putting it on some FTP site, or email

By the way, I couldn't start the program - just got TOS ERROR #35, or
something...

Too bad.

MC.

2784. Re: Connect.lzh file

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 11:28:24 UTC
From: s237012@apollo23.uni-trier.de
Message-ID: <s237012.793452504@apollo23>
Source record: 171022

Rod@ivecoft.demon.co.uk (Rod) writes:

>This might seem like a daft question but it IS genuine

Ok, we ALL started this way ... ;)

>I have downloaded Connect from an ftp site to my poxy pc at work and have taken
>it home to a real machine. Now how do i unpack it? STZIP wont touch it and I'm
>lost as to what to try next. any suggestions welcome.

As it is indicated by .LZH, you have to unpack it with LHarc. I progose
the latest version which includes a really nice shell.
I think it is version 3.x. The file can be found on many ftp-servers.
By the way the shell looks a bit like the STZip shell, but is much better...

Bye, MC.

PS: Maybe You have to unpack the LHarc itself...
Good luck :)

2785. Where to get HSMOD and GHOSTLINK

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 11:33:53 UTC
From: <>
Message-ID: <3if7f1$7hh@btmplq.god.bel.alcatel.be>
Source record: 171041

```
Hello,

Can anybody tell me where to get HSMODA06 and GHOSTLINK by FTP?

--
------------------------------------------------------------------------
Peter Hofman
------------------------------------------------------------------------
```

2786. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 11:43:53 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3if81p$ju7@epsilon.qmw.ac.uk>
Source record: 171023

Anthony Jacques (jacquesa@cs.man.ac.uk) wrote:

: But your not comparing like with like here.... You cannot compare a 1985
: machine
: (the ST) with a 1994 machine (the Pentium). Compare it with an 8086 based
: machine...

That's what I keep telling everyone...

: RAM anyway... (I'm assuming we're talking DOS/Windows here.)
It has recently come to light that Windows 95(6...7..8...;-) is not a
full 64 bit OS, as MicroSlop would like us to believe....

A bit like the Amiga 1200 claiming to be 32 bit, when in actual fact
it was 24-bit...

It still uses some of the 16-bit code....and software will use this
bottleneck...I have also heard that DOS has not vanished....like we
are told itis. It is still there....just you don't get to see it. All
this bull about DOS gone...humph...it is still the underlying OS.

Danny
--
.signature.signature

2787. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 11:50:33 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3if8e9$ju7@epsilon.qmw.ac.uk>
Source record: 171025

Martijn Dekker (mdekker@fwi.uva.nl) wrote:
: comparison st <-> pentium. But of course the comparion wrt to speed/etc is
: better, indeed.

This is the comparison that everyone does...so I did too. Market
share...hmmm, well, I must agree with you...but I think that has a lot
to do with Microslop monopolies...

Why don't many businesses, and universities go for a better OS on the PC?

I do think that the PC can be fun to use, but only with the right
OS. DOS/Win is utter crap....but I have to use it at work. :-(

: :The PC definitely does not beat the ST, for fun....and i do not mean games.
: what OS are you using?

TOS, MiNT, Minix, MagiC....whatever takes my fancy...Linux coming up soon...

: :The 8mb 386 I have on my desk here is even slower than my 4Mb STE at
: :home....let alone the Falcon sitting right next to it.
: what OS are you using?

DOS/Win...

: relying on sales of the jag is a certainly a lack of understanding of the
: market.

For a firm who don't have the amount of money that some of these small
pc manufacturers have, I think that relying on sales of the jag, and
hence people's rekindled interest in Atari, is what needs to be
done. They aredoing the right thing.

Danny
--
.signature.signature

2788. Re: Magic? Benchmarks?

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 11:50:47 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Feb22.115047.81@genrad.co.uk>
Source record: 171026

Subject: Magic? Benchmarks?

In <FBPTAHXRUP@galaxy.teuto.de>, Hendr!K wrote:

] Benchmarks usually show the speed of the particluar compiler and not the
] machine itself.

This is not completely true, Hendrik. Although benchmarks for comparing the speed of compilers are common, there are also benchmarks for comparing the integer and floating point speeds of microprocessors, or whole computers. They are called SPECint92 and SPECfp92, and take the combined result of 6 tests and 14 tests respectively.

The ratings compare the speed of the processor to a CISC based VAX 780 which is used as the unity value for the SPEC suite. That means the VAX 780 has a SPECint92 of 1.0 and a SPECfp92 of 1.0. Unfortunatley I haven't got values for the 68040 and 80486, but for comparison's sake, here are some others:

Processor: Intel PowerPC PowerPC DEC Alpha IBM
Pentium 601 603 21064 Power2
Clock frequency: 67MHz 80MHz 80MHz 275MHz 72MHz
Max Instructions per cycle: 2 3 3 2 6
SPECint92: 62 85 75 170 126
SPECfp92: 67 105 85 290 260

[Data from "The Microprocessor Report", December 1993]

The performance of a system based on a processor can depend on so many things however, like disc access speed, memory access speed, memory caching efficiency, and other concurrent processes. For example, I'm typing this on a Twin 190MHz DEC Alpha system, and it is painfully slow at times (that's because there are 47 other users running a total of 303 processes all at the same time!). When using a complicated concurrent operating system like Windows or GEM/TOS, (no comments on Windows please - I know!) there can be many invisible processes going on while your program is running. The SPECmarks are assembler routines using 100% of the machine's availability, and therefore may not reflect exactly the performance of a certain computer running a certain operating system.

Paul Hills

2789. Re: ZORG & ICD

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 11:53:37 UTC
From: rousseau@cnam.fr
Message-ID: <3if8k1$igv@sheckley.cnam.fr>
Source record: 170916

In article <apb25.42.001106B0@cam.ac.uk>, apb25@cam.ac.uk (BRIDGETT A.P.) writes:
>When I try to use ZORG to check my hard disk it flies though loads of
>files and then suddenly comes up with error 15 - any ideas. I am using ICD
>Link II with a quantum 240MB hard disk and I am checking normal 32MB
>partitions.

I am the author of ZORG. What exaclty was the message ? (I don't remember
what is error 15).

Which version did you used ? The last one is 1.41 and you can get it
from ftp.cnam.fr:/pub/Atari/Disk/zorg_141.lzh

The next version will come soon (I think in wome days or weeks).

Ludovic Rousseau ftp-admin of ftp.cnam.fr:/pub/Atari
Ludovic.Rousseau@cnam.fr
http://web.cnam.fr/personnes/rousseau/Who_is_LR.dom

"normaliser Unix c'est comme pasteuriser le Camembert" moi-meme

2790. WWW browser atari

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 11:55:38 UTC
From: geheniau@inter.NL.net
Message-ID: <D4EH4q.GF7@inter.NL.net>
Source record: 171039

23 feb 1995

When is the WWW browser coming (please a date !!!!)
I am desperately waiting !!!!!

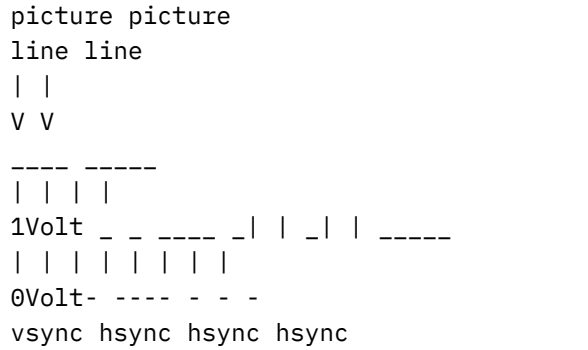
mail to geheniau@solair1.inter.NL.net

2791. Re: Monitor port on ST....

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 11:59:04 UTC
From: davef@aragorn.inmos.co.uk
Message-ID: <3if8u8$las@lion.inmos.co.uk>
Source record: 170917
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3i2556$56r@ccpnws.in2p3.fr>, acounis@lpnhp3.in2p3.fr (Stephane Acounis) writes:
|> There is a composite synchro signal on the monitor connector (pin 2).
|> The GPO pin is connected on bit 6 of port A of the PSG (I think it could be
|> used as an input despite its name - General Purpose Output).
|>

I believe that the composite signal on pin 2 is actually contains composite video i.e. it contains composite sync information as well as picture info.



You may find that the composite video signal can be connected to a monitors composite sync input (requiring the same timing but TTL levels and no picture information) and the monitor will sync up to it. Try it and see.

+--------------------------(Dave Foy)-------------------------------+
| Disclaimer: The opinions above are my own personal views etc. |
| SGS Thomson Microelectronics Ltd, |
| 1000 Aztec West, |
| Bristol, UK Email : davef@inmos.co.uk |
+----------------------(+44 454 616616 X526)-------------------------+

2792. Re: HSModem (confused)

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 11:59:42 UTC
From: <>
Message-ID: <3if8ve$8li@btmplq.god.bel.alcatel.be>
Source record: 171042

In article <3ib4al$7j7@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz
(Roger Sheppard..) writes:
"In article <1995Feb17.070343.16104@news.unige.ch>, mike@medsun.unige.ch
"(Mike Morris) writes:
"><Confused> Does HSMODEM need a hardware modification? Or is
">it software only?
"
"Yes if you need your DTE to go faster than 19.2kps on a standard ST/STE
"Mega ST,
"you will need the RSVE Mod..
"

I certainly wont mind if one would give the location, where to find the
software mentioned, in any cases like this one.

What is RSVE Mod.?
Where can I find it (FTP site)?
What else do I need?
Where can I find it?
..
..
..

--

Peter Hofman

Do not think you make me happy with half the info I need!!

2793. How do you get the MagicMAC Demo to work

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 12:05:58 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-2202951205580001@ngalm099.gal.nt.com>
Source record: 171043

Greetings
I have tried to get the demo version of MagicMac to work on an Macintosh LCII
but I get errors. I get the message "Fehler in Magic.inf" after I click the
'OK' button, I assume that this means error.

I do get a green desktop & a file selector, but I get "Fehler # -66" when
I try to load 'Ease'.

I know that this is an Atari newsgroup, but maybe somebody has actually
got this to work.

Regards

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

2794. Q/ Atari serial ports?

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 12:07:44 UTC
From: mike@medsun.unige.ch
Message-ID: <1995Feb22.120744.24906@news.unige.ch>
Source record: 171027

Could somebody some up the characteristics of the different serial/
modem ports of the TT?
tia,
Mike Morris

****
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

2795. Re: pc-ditto

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 12:29:19 UTC
From: koehne@kreta.informatik.uni-dortmund.de
Message-ID: <3ifamv$m97@fbi-news.informatik.uni-dortmund.de>
Source record: 170961

In article <B2-YcHY.nolram@delphi.com>, nolram@delphi.com writes:
|> I remember a couple of years ago a pc emu called pc-ditto was out on the
|> market.
|> I just got an st and wanted to give it a try. Is it still sold out
|> there? or in
|> the pd, share?

It's very old and it's very (!!!!) slow.
I just used it to format dos-disks or something like that. For a short time I used it to write Turbo-Pascal programms at home for school :-)

Bye Patrick

2796. Atari Falcon owns in HULL!!!

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 12:36:46 UTC
From: "G.R.Keen" <G.R.Keen@dcs.hull.ac.uk>
Message-ID: <3ifb4u$99b@wimbledon.dcs.hull.ac.uk>
Source record: 170962

Hello,
I need to find a Atari Falcon owner who lives in or somewhere
near Kingston upon Hull, England. Desert Star Software NEED to test
their new game, Hollywood Hustler, on a Atari Falcon.
If any one can help PLEASE Email me.

CHEERS
Glenn Keen (Desert Star Software).

2797. Atari STE Wanted

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 12:38:31 UTC
From: firefox@byron.apana.org.au
Message-ID: <3ifb8q$1v7@hack.byron.apana.org.au>
Source record: 170981

[No readable article body recovered]

2798. Barry from Scotland

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 12:56:26 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <793457786snz@chowgar.demon.co.uk>
Source record: 171000

Hi Barry,

sorry about the delay, could you please send me you postal address again as
I have mislaid it with all the hassle.

Cheers.

--

Simon Moore
smoore@chowgar.demon.co.uk

2799. Changes to HENSA Access...

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 13:08:43 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3ifd0r$ju7@epsilon.qmw.ac.uk>
Source record: 171029

Hi all

There have been some changes (in the right direction for all of you),
to HENSA access.

Here is the gist of it... (all times in GMT/BST)

Gopher and WWW:
8am - 8pm NO accesses to those outside ac.uk
8pm - 8am UNRESTRICTED (yes!) access to all

ftp:
8am - 8pm 30 slots for people in ac.uk, 6 for the rest
8pm - 8am more slots for ac.uk uses....and more (10 ATM, but can rise)
for others

telnet:
No restrictions at all at any time.

I hope this makes a lot of you happier about the situation. Sure makes
me feel better. Roger? You around?

Anyway, you know where to contact me for any info...

Regards
Danny
--
.signature.signature

2800. Re: STARWARS Falcon demo problems

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 13:14:24 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3ifdbg$8u1@m1.cs.man.ac.uk>
Source record: 170975

In article <3i3ro8$3jp@elaine35.Stanford.EDU>, darmok@leland.Stanford.EDU (Philips Dilworth Patton) writes:
|> Jack Kitowicz (ac382@FreeNet.Carleton.CA) wrote:
|> : I have tried to run this in all sort of resolutions on both a VGA and RGB
|> : monitor but I get garbage on the screen because the video mode seems to be
|> : screwed up. Has anyone gotten this demo to work properly?
|>
|>
|> No. (speaking for myself that is). I got a glimpse of a very low-res
|> looking moon landscape or something (?!?) and then it bombed. Not worth
|> the hassle i guess - phil.
|>

Well, it sort of worked on my Svga monitor. I started it in ST Low, and a title screen came up, playing a piece of tracker...

It then went to another screenmode, playing what looked like an MPEG (full screen) of clips from the film.

Unfortunately, the screenmode did not look like it was VGA, but RGB (it started in the middle, and wrapped arround - just like if you dont set the VGA bit..)

I may scan through with Knife ST to see if it is patchable.... (watch out for a VGA monitor fix..... :)

Anthony

2801. Re: Magic? Benchmarks?

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 13:25:13 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Feb22.132514.84@genrad.co.uk>
Source record: 171030

Subject: Magic? Benchmarks?

As a follow up to my other post about SPECmarks, I've just read that
Motorola/IBM have released their projected new SPECint92 marks for the PowerPC:

PPC620 - 330 SPECint92
PPC604 - 225 SPECint92
PPC603 - 160 SPECint92
PPC602 - 50 SPECint92
PPC601 - 125 SPECint92

And I assume the SPECfp92 marks are fairly impressive too, although
they weren't listed.

If those rumours of a "PowerST (!)" are true, then if it used a
PowerPC620 at full whack that would silence the PC brigrade for good!

Paul Hills

2802. Re: FTP

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 13:25:20 UTC
From: Rainer.Riedl@edi.ngate.uni-regensburg.de
Message-ID: <Rainer.Riedl.1.000D6C2A@edi.ngate.uni-regensburg.de>
Source record: 171028

>Feb 9 09:08 Zip File STARWARS.ZIP 1379Kb

>As you can see, it's not a small file, and somewhat larger than I'd
>be willing to download, only to find it's a demo for the Falcon! :)

It's a Falcon demo from Inter. Scenes from the Star Wars films.

bye,
Rainer

2803. Re: Composite Video from ST

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 13:27:33 UTC
From: lais@cs.man.ac.uk
Message-ID: <3ife45$993@m1.cs.man.ac.uk>
Source record: 170994

In article <hQ640Uq.lmcclure@delphi.com>, Lonnie McClure <lmcclure@delphi.com>
writes:
|> In a message dated 2-16-95, S.Lai said:
|>
|> "No need. The ST monitor port has a composite out
|> (pin 2 I think)."
|>
|> True of ST's that came equipped with an RF modulator, but on those
|> that do not (such as the original [non "e"] Mega), you will only find
|> composite sync on that pin.
|>
|> I can verify from personal experience that if he has a 1040STf, as
|> he mentioned (that is, he did not leave off the "m"), that he will
|> be out of luck getting composite video out of it on pin 2.
|>
|>

Oh, I see. Sorry :) I only have an STE and an STFM.

S.Lai

P.S. Like I said, it wasn't very good quality anyway (still beats RF though !)

2804. ST Formats email address (was Re: ATARI ST STINKS!!!!)

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 13:28:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3ife50$999@m1.cs.man.ac.uk>
Source record: 170995

In article <D4DC1t.3BF@bath.ac.uk>, ma2jswc@bath.ac.uk (J S W Chan) writes:
|> btw, does anyone have ST Format's email address?
|>

I read somewhere (I think it was STF) that it is:-

stf@futurenet.co.uk

I would guess that it is mentioned on their www page, (although I remember
that being crap....)

Anthony

2805. Re: ST sharing PC hard disk

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 13:33:33 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3ifefd$9eg@m1.cs.man.ac.uk>
Source record: 170998

In article <D4DEDA.L0B@crash.cts.com>, richcsst@crash.cts.com (Richard John Kelsch) writes:
|> Carey Evans (misc223@csc.canterbury.ac.nz) wrote:
|> : I'm pretty sure I saw an article here some time last year that said
|> : something about a combination of programs that would allow an ST to
|> : share a PC-clone's hard disk over a null modem cable.
|>
|> : Does anyone know anything more about this?
|>
|> : If there's nothing like this normally available, could I use something
|> : like NFS on Mint and Linux?
|>
|> : Thanks in advance for any help.
|>
|> It's called "GHOSTLINK" and is available on most Atari ftp sights.
|>

Does this work the other way? I would like to backup my PC's harddrive (a huge 20 Megs!!) onto my falcons, for reformating.... I cannot be bothered with floppies...

Anthony

2806. Re: TOS 2.06 incompatibility list

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 13:43:33 UTC
From: lais@cs.man.ac.uk
Message-ID: <3iff25$9nk@m1.cs.man.ac.uk>
Source record: 170999

In article <3ia0f5$jn4@sviar.ifi.uio.no>, thomah@ifi.uio.no (Thomas Hansen)
writes:
|>
|> Does anyone have a list of programs (and games) that doesn't work with TOS
|> 2.06? I have an STE with TOS 1.6, have just ordered TOS 2.06 and would like
|> to
|> know which programs will fail to work...
|>
|> --
|> - Thomas Hansen - E-mail: thomah@ifi.uio.no
|> - Oslo, Norway - WWW: http://www.ifi.uio.no/~thomah

Magic Boy (Excellent little platformer, get it !)
The Chaos Engine (overhyped shit)

S.Lai (MegaSTE 4/0 TOS 2.06)

2807. Re: MultiTos: Ctrl-Alt-Key-Commands

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 13:46:27 UTC
From: gccornelius@its.dundee.ac.uk
Message-ID: <gccornelius.5.2F4B4033@its.dundee.ac.uk>
Source record: 170901

>MultiTOS supports some Ctrl-Alt-Keys I know about Ctrl-Alt-Tab for
>switching application?

>Are there other Key strokes? Especially one for switching tofrom
>APPLICATIONS to ACCESORIES???

>Ciao, Arnt

There were some for the original MiNT, but they seem to do the same on MultiTOS, exept they don't work. There is one, (I thinkl it's Ctrl-Alt-F6) which on MiNT iconises all the processes. It does this on MultiTOS, exept all that happens is it clears the windows, puts a little icon with a smiley face on it in the top left corner of the screen, and then hangs. I think there is supposed to be an unreleased version of multitos which does iconised windows and programs. Atari don't seem very willing to publish it though, but why? Are they trying to kill the ST to prevent it having an effect on the JAG?

Anyway, bye for now.

Graham Cornelius

'And then one day, hooray,
Another way for gnomes to say hooooooooraaaay ! '
Pink

2808. Re: Monitor port on ST....

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 13:55:04 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <3iffno$a59@ccpnws.in2p3.fr>
Source record: 170904
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I maintain what I said, pin 2 of the monitor connectors carries a composite
synchronisation signal (I saw it on a scope [the ST is a MegaST1]).

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
I don't like Patrick Bruel, I like le bruit ... TOUT POUR LE TRASH

2809. Need more memory!

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 14:01:36 UTC
From: thopman@uoguelph.ca
Message-ID: <3ifg40$hqf@ccshst05.cs.uoguelph.ca>
Source record: 170991

The subject really says it all...I've got 4 megs in my Mega ST, and I find it's not enough, since TeX keeps running out of memory even when I have the largest possible mem_size setting under CS-TeX. (20 page doument with lots of large tables just won't fit.) As I see it, I have a number of options:

1) Get a "kludge" memory board which will allow me to upgrade to 8 or 12 megs. Advantages: more memory, need TOS 2.06. Disadvantage: somewhat kludgy, may not suit my needs (i.e. will TeX take advantage of the extra memory if I set the memory usages large enough), need TOS 2.06.

2) Get a TT. Advantages: Speed, 1280x960x1, more memory easily possible, as well as virtual memory. Disadvantages: Need weird monitor, expensive.

3) Get a PAK. Advantage: Speed, more memory possible, as well as VM. Disadvantages: Installation, possible compatibility problems, possibly vapourware memory board, cost.

Of course, all of these are going to cost a certain amount of money. What I'd like to know is what I can expect to pay for each of the options (in US or Canadian dollars), or if there are any other (cheaper) possibilities (Getting a PC is not one.). I don't know how serious I actually am about upgrading, but depending on whether my job works out this summer, I may do so.

THeo

2810. Re: What should I do?

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 14:10:40 UTC
From: gccornelius@its.dundee.ac.uk
Message-ID: <gccornelius.6.2F4B45E0@its.dundee.ac.uk>
Source record: 171037

> I have a 1040STfm, and I think it's about time to upgrade. I
>want to stay with ATARI, I think they're the best computers available,
>but I'm not sure if I should perhaps switch to the PC world. Help, please!

> --Lunatic

I have the same problem too -
Macs have very expensive software
PC's are too complicated to program in assembly, or control properly
Arc's don't have any software
Falcons look a dead end
Amigas are boring and the software is just games

I'm going to wait to see if the Atari PowerPC rumours are true. If IBM are
developing it, it could be quite good, with proper support.

Grum

2811. Re: Un-Zipping .gz

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 14:16:36 UTC
From: gccornelius@its.dundee.ac.uk
Message-ID: <gccornelius.7.2F4B4744@its.dundee.ac.uk>
Source record: 171038

>Just HOW do I go about unzipping a .gz file? I know it needs a program
>/module that I don't have at present (else I wouldn't have to ask) but what
>is it, and what is the procedure? I assume I can get it from one of the
>regular sites.

>TIA
>bazza

Use the gzip unarchiving program, available on UMICH and the IC mirror. There is an archived file that should be called something similar. The normal zip programs won't work, and GemZIP doesn't appear to be anything to do with it. I have unarchived the .gz files recently using the gzip prog.

Grum

2812. Re: ATARI ST STINKS!!!!

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 14:31:19 UTC
From: gccornelius@its.dundee.ac.uk
Message-ID: <gccornelius.8.2F4B4AB7@its.dundee.ac.uk>
Source record: 171040

>Has anyone noticed that their ST stinks?
>This was a while ago, but I was on typing away at my program late one night,
>and I had the misfortune of getting my head near the keyboard, and it
>stank, of a warm rubbery smell, really horrid. Anyway, I swapped my STE
>for an STFM (+ cash), and that smelt quite bad too. Does anyone else ST
>keyboard smell badly? Is it the keyboard itself, or is it years of sweat
>poured over the keyboard?
>I room was quite well ventilated (Had loads of draft in that student
>room!), so it wasn't stuffiness.

Yes, I think they all do. I frequently take mine to bits, and under the power supply (parts of which heat up very considerably) there is a sheet of plastic. Under one or two of the components it is bubbled up and slightly browned. I think this is almost certainly what causes the problem. If your'e using your ST for several hours the problem is likely to be worse, but the only problem is that the chemicals given off could give you a headache, since they are organic (I think). There is also a smell of ozone (given off from high voltage surfaces, but this is only significant in a monitor where the voltages are at 10's kV. The solution is just to open a window. I don't think an ioniser would help, since the chemicals are probably too small.

Grum

2813. Re: Magic & TOS errors

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 14:43:33 UTC
From: and@sun1.mim.uni-hannover.de
Message-ID: <1995Feb22.144333.2451@newsserver.rrzn.uni-hannover.de>
Source record: 171048

Are you absolutely sure that you

1. Only got the number "69" without further text information
2. Got "69", not "-69"

???

ANDREAS KROMKE
UNIVERSITAET HANNOVER

2814. HSModem - still confused !

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 14:59:37 UTC
From: mike@medsun.unige.ch
Message-ID: <1995Feb22.145937.26488@news.unige.ch>
Source record: 171044

I have just downloaded and installed HSMODEM6 on my TT. Problems,
problems.
I installed DRVIN.PRG, SCC.PRG, MFP.prg, and MFP_TT.prg (or similar),
as told by the instructions. On rebooting, I had a strange problem
with the Modem2 link to a Sun (which goes through STalker): the
(TTY) link only worked when I typed a command, <RET>, and then sent
a break. And even then it didn't always work. I also lost my Medium
Net (midi port) connection to a MegaST.
The programs were at the end of the AUTO folder, in the order
above.
What have I done wrong (or not done right)?
Mike Morris
****
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

2815. Looking for program to limit memory.

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 15:34:36 UTC
From: madsen@admin.usask.ca
Message-ID: <3iflic$k0m@tribune.usask.ca>
Source record: 171049

A friend on mine has an 1040STE with 4M of memory. He bought the game "The Ancient Art of War in the Skies" from Microprose, but it will not run on his system. Microprose has responded to his queries that the problem is that he has too much ram and must get a program to make the OS believe it only has 2M. They said there were lots of these programs available in the PD sites. Does anyone know where I could find one???

Jorgen Madsen
Univ. of Saskatchewan
Saskatoon, Sask. Canada

2816. Disk magazine articles wanted

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 15:41:42 UTC
From: c1kd@dmu.ac.uk
Message-ID: <3iflvm$3lq@macondo.dmu.ac.uk>
Source record: 171050

Issue two of ST Beermat is more or less ready for release, but I realised last night that it's got a terrible lack of reviews to it. If you'd care to contribute anything to this, email your work to me and I'll get back to you.

Note that STB operates under a terrifyingly just and fair payment scheme; contributor addresses are printed in the magazine, and readers are invited to send their quid Shareware fee to whichever contributor they liked the most. A bit nice than friend Editor swiping the lot, eh?

/<ev

--
/--\
| Kev Davis City of Darkness's David Azraelstrom |
| c1kd@dmu.ac.uk CyberMUSH's Helix Cordoba |
| http://www.cms.dmu.ac.uk/~c1kd/ Helix on IRC |
\--/
"Can you smell onions, Vic?"

2817. Re: ST sharing PC hard disk

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 15:48:25 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.169.000ACEF3@cfcsc.dnd.ca>
Source record: 170951

>From: misc223@csc.canterbury.ac.nz (Carey Evans)
>Subject: ST sharing PC hard disk
>Date: 21 Feb 95 14:21:55 +1200
>I'm pretty sure I saw an article here some time last year that said
>something about a combination of programs that would allow an ST to
>share a PC-clone's hard disk over a null modem cable.
>Does anyone know anything more about this?
>If there's nothing like this normally available, could I use something
>like NFS on Mint and Linux?
>Thanks in advance for any help.

Try Ghostlink. You need the null modem cable. Ghostlink has the PC 'slave'
program, and the Atari 'master' program. Look under networking/local at a.a
good luck/bomme chance
-ken

2818. WTB: rll card, other STuff

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 16:07:40 UTC
From: nicole@seas.smu.edu
Message-ID: <3ifngc$bpv@giant.seas.smu.edu>
Source record: 170952

Subject says it. If you've got an old megafile with a good card and a bad drive and/or power supply, I'm interested in the card, so long as it will accomodate a 30 meg rll drive. My power supply, case, and drive are all fine; I just need the card, unless you have the works (which is to say a non-working megafile with a bad drive/bad power supply) for less than the card by itself.

I'm also possibly interested in an external double-sided drive for an ST, TOS chip set greater than 1.0, trackball, joystick extensions, other small purchases.

Thanks

John Trimble
nicole@seas.smu.edu or jwt@sdf.saomai.org

2819. Where is Karsten Isakovic?

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 16:16:24 UTC
From: matija@sirius.ijs.si
Message-ID: <1995Feb22.161624.1728@cathy.ijs.si>
Source record: 170953

At the end of November 1994, I sent money to Karsten Isakovic to register
sysmon. (I sent it from Germany).
When I didn't get a key from KI, I sent an e-mail to his "opal" adress.
The mail did not bounce, I but I got no reply.

Does anybody happen to know what is up with Karsten? Is he still working
for the ST? If he isn't, is there any chance that I will be able to register
the last version of sysmon? When I need it, I need it BAD, and the unregistered
version is crippled.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

2820. Re: Atari ST Hack in progress....

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 16:18:40 UTC
From: Hrafnkell Hlodversson <freyr@diku.dk>
Message-ID: <3ifo50$373@odin.diku.dk>
Source record: 170954

richcsst@crash.cts.com (Richard John Kelsch) wrote:
>
> JACKDETH (Jackdeth@voyager.cris.com) wrote:
> : Claus Brod (clausb@PROBLEM_WITH_INEWS_GATEWAY_FILE) wrote:
>
> : : Get TOS 2.06. If you cannot affort it now, get at least FATSPEED
> : : from atari.archive.umich.edu. TOS 2.06, however, is much preferable
> : : especially since you intend to upgrade your ST with "a faster chip"
> : : which may well be a 68020 or 68030. TOS 1.04 won't work with
> : : anything else than a plain 68000.
>
> : Can you just pull the 68000 out and pop a 68030 in the ST? And it will still
> : run fine as long as you swap to the TOS 2.06 roms? Also, if you did this kind
> : of an upgrade how much would it speed up the computer and how would it expand
> : its capabilities?? oh, and how much do the 68030 and TOS 2.06 roms cost at
> : this time...?
>
> : Jack Deth
> :
> Absolutely, positively NOT. The 68020 and 030 and 040 are vastely
> different processors. They are all true 32 bit processors with lots more
> pins, instructions, and timings. Frankly, it's like droping a jet engine
> in a Yugo. It's a most difficult project. The ST bus requires extremely
> strict timings which the 8MHz happens to follow precisely. The other
> processors do not work (timing wise) the same as the original 68000.
> Besides, they have a 32 bit data bus and a 32 bit address bus and the
> 68000 only has a 16 bit data bus and 24 bit address bus. Besides, the
Sorry to "dissapoint" you but the 68000 is a 16/32 bit processor, not 16/24,
as you say..
> big processors would just step all over the critical timings of the MMU,
> GLUE and shifter chips. They are not handshake friendly.
>
> The trick is to fool the ST bus into thinking it still has an 8MHz 68000
> plugged in and not a "Ferrari". That takes lots of logic chips or a few
> well programmed PAL/GALs. You also need to have a a minimum of TOS 2.06
> to use the big processor. The 020 etc. have a vastly different
> supervisor mode with a much larger stack frame. TOS 2.06 recognizes this
> and adjusts appropriately.
>
> Now, 68030 upgrades are available and I can understand their minimum
> price of $300. In my opinion $300 is a bargain.
>
> Rich
>

But as for the rest... I approve...

-Hrafnkell Freyr Hlodversson

2821. FS 520st, sc124, 1meg

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 16:47:42 UTC
From: michaels@tekgp3.cse.tek.com
Message-ID: <3ifpre$2pm@tekadm1.cse.tek.com>
Source record: 170955
Cross-posted to: comp.sys.atari.st,rec.music.makers.marketplace

I have a 520 st purchased new in 1989 forsale,
it includes:
ez-ram II 1-4 meg upgrade (loaded to 1 meg total)
Tos on ROM
An original sc124 high res. monochrome monitor
two 360K drives

Software:
EZCalc spreadsheet, HabaWriter word processor, GFA
cad program, lurking horror, kings quest 1

MIDI: Sonus SST sequencer, shareware sequencers, Ensoniq ESQ patch library, band in a box,
other stuff

$125 plus UPS ground and COD charges.
Call 503-627-5392 or email.

Make me a reasonable offer, please!

2822. Re: Connecting Stfm & Pc together ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 17:03:20 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.170.000C0E9E@cfcsc.dnd.ca>
Source record: 170956

```
>From: sten.lystad@euronetis.no (Sten Lystad)
>Date: Tue, 21 Feb 1995 08:27:00 +0100
>SK+Does anyone know the best way to connect a Atari 520 STfm and a PC 286 so
th> +I can transfer files from one to the other ?
> Try GHOSTLINK,(shareware)It contains two programs.
> One Master prog for your St and one Slave prog for your Pc
> Connect the computers together though the seriell ports
> and off you go.You can access all drives on your Pc
> through your ST(Just install the icons needed,
> and double click them on the desktop)Files can be copied
> moved,deleted as usual.
> When it comes to speed ,i'm not sure what speeds thats possible
> on a St.On my Falcon i get sppeds upto 115000,but i think
> 38400 is possible on a St if you use HSMOD6
^^^^^
max speed for a St or STe is 19200 I believe(DTE)
> I've got a beta version of Ghostlink,does anybody know if
> it has been updated ?
I have the beta also, I'd like to see un update - this is a product I am
interested in paying money for!
> Sten.
prends soins/take care
-ken
```

2823. Re: Just one thing I hated about my Atari...

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 17:19:29 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9502221615.AA05860@ilmen.lanl.gov>
Source record: 170958

In a previous article, al215@FreeNet.Carleton.CA (James Kleist) wrote:

>BTW - I was reading news clips from the Feburary 95 Computer select, and
>searched for Atari, and in a article with the head of atari, saying that
>'1987 was Ataris record breaking fiscal year with a total of $500 million
>is sales.'

Yeh, but the article probably failed to mention the $750 million or so in
DEBT that the company probably rang up that year. :) Seriously, wasn't
this about the time that they entered into that Federated fiasco? What a
financial nightmare THAT turned out to be.

Let's face it, managment & marketing have not been Atari's strongsuits.

-Hutch- @ Fair Dinkum Tech

2824. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 17:25:20 UTC
From: alfasoldt@aol.com
Message-ID: <3ifs20$mdc@newsbf02.news.aol.com>
Source record: 170959

>Face it. Everyone here is _well_ aware of the problems (and the joys)
> associated with owning an Atari computer.

Well said, Hutch.

Al Fasoldt, Systems Editor, Syracuse Newspapers

2825. Re: Ram for a 4meg FALCON

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 17:30:43 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9502221626.AA05863@ilmen.lanl.gov>
Source record: 170960

In a previous article, Rich.Tietjens@f6969.n106.z1.fidonet.org (Rich Tietjens) wrote:

>Call Systems for Tomorrow in Webb City, MO (1-816-353-1221) and ask abotu the
>RAM Gizmo. Standard SIMMs in a Falcon, right up to 16 megs.

Are you sure that's the right telephone number, Rich? I thought 'Systems for Tomorrow' was located in Joplin, Missouri (maybe they moved). And besides, in Webb City the area code is 417 and all its phone prefixes are 673. Area code 816 is in the Kansas City area, 150 miles to the north of Webb City.

How do I know? Because I spent my childhood in that little town of 6K and my parents still live there. Amazing what you come across on the nets, eh?

It's a small world after all. Hey... that's kinda catchy. :)

-Hutch- @ Fair Dinkum Tech

2826. Pascal to C converter ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 17:43:41 UTC
From: stkocz@ci3ux.ci.pwr.wroc.pl
Message-ID: <3ift4d$jli@sun1000.ci.pwr.wroc.pl>
Source record: 170963

Any pascal to C converter known ?

--
****
* Sebastian Tkocz Technical University of Wroclaw, Poland *
* stkocz@asic.ict.pwr.wroc.pl or stkocz@ci3ux.ci.pwr.wroc.pl *
****

2827. Re: Convert Atari->Mac

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 17:46:22 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9502221642.AA05875@ilmen.lanl.gov>
Source record: 170806

In a previous article, p.vass@magnet.at (Paul Vass) wrote:

>Please who could help me? I have problems to open some Atari-formatted disks
>with my Mac. I+m using the Atari as well as the Mac for sequencing.
>It works with my one Atari but it+s a 1040 mega ST F FM E , cause I did a lot
>of tuning. I think the problems are the different TOS+s.

Well, you didn't mention what kind of Mac you were using but I will assume that it is equipped with a 'SuperFloppy' 1.4M drive as most of the later models were. I also assume that you are trying to read 720K DSDD floppies on the Mac, not 1.4Mb HD floppies. That being the case, you might try formatting the floppies on the _Mac_ as DOS 720K floppies using Apple's PC Exchange or Insignia Software's Access PC software. If you have System 7.5 on the Mac, this capability is built-in.

Anyway, sometimes a Mac doesn't like to read floppies that have been formatted on other machines. The Atari (at least my Falcon) doesn't seem to be quite so fussy.

-Hutch- @ Fair Dinkum Tech

2828. Re: ST Emulator for the IBM?

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 17:46:23 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9502221642.AA05878@ilmen.lanl.gov>
Source record: 170805

In a previous article, al215@FreeNet.Carleton.CA (James Kleist) wrote:

>I thought I heard someone say there is an Atari ST emulator for the IBM?
>If this is true, could someone tell me what FTP site (maybe UMICH?) it is
>on, and what the filename is? Thanks

Well, the only ST emulator for the PC that I know of is the Gemulator by Branch Always Software written by Darek Michoka. This is commercial software, however, and it requires the Gemulator short-slot board which plugs into your PC (along with one or more versions of TOS ROM chips). In anticipation of the question, it works quite well, actually, given that you have a fast PC to use it with (a 486DX-33 is the minimum really usable configuration, IMHO, though it will work on slower machines).

It's available from dealers such as Toad Computers or, for more info, you can email the author directly at darekm@microsoft.com.

-Hutch- @ Fair Dinkum Tech

2829. Re: What should I do?

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 17:46:26 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9502221642.AA05872@ilmen.lanl.gov>
Source record: 170964

In a previous article, gccornelius@its.dundee.ac.uk (GRAHAM CORNELIUS) wrote:

>Macs have very expensive software

I'll take exception to this one. Commercial Mac software is no more expensive
than their counterparts for the PC although -neither- is as cheap as Atari
software. The difference is in the availability, of course. ;-)

>PC's are too complicated to program in assembly, or control properly

I dunno. I think that's more a matter of taste and what you are used to.
Programming in DOS is not so tough if you can work around the 640K limit.
Programming for Windoze is another matter! The Mac's interface requires
considerable programming effort too. Neither as easy as GEM but again,
this is just IMHO. It all depends on what you are used to & trained in.

>I'm going to wait to see if the Atari PowerPC rumours are true.

Hahahhahahaaaaaa... don't hold your breath, mate. :)

-Hutch- @ Fair Dinkum Tech

2830. Re: Don't flame me .What is a CPX???

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 18:06:36 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.171.000D1C8E@cfcsc.dnd.ca>
Source record: 170965

In article <3icb13$fgo@ccserver.cc.ic.ac.uk> Marcos Agra writes:
>Hi there ;
> I have come accross usefull CPXs but i don't know how to run
>them. The only thing i know is that it's in some way linked to the control
>pannel acc. Help is greatly appreciated.Thanks.
> Marcos Agra
CPX's are usually kept in a CPX folder on your root directory(ie. c:\cpx)
To load them, open the XControl(ver 1.31 is best) acc. You will probably have
an empty control panel. Between the date/time and the area used for displying
loaded cpx's, there is a button you click and hold on to select your options.
I believe you have the choice of 'loading CPX's' Regardless, your next dialog
box/window will show two main icons. The one on the left shows two floppy-type
icons, the one on the right a large and small floppy-type icon. (I'm going
from memory, not having it in front of me - so please bear with me). At the
bottom is a path, which when clicked on will bring up a file selector to
denote the path you will use to store your CPX's [in this example -
c:\CPX] You click on the left most icon, and that will open a 3rd
window/dialog box with two windows in it. The window on the left displays
CPX's already loaded, the one on the right displays CPX's that you have
available to load. scroll through the list on the right and select a CPX too
load. The box at the bottom will say 'activate CPX' and you click on it
too activate it and it moves to the left most box. Once you are finished
addingthe CPX's you wish to use, exitfrom this window. Now click the icon
onthe right(big& small) and it will ask if you wish to reload CPX's, you click
on yes at this point (you better, else I've been wasting my time :^)
Exiting that window brings you back to the main windows, where you will see
your CPX's. double clicking enters the CPX. single clicking, and movingback up
to the button allows you to set up that particular icon, or remove it from
memory. Hope this helps.
good luck/bonne chance
-ken

2831. Re: HSMODA05/06 with Mega STE

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 18:17:44 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBWTBBUUUP@galaxy.teuto.de>
Source record: 170967

In <D4A3BJ.Cs5@cix.compulink.co.uk> "Harry Sideras" wrote:

>Why are you using the MFP module with your MSTE, Daniel? Are you using
>some software that only works with modem 1 (Fax software?).

Hihi, Daniel uses _all_ of his ports. Nice setup, BTW ;-))

>Also, what do you guys think of the new features in the SCC modules? It
>seems like it enables software written for the modem 1 port to work on

What exactly do you mean, Harry?

> > Next time I _will_ win that trip, no matter what you say Hendrik! ;-)
>Answer that one and you <may> get your wish (note the emphasis <g>)

Nah, the first price for this one are as many fridges as his grandma can
carry.

Hendr!K

2832. Re: Graphic WWW browser for Atari?

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 18:20:22 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBWTBBUXUP@galaxy.teuto.de>
Source record: 170968

In <D4AqI8.126@cs.vu.nl> Kampen van F wrote:

>on my atar Xterminal, and it took ages and ages. (ok, I am running on 2400

Err, probably not.

Bye.

/Hendr!K/

2833. STuff 4 Sale II

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 18:21:33 UTC
From: PJJH80A@prodigy.com
Message-ID: <3ifvbd$1scu@usenetp1.news.prodigy.com>
Source record: 170969

IT'S GOING FAST FOLKS! I have removed all sold items from this list.
Updated 2-22-95!
MOST ITEMS I WILL SHIP UPS C.O.D.

For Sale. MAKE OFFERS!!!!

HARD WARE

Atari Mega ST2 upgraded to 4 megs with Z-Ram upgrade
TOS 1.04 with PC Ditto II [PC hardware emulator] installed internally
SC1224 color monitor
SM124 mono monitor
Original boxes for computer and monitors
Monitor Master
[I will sell both monitors together for $150.00 [FIRM!] and throw in the
Monitor Master switch box. As with all other items, you pay shipping.]
PC Ditto II installed internally with above computer, or I can remove
for installation into your own computer
Spectre GCR with roms and version 3.0 software
VideoKey [Allow audio/video connections to a t.v. monitor in low and
medium rez modes]
Discovery Cartridge [From Happy Computers. Excellent software backup
device and has many other uses]
IB 5 1/4 inch drive
MFD 1080 drive [3 1/2 drive works, the 5 1/4 drive non-functional
and has been removed]

APPLICATIONS SOFTWARE

Multi-TOS [Multi-tasking on your ST compatible computer]
DC Desktop
DC Utilities
Hypercard Developers Kit [For Mac or Spectre GCR users]
WordPerfect ST [Last version developed by WordPerfect]
Wordflair II
Regent Word II
TV Title 2.0
PC-Ditto [PC software emulator, slow but very compatible. Good for
occasional or emergency uses.]

GAME SOFTWARE

Purple Saturn Day
Impossible Mission 2
Championship Wrestling
Knight Orc

World Games
The Pawn
Guild of Thieves
Sinbad and the Throne of the Falcon
Rocket Ranger
The King of Chicago
Battle Chess
Midi Maze
Shufflepuck Cafe
Xenon 2 -- Megablast
Final Assault
Mean 18
Blackjack 3
Road Blasters
Jinxter
Pac-Land
The Crimson Crown
Transylvania
Questprobe -- Spiderman
Superbike Challenge
Super Kidgrid
Thundercats

Plus the following compilation packages:

Precious Metal includes:
Arkanoid Revenge Of Doh, Captain Blood, Xenon, Super Hang-On

Triad includes:
Starglider, Defender of the Crown, Barbarian
Magnum 4 includes:
Batman, After Burner, Operation Wolf, Double Dragon

Microdeal Hot Disks Volume 1 includes:
Goldrunner, Jupiter Probe, Karate Kid II, Slaygon

The Story So Far Volume 1 includes:
Beyond The Ice Palace, Buggy Boy, Ikari Warriors, and
Battleships

Mega Pack includes:
Winter Olympiad 88, Mouse Trap, Plutos, Blood Fever, Seconds
Out, Frost Byte

5 Star includes:
Barbarian, Crazy Cars, Enduro Racer, Wizball, Rampage

Action ST includes:
Deflektor, Northstar, Trailblazer, 3D Galax, Masters of the
Universe

Giants Collection includes:
Out Run, Gauntlet II, 1943, Street Fighter

Premier Collection includes:
Exolon, Nebulus, Netherworld, Zynaps

ALL ORIGINALS!!! I am also the original owner and have taken good
care of my equipment.

REMEMBER -- I WILL SHIP UPS C.O.D. CASHIERS CHECK OR MONEY ORDER ONLY.
PURCHASER PAYS SHIPPING AND C.O.D. CHARGES.

2834. Re: Where to get HSMOD and GHOSTLINK

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 18:32:39 UTC
From: zap@eskimo.com
Message-ID: <D4EzIG.LB5@eskimo.com>
Source record: 170970

Check on Hensa. Look at their top 50 list for the correct room it's in.
--
Randall Dale Spreadborough <zap@eskimo.com>
PGP v2.6.2 Public Key Available by Request

2835. Re: 68000 to 680XX upgrade easy?

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 18:33:36 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBWTBBVPUP@galaxy.teuto.de>
Source record: 170971

Just recently <HUTCH> hit his keyboard with his forehead and article <9502211515.AA05709@ilmen.lanl.gov> went out into NetLand:

>> If I were to aquire a 68010 through 68040 chip could I simply pull my
>> old 68000 chip out and plug in the new chip?
>In a word, "no."

Although, a 68010 does work when plugged into a MegaSTE. A small change to the NEDESK.INF might be required, though.

But one doesn't gain valuable performance, but some more incompatibilities (gruesome word ;-).

Bye.

/Hendr!K/

2836. Atari - What Is It For Re

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 19:17:00 UTC
From: Doug.Byfield@miramax.ship.net
Message-ID: <339_9502240253@ship.net>
Source record: 170902

sw> Hey, finally, a replacement for sinclair!? :)
Ya, right! Like we needed one! :-)

sw> Atari being a small company has little impact on the machine
other than their lack of support for it, we've all learned to
ignore Atari and try and support 3rd parties, who usually give
us better bits anyway.

I came across an example today of why we should support 3rd party
developers. As I was reading my NET mail today, I got a phone call
from Dan at GRIBNIF. He had taken the time, at their expense to
personally phone me to offer a solution to a problem I was having
with Geneva and Tos programs bombing. Apparently Dan had seen my
post on USENET and was concerned enough to call. Now that's
service-thanks, DAN! :-)

... A feature is a bug with seniority.
___ Mountain Reader II - #Demo 001

2837. Hard Disk losing files/folders

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 19:35:30 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <D4F2F6.AAK@freenet.carleton.ca>
Source record: 170972

Recently, I noticed that my Quantum ELS hard disk, partitioned C-H, 1 Spectre part., was having trouble finding files. Out came Diamond Edge version 1.10, and no errors or bad sectors, or fat errors, were found in any of the partitions. I did have PC-ditto installed on Drive C for a while, and had to run AHDIFIX to get it to work, but I never formatted the drive under DOS, and haven't done much else.

Any suggestions? Would a backup of C, then a zero, recopying of the files do it, or will I have to reformat the whole HD? (might do this anyway, as I want to change my partitions around)

Any ideas/tips/hints would be appreciated.

PC ditto was the old SW version. (which I'll let go to anyone who makes me a decent offer, in US$!)

mark m

--

Mark Montreuil (613) 990-4833 (voice)
IH Advisory Council Internet Relations
Internet: montreuil.mark@istc.ca or ai066@freenet.carleton.ca

2838. RE: Getting Flash 1.6 to work with Lynx?

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 20:00:26 UTC
From: talbote@wc5.wl.aecl.ca
Message-ID: <22FEB95.20002624@wc5.wl.aecl.ca>
Source record: 170973

I presume you are using Flash 1.6 as a terminal accessing a Lynx WWW browser running on some other machine such as a freenet computer?

Lynx expects VT100 terminals and generally works well with VT100's. I thought the ANSI terminal specifications were compatible with VT100's (a superset of the VT100?) but perhaps they are not or perhaps Flash 1.6 does not properly implement the standard. In any case, your "hot spots" should show up as bolded and only the currently selected one should be in reverse video.

Uniterm does VT100 emulation very well. In fact it emulates a VT240 quite well. That's what I use as a terminal emulator. Nothing else I have tried so far (i.e., public domain or shareware fitting in my 520ST) works as well as Uniterm.

Emile


```
____ _ __ ______ ____ __
/ __/_ _ (_) /__ /_ __/__ _/ / / ___ / /_ talbote@wl.aecl.ca
/ _// ' \/ / / -_) / / / _ `/ / _ \/ _ \/ __/
/___/_/_/_/_/_/_/\__/ /_/ \_,_/_/_/_.__/\___/\__/
```

2839. Re: Atari - What is it for really?

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 20:24:18 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBWVBGVBUP@galaxy.teuto.de>
Source record: 170974

In <9502211548.AA05713@ilmen.lanl.gov> Hutch wrote:

>Oh yeh, right. All us Americans are filthy rich who can buy as many toys
>as we want with no worries. And by that same logic, I could say that all

You usually have mor crdit-cards to may out ;-))

>Europeans are sterotyping snobs, too, right? ;-)

Yes of cours, sir. Most certainly so!

>with DOS or Windoze. I do understand that the import duty imposed by many
>European countries still keeps Mac prices out of reach, however.

Prices for 040 MAC's are quite low in Germany as well. The PPC's aren't,
though.

>want is an Atari! But a faster, cheaper Atari would be very nice.

Power without the price. Like in _ancient_ times ;-)

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

2840. Re: Where to get HSMOD and GHOSTLINK

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 20:31:38 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <3ig6va$ktl@charm.magnus.acs.ohio-state.edu>
Source record: 170976

>Hello,

>Can anybody tell me where to get HSMODA06 and GHOSTLINK by FTP?

>--
>--
>Peter Hofman
>-----------

Both are available on atari.archive.umich.edu.

HSMODEM is under atari/Utilities/Tospatches
GHOSTLINK is under atari/Network/Local

Dan
aka. baldrick@terminator.rs.itd.umich.edu

2841. Re: Cubase 3.0 For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 20:47:29 UTC
From: jperez@uhunix3.uhcc.Hawaii.Edu
Message-ID: <D4F5r6.IG1@news.hawaii.edu>
Source record: 170977
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Jeff Baust (breeze@bu.edu) wrote:
: I wound up with Cubase 3.0 disks and the dongle, but no
: Manuals, when a partnership broke up. Don't have much
: use for it, but the dongles the important part. So it'd be a working
: version of Cubase 3.0, but you'd have to get manuals elsewhere,
: or figure it out yourself. Make me an offer if you are interested.

What did you have in mind? I might be interested, although I hae to
check with Steinberg about the cost of upgrading to Cubase Audio Falcon.

The Borg
jperez@uhinix.uhcc.hawaii.edu

2842. Re: WWW browser atari

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 21:07:30 UTC
From: simon@kingres.demon.co.uk
Message-ID: <793487250snz@kingres.demon.co.uk>
Source record: 170978

In article <D4EH4q.GF7@inter.NL.net> geheniau@inter.NL.net "J. Geheniau" writes:

> 23 feb 1995
>
> When is the WWW browser coming (please a date !!!!)
> I am desperately waiting !!!!!
>
Aren't we all !
Let me know if you here anything!

--

/ | / Snail-mail E-mail
\ |< 216 Scarborough Avenue simon@kingres.demon.co.uk
/ imon | \ ing Stevenage. Herts SG1 2HW

2843. Re: Atari - What is it for really?

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 21:14:06 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBWWAFUSUP@galaxy.teuto.de>
Source record: 170979

I wrote:

[my mail with LOTS of typos deleted]

Sheesh, I have to pay more attention while posting ...

----------cuthereplease----------

In <9502211548.AA05713@ilmen.lanl.gov> Hutch wrote:

>Oh yeh, right. All us Americans are filthy rich who can buy as many toys
>as we want with no worries. And by that same logic, I could say that all

You usually have more credit-cards to max out ;-))

>Europeans are sterotyping snobs, too, right? ;-)

Yes of course, sir. Most certainly so! Do not bother me with your ordinary
lifestyle.

>with DOS or Windoze. I do understand that the import duty imposed by many
>European countries still keeps Mac prices out of reach, however.

Prices for 040 MAC's are quite low in Germany as well. The PPC's aren't,
though.

>want is an Atari! But a faster, cheaper Atari would be very nice.

Power without the price. Like in _ancient_ times ;-)

----------cuthereplease----------

Hendr!K :-)=}

2844. For Sale 1040st complete system

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 21:43:29 UTC
From: unoamiga@cwis.unomaha.edu
Message-ID: <3igb61$6mh@s-cwis.unomaha.edu>
Source record: 170980

For Sale:

Atari 1040ST
4mb memory
100mb hard drive
SM124 Hi-res monitor
SC1224 Color monitor
Migraph Hand Scanner
Supra Fax modem 14.4lc

SoftWare:

Touch-up & Easy Draw
Calligrapher Gold 3
WordFlair II w/FSM
STraight FAX 2.0
FHA$AR 4.0
PageStream 1.8
and More.....

Lots of Games:

Time Bandits
SunDog
Dungen Master
Falcon w/Mission Disk
Leasure Suit Larry II
and more....

Many megs of clipart

Make an offer, everything goes, best offer will take it....
Contact Adam Shelburg at 402-344-3745 or internet
cyborg@s-cwis.unomaha.edu

--
University of Nebraska at Omaha
//////////////Amiga Group\\\\\\\\\\\\\\
Covering Hardware/Software solutions for the Amiga Toaster
and the Basic Amiga Systems

2845. Re: DUET 1.00 - coming to an atari.archive near you!

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 21:52:17 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3igbmh$ail@golem.wcc.govt.nz>
Source record: 170828

] DUET_100.LZH has been uploaded to atari.archive.umich.edu. At the
] moment it is in the New/ directory.

Apparently is a networking program to hook Ataris together via MIDI,
RS232 etc. And being of possible use, it is of course in German! ;-)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.
Maintainer of the Generation-X FAQ.
"Follow the rules we've demonstrated, or else you'll end up mutilated"

2846. Re: Newbie questions...

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 21:57:50 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3igc0u$ail@golem.wcc.govt.nz>
Source record: 170830

] 1. What is the small superscript "f" that appears on the packing box?
] the model seems to be 1040ST <f>. What does it stand for.

Means that the floppy-drive is built-in to the machine rather than external
as with the ST. May or may not be single-sided.

] 2. For modest operations with a program like band in a box, will I need
] to get a second disk drive?

Trying to do MIDI work without a hard-drive can get tricky, someone I
know has well over 200 disks of MIDI tracks. However, an extra double
sided external disk drive will make life easier for you.

] 3. Can a non-Atari Hard-drive be added to the system? If so, what can or
] cannot be added.

Most people with them don't use Atari drive. (Which are hideously
expensive, and very slow). You'll need an ICD or Supra SCSI/ASCI host
adaptor, DMA cable, power-supply, case and a SCSI hard-drive. Or,
just buy one from someone complete! :)

] 4. Can additional RAM be added easily? If so, how much, and is it really
] needed given the modest midi functions I have planned for the machine

1meg of RAM will be enough for _most_ functions of Band in a box which
is a pretty compact program which doesn't chew up too much RAM. Trying
to upgrade an STF isn't a simple process though, it involves unsoldering
quite a few memory chips, and then sticking new ones in. It is VERY
unlikely the chips in an STf will be socketed. There are hacks so that
you can use SIMM boards inside, someone around here will be more use on
that than me though.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.
Maintainer of the Generation-X FAQ.
"Follow the rules we've demonstrated, or else you'll end up mutilated"

2847. Re: SLM804 & ICD HA problem

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 22:06:39 UTC
From: lando5@iii.net
Message-ID: <2f4b5f9c135a181@iii.net>
Source record: 170982

h2@bu.edu (hina hirayama) had the audacity to write:

>Hi. For a long time I've been using my SLM804 laser printer and
>ICD host adaptor (+HD) successfully, with the HA being first in the
>dma chain. But now I'd like to have the SLM804 be first in the chain.
>When I set it up like that, the ICD autobooter crashes.

As I recall, from the days when I, myself, owned an SLM-804, the
printer MUST be last in the chain, because the controller doesn't
have a DMA passthrough. If the printer is first in the chain, then
technically, it's the ONLY thing in the chain. Your autobooter is
crashing because, as far as it's concerned, there's no hard drive
in the chain.

--
+-----------------------------------+--------------------------------+
David Anderson, Producer-type Guy	"Hamburgers. The cornerstone
"Addams & Doyle"	of any nutritious breakfast!"
WBCS-FM (Country 96.9)/Boston	-- Jules Winnfield
+-----------------------------------+--------------------------------+

2848. Re: ST Emulator for the IBM?

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 22:06:44 UTC
From: lando5@iii.net
Message-ID: <2f4b5f9c135a3d2@iii.net>
Source record: 170983

al215@FreeNet.Carleton.CA (James Kleist) had the audacity to write:

>I thought I heard someone say there is an Atari ST emulator for the IBM?
>If this is true, could someone tell me what FTP site (maybe UMICH?) it is
>on, and what the filename is? Thanks

I believe what you're thinking of is the GEMulator, from Branch
Always. It's a hardware/software package...thus, you can't get it
via FTP. It's going for about $99US (plus $60 for the necessary ST
ROMS).

--
+-----------------------------------+--------------------------------+
David Anderson, Producer-type Guy	"Hamburgers. The cornerstone
"Addams & Doyle"	of any nutritious breakfast!"
WBCS-FM (Country 96.9)/Boston	-- Jules Winnfield
+-----------------------------------+--------------------------------+

2849. Falcon LAN/Serial Mouse

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 23:09:39 UTC
From: renfro@bnr.ca
Message-ID: <3igg7j$apm@crchh610.bnr.ca>
Source record: 170984

Is there a communication program out there that uses the Falcon
LAN port? The Ideal would be something that redirects other
programs to use the LAN port rather than the serial port.
Or maybe there is a serial mouse driver that uses the LAN port.
I want to use my pc serial mouse with my Falcon, but of course
I still need to use the modem.

If anyone can suggest solutions to this problem (current or in
development), I would greatly appreciate it. Also can anyone
reccommend a PD serial mouse driver that I can check out.

RandyH

2850. Chimera/PBM/MintX

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 23:32:18 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D4FDDv.7n0@watserv3.uwaterloo.ca>
Source record: 170985
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hey all,

I downloaded the source for Chimera for X11R5 but I am I nowhere near
having it compiled. I haven't yet compiled anything sucessfully bacause
every single version of gcc I've tried (with anything, not just Chimera)
gives me bus errors. Anyway, is NETPBM or PBMplus alreasdy compiled
for the atari? The source distribution includes files for coverting
Degas and Spectrum pictures so I assume some atari user has already got
those tools compiled.

As well, it seems that Chimera (BTW, for those who don't know Chimera
is a graphical WEB browser for X11 that doesn't need motif) requires
a utility called xmkmf, which I assume is a make utility of X based systems,
and all its makefiles are called Imakefile. I really don't know
what I'm doing so if anyone has any suggestions for me they would
be greatly appreciated - if anyone really knows what they're doing
compiling X/network applications maybe you could e-mail me.

Thanks,
Sam

2851. Re: HSMODEM6 ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 23:38:40 UTC
From: kim@dksoft.ping.dk
Message-ID: <FBWXDHURUP@dksoft.ping.dk>
Source record: 170986

In <FBVRAGVDUP@galaxy.teuto.de> Hendrik Mylius wrote:

HM> In <3i6qh0$fli@golem.wcc.govt.nz> steve wells wrote:
HM>
HM> >He doesn't say what the changes are, and since out of the 150K or so
HM>
HM> The MFP* drivers were broken in version 5. SCC* were fine.

Thats strange, cause mine is working. It could be that i'm using a special
beta version.

HM>
HM> >first time users, the whole thing might be needed, although, not doc's
HM> >in 2 languages).
HM>
HM> Usually everybody complains about German programmes not having an English
HM> readme, now you start moaning when it does have one. Sheesh ...
HM>

No english is wrong 8-)

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

2852. GIF-->Jpeg Converter Needed

Newsgroup: comp.sys.atari.st
Date: 1995-02-22 23:49:10 UTC
From: Mark Santora <santora@delphi.com>
Message-ID: <xC7bMxW.santora@delphi.com>
Source record: 170987

Subject says it all. I have a ton of Jpeg's I can't look at on a standard
Mega ST without them looking like crap! I do have a really nice GIF viewer
that allows upto 4096 in a HAM mode. So if I can convert them, I will
be somewhat happier.

Mark "Stingray" Santora
-->
- Video/Film Production Services ------------------------------------->
- Screenwriting Services ---------------------------------->
- Special Effects and Make Up ----------------------------------->
---aeo.4@genie.geis.com-->
---Santora@delphi.com-->

2853. Ultimate Arena

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 00:00:40 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3igj78$d08@golem.wcc.govt.nz>
Source record: 170988

During my latest FTP search, I found "Ultimate Arena" in this weeks
new-files for atari.archive.umich.edu (./atari/Games/Arcade/ultarena.lzh)
Basically it's a International-Karate type game, one-on-one fighting
thing. As near as I can tell, it's 99 French Francs (~$20US) shareware,
plus an additional 20FF (~$4US) for the Falcon-enhanced version. The
game isn't too bad, with digitised sprites, which unfortunate have
very few frames. The fighting is too quick, and the opponent near
impossible to beat with any tactics other than press the button and hope
he doesn't block. The full version apparently has (rough translation
from French)

Different scenes and difficulty levels
Choice of 7 characters
A 2-player mode
5 different "interactive" arenas
Special features ("power moves" etc.)
Lotsa configurable options

It's distributed by a (presumably French) shareware outfit called "STeam"

The sound effects are all samples (6.25Khz, but "ouch" and "thud" doesn't
need to be terrible high quality :). With a not-too-bad sampled intro
while it's loading the data files (consisting of Degas .PI1 files).

The game looks promising, and if improved, (slowed down a bit, and more
frames for the characters - which probably aren't digitised, but drawn
very well), could be quite good. And for ~$20, it's certainly a lot
cheaper than Street-Fighter II :) (Which was done surprisingly well
on the ST, although as always, they could have done it much better still!)

The file is just over 200k, and takes up roughly 500K of
disk-space when dearchived. (PI1 files compress quite small, hance
the large increase :) ^e

If anyone works out how to make the user-controlled player throw the
energy-ball, tell me! :)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.
Maintainer of the Generation-X FAQ.
"Follow the rules we've demonstrated, or else you'll end up mutilated"

2854. Wanted: SM 147

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 00:13:48 UTC
From: rescuer@umich.edu
Message-ID: <3igjvs$env@lastactionhero.rs.itd.umich.edu>
Source record: 170989

I want to buy a SM 147 mono monitor, used. I'm in SE Mich and am willing
to pay shpping for right price. Please email directly to me at
rescuer@umich.edu
thank You
A J Thomas

2855. Re: Falcon: SCSI chip questions/ Akzente INFO?

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 00:34:02 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D4FG8q.3Br@cix.compulink.co.uk>
Source record: 170992

In message <3i7f6r$ark@prime.mdata.fi>, contacts@mits.mdata.fi said:

>A friend of mine just got a new Falcon from Akzente (Ulm), and it's
>SCSI bus is not working (even pre-formatted (in my Falcon) disk give
>grabage as ID-text, and bootup locks. Luckily he's 0.5 Gb Quantum
>Maveric was not damaged by testing, and he has 170Mb IDE in Falcon
>as well. But: no SCSI means no Cubase Audio! :-(

Is his SCSI drive correctly terminated?

>As he does not want to have anything to do with the Akzente (Ulm)
>-company (the deal delayed 2 months, and CD-rom and ScreenBlaster II
>has not arrived and SCSI -chip is broke and...) which by the way
>does not even reply to any faxes after they've received the money,
>we'll have to solve this problem by ourselves.

>1. How to find out which SCSI-chip is needed (I've heard there are
> 6 different types? Is knowing the serial number of the machine
> enough for ordering the right chip?

The only one I have seen is Logic L53C80JC2, 44 pin plcc soldered
to motherboard.

>2. How do you really know that the problem is the SCSI-chip, and
> not the SCSI-kit tower-extension card?

Before opening the Falcon, suggest you try it with a good SCSI
drive with termination, and good cable, (ie. disconnect the SCSI
kit at the Falcon SCSI2) and connect the 'good SCSI'.

>3. If you know any Atari dealer, who sells there SCSI-chips, please
> let me know ASAP.

You could try Best Electronics in USA, fax USA 408 243 8274.

Good luck, (I would send the machine back)

Barry wilsontjb@cix.compulink.co.uk

2856. Re: MEDUSA T60

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 00:34:06 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D4FG8u.3CC@cix.compulink.co.uk>
Source record: 170993

In message <3ichta$aul@m1.cs.man.ac.uk>, lais@cs.man.ac.uk said:

>|> Very interesting that Motorola only made a prototype of the 68060 and never
>|> published any information on it, so finding a Medusa with that processor in
>|> it could be very hard.
>|> --
>
>
>So what processor did the Medusa T60 shown at ProTOS have ? A pretend one ?

A buggy prototype 68060.

Barry wilsontjb@cix.compulink

2857. UNIX implementation (was File at UNI-KL.de)

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 00:52:56 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950223Z005256.279barheath@heathen.demon.co.uk>
Source record: 170996

I've come to the conclusion that although I may be right in theory, it's time to be pragmatic and admit (temporarily) defeat on the subject of UNIX access via a GUI on the ST.

I now need to learn some UNIX else I shan't get anywhere. Therefore, a couple of easy questions.
1. Is there a FAQ on UNIX, or at least enough of it to access ftp sites reasonably comfortably; if so, where do I find it?
2. Can anyone recommend suitable basic reading material on UNIX so that I might get some idea of what I'm doing?

TIA
bazza
--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

2858. Re: Obsession Demo Probs

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 00:54:00 UTC
From: sven.bornemark@p56.dada.ct.se
Message-ID: <ftn_2.200.136.56$fidonet.org_2f4bdd0d_Sven.Bornemark@p56.dada.ct.se>
Source record: 170997

To: rmccall@mcs.dundee.ac.uk

Hi Rod,

There was a time when I felt I was the *only* person on earth that could *not*
run either the demo or the full version of this game, and then I saw this:

> I cannot get this to run on my Falcon (VGA) is there any setting I
> have to change?

The game rune in lo rez, right? In fact, I'm told (by chief programmer Peter
Zetterberg) that Obsession switches resolution automatically, so
start-up rez doesn't really matter...

It took quite some time to find out, but finally I discovered this:
this (killer of a) game runs at *50Hz only*!.

Me, I'm sitting here with my shiny new NEC MultiSync 3V, and this particular
(somewhat expensive) has a vertical sync range of *55* to
90Hz!

There's *no way* I can persuade my monitor to go below 55Hz! This means that
even though I sell Obsession games by the shiploads (I'm a Swedish
Atari software distributor) to happy Swedish atarians, I'm not allowed
to run the game on my own setup!

I've carried my computer over to the living room and the domestic TV, and
everything is cool there. I truly admire all the effort and energy
that went into the work behind this *beautiful* game, and also learned (from
Peter Z) that Falcon compatibility was added at a rather late stage to this
game. (Hence the >50Hz hiccups?..).

Help is at hand though - I've been assured that the Falcon-specific version
(due some time during April-May '95) will support my monitor, so
in the meantime I'll just sit here collecting enough energy and attitude
to reach the *highscore of all highscores* once the Falcon-specific version
hits my letter-box.

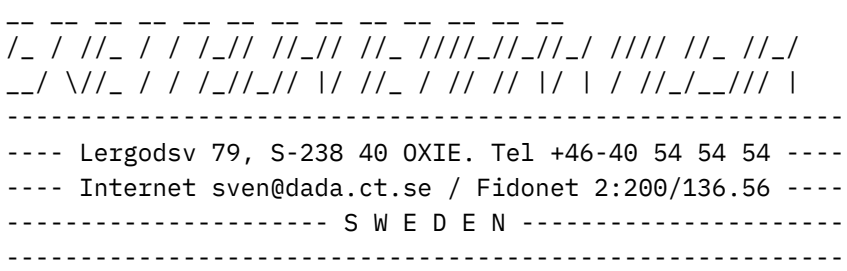
Ah yes, almost forgot - included in Obsession STE is a bonus check that allows
you to upgrade to the Falcon variety (and still keep the old version) at half
the price of a new game!

Those guys behind the game put down *megas* of hard work in this game,
and if there's someone out there who still hasn't taken a look at the demo, *do
it now!*

[End of plug section]

Yours sincerely

-Sven-



BTW, what is that *Lip Theatre* anyway. Me? I'm into Variety Shows.

(UUCP Dialup connection)

2859. Re: ATARI ST STINKS!!!!

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 03:30:32 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950223042619.20146B-100000@mars>
Source record: 170903

On Tue, 21 Feb 1995, J S W Chan wrote:

> Has anyone noticed that their ST stinks?
--< snip >----
> btw, does anyone have ST Format's email address?

Me thinks nobody on this channel will encourage you to start some "flame war"
/Jens

2860. Re: How do you get the MagicMAC Demo to work

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 04:36:17 UTC
From: japolis@boulder.earthnet.net
Message-ID: <9502222136.AA17870@boulder.earthnet.net>
Source record: 170905

Hmm... worked fine for me on my Quadra 605... once I figured out that the
error message (German) said that I can't run it it "thousands" of colors mode.
I switched it to 256 colors and whoooosh, away we go!
I ran a benchmarking program, and got some AWESOME numbers... like 200% to
1500% faster tthan a TT, depending on the function. Actually running software,
however, it didn't seem as fast as that. Well, who knows. Say, does anybody
know where to get an ENGLISH version of the software, or at least the
documentation? And what does the thing sell for anyway? Is there a US
distributor?
Interested,
Jeff
japolis@boulder.earthnet.net
> Greetings
> I have tried to get the demo version of MagicMac to work on an
> Macintosh LCII but I get errors. I get the message "Fehler in
> Magic.inf" after I click the 'OK' button, I assume that this means
> error.
>
> I do get a green desktop & a file selector, but I get "Fehler # -66"
> when I try to load 'Ease'.
>
> I know that this is an Atari newsgroup, but maybe somebody has
> actually got this to work.
>
> Regards
>
> --
> Gerry O'Rourke
> Northern Telecom (IRL) Ltd
> E-mail gigxr01@nt.com
>

--
<>Jeff Apolis<>303-473-0511<>japolis@boulder.earthnet.net<>
"If you're not having fun, you're not doing it right"

2861. Re: Monitor port on ST....

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 04:38:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3ih3f8$lv9@golem.wcc.govt.nz>
Source record: 170906

In article <JC65s9F.lmcclure@delphi.com>, Lonnie McClure <lmcclure@delphi.com> writes:
>In a message dated 2-17-95, Rob Stark said:
>
>
> "I can get an I.C. from Maplins that will extract composite
> sync from the composite video output, but it costs about 5
> quid, and 'cause I'm a tight git, I'm trying other ways first!"
>
>Here's a cheap solution that has been used successfully in the past:
>Put a 330 ohm resistor on each of the two sync lines, and tie them
>together at the point past both resistors. (Imagine a "Y"). The
>resulting single line will work as composite sync for most monitors.

Yes that is a good way to blow up your Glue chip...

To get a real Comp Sync you need a Exor gate, as you need line sync
during the frame period....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2862. [Q] Playing Audio CDs

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 04:57:22 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3ih4ji$ch7@status>
Source record: 170907

I have a Mitsumi CD ROM drive (preliminary IDE) running on my TT030 with the CD ROM interface from System Solutions. I am using ExtenDOS Pro, with the MITSUMI.BOS driver from extendos packaged w. the interface caertridge.

I can access data fine, and play Audio CDs, but only through the headphone plug on the CD ROM drive. Can I play the Audio CD using the DMAsound of the TT030? And can I get (a portion of) the sound information from the Audio CD and save it as a sample file?

I know a fair amount about programming, but not the lower level stuff.

Any help would be much appreciated!
-- Mario Becroft (mbecroft@iconz.co.nz)
--

2863. CD-ROMS on the ST

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 04:58:38 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <793594804.0@mettav.exnet>
Source record: 170908

It was none other than All who did write on 18 Feb 95 that ....
-> I see others posting about CD-ROMS for the ST. Does anyone know if
-> there's actually any software out?????

The people to contact seem to be a company called "Its All Relative" in the US. They distribute a few interesting things. SARA which are drivers to read the various Encyclopedia type PC CDROMS ,like Groilliers <sp>. And I have just heard that they are doing a Special Atari CD rom (Not a collection of PD/shareware archives) along these lines soon, and a Demo CD is available ATM.

-> Is it possible to get Microsoft Bookshelf for DOS to run on the ST
-> through a PC emulator? If I could get that to work, I'd buy a cheap
-> CD-ROM for that reason....the online dictionary was fun.

using the above you don't need a PC emulator ,why mimic an inferior machine for sound and graphics display ??

-> What about the encylopedias and other reference works? Since most of
-> the disc is data, is it POSSIBLE for someone to write a reader program

This is SARA.

-> for the Atari ST to put in Microsoft Encarta and search through it?

To really enjoy these cd's you are going to need better than ST graphics though ,so its Falcon and TT only really although they do work I am being told with ST.

-> Probably none available, but is it POSSIBLE? Sounds great, doesn't -> it?
I wish I was a programmer.

The SARA software comes with a utility to create your own drivers for CD's that are not already directly supported so you wouldn't need to be a programmer to do it :-)

Also rumour has it that some Midi magazines are going to put Atari software on there Cover mounted CD's soon.

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/8)

2864. Re: Not a word about MacMagic

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 05:30:38 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <793594804.1@mettav.exnet>
Source record: 170909

It was none other than All who did write on 14 Feb 95 that ....
>> Actually, Magic for the Falcon is the only thing holding me back
>> from selling my atari equipment and change to a Pc.
H> I'm confused... why is the potential availability of a -Mac-
H> emulator keeping you from buying a -PC-?

Yes you are confused ,Magic is the King of Multitasking OS for Ataris
..MacMagic is the same software available to run on Apples so is either by
accident or design also an Atari emulator for the Mac.

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/8)

2865. Re: File at UNI-KL.DE..

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 05:50:01 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.0oRcHTgjww_@icon.pp.se>
Source record: 170910

In <3hqtt1$k2r@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (steve wells) writes:
>
> May be fine for those with enough money to be able to afford a Mega-STE
> or Falcon,

It`s _not_ about the money or what equipment you have, it`s how you
use your software that counts.

> but for us poor sods who could only just scrape together
> enough for a 1meg STe trying to run mint-net or whatever you guys use
> isn't much of a reality.

I can understand that, but I must point out again that downloading
files with long names has nothing to do with the hardware.

> Sure, it may be possible, but would you want
> to try doing it on a machine with a 30meg hard-drive & a max' of 4meg RAM?

As a former owner of a 520ST and a Megafile30 I think I speak
from personal experience. :-)

If you don`t have a system that can handle long filenames you`ll
just have to rename the files before downloading them.

Here`s a stupid analogy:
It`s like when christmas is over and the plastic tree goes into
storage for next christmas. If you`re short on storage-space you
disassemble the tree before storing it. OTOH, if you have plenty of
space you just store it as it is so that next christmas you won`t
need to assemble it again. The guy that is short on storage-space
is forced to assemble and disassemble the tree each year, but he`s
still able to have a plastic christmas-tree.
(see, I told you it was stupid ;-)

The point is: if you want to stay out of trouble and have a nice
system that can handle long filenames you should get a plastic
christmas-tree! Simple, isn`t it?

BTW, I do have plenty of storage-space but that doesn`t mean I put
my normal "live" christmas-tree in store. Somehow fir-trees doesn`t
look to good after a year in storage. :-)

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

2866. Re: Re: HSMODEM6 ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 07:07:00 UTC
From: zrollinso@cc.curtin.edu.au
Message-ID: <1995Feb23.160700@cc.curtin.edu.au>
Source record: 170911

In article <FBWXDHURUP@dksoft.ping.dk>, kim@dksoft.ping.dk (Kim Andersen) writes:
> In <FBVRAGVDUP@galaxy.teuto.de> Hendrik Mylius wrote:
> HM> In <3i6qh0$fli@golem.wcc.govt.nz> steve wells wrote:
> HM>

I don't know how much of this thread I have missed, but anyway, are we talking about something to enable a reasonably fast baud rate on Atari(s)?

I found hsmoda05.lzh on micros.hensa.ac.uk under /micros/atari/tos/o/o191. Is this the same as HSMODEM but a previous version or is it something else?

Is there a more up to date version somewhere (that is accessable)?

Steven Rollinson
Steve.Rollinson@MIS.WMC.wmc.telememo.au

Disclaimer: I didn't do it but my employer may have, so anything you don't like you, can blame him for - I do.

2867. Re: ST, hard drives, software for sale

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 07:14:18 UTC
From: zrollinso@cc.curtin.edu.au
Message-ID: <1995Feb23.161418@cc.curtin.edu.au>
Source record: 170912

In article <Pine.HPP.3.90.950220204933.16797A-100000@zippy.nimh.nih.gov>,
Watsamatter U <rge@nimh.nih.gov> writes:

<Whole lot of intersting stuff for sale deleted>

Is this serious? If it is then I am interested but I can't seem to be able to
get email through to the address given.

What country is this posting from?

Maybe "Watsamatter U" could email me at the address below.

Do you have a brother "Shuduppa U Face"?

Steven Rollinson
Steve.Rollinson@MIS.WMC.wmc.telememo.au

Disclaimer: My employer does not care what my opinions are -
as long as I keep them to myself.

2868. Help with Atari Disc Drive

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 07:46:55 UTC
From: fabatz@col.hp.com
Message-ID: <3ihehg$ob4@nonews.col.hp.com>
Source record: 170913

I have an Atari 520ST and the disc drive light stays on and
does not load any software. Has anybody experienced this problem
and if so, can you please let me know if it's fixable or not. If not
does anybody know an Atari Dealer in Colorado?
Thanks you.

2869. Re: Help with Atari Disc Drive

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 07:50:14 UTC
From: fabatz@col.hp.com
Message-ID: <3ihenm$ob4@nonews.col.hp.com>
Source record: 170914

Tom Fabatz (fabatz@col.hp.com) wrote:
: I have an Atari 520ST and the disc drive light stays on and
: does not load any software. Has anybody experienced this problem
: and if so, can you please let me know if it's fixable or not. If not
: does anybody know an Atari Dealer in Colorado?
: Thanks you.
PS. I have a SF354 floppy disc drive...:)

2870. Re: Help with Atari Disc Drive

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 07:53:49 UTC
From: fabatz@col.hp.com
Message-ID: <3iheud$ob4@nonews.col.hp.com>
Source record: 170915

Tom Fabatz (fabatz@col.hp.com) wrote:
: I have an Atari 520ST and the disc drive light stays on and
: does not load any software. Has anybody experienced this problem
: and if so, can you please let me know if it's fixable or not. If not
: does anybody know an Atari Dealer in Colorado?
: Thanks you.
Ps. I have a SF354 folppy disc drive...:)

2871. Re: CD-ROMS on the ST

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 08:18:23 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <3ihgcf$q53@usenet.INS.CWRU.Edu>
Source record: 170918

> JW> Is it possible to get Microsoft Bookshelf for DOS to run on the ST
> JW> through a PC emulator? If I could get that to work, I'd buy a cheap
> JW> CD-ROM for that reason....the online dictionary was fun.
>Hmmm, I don't think so. You won't get the CD-ROM running on the emulator.
>
> JW> What about the encylopedias and other reference works? Since most of
> JW> the disc is data, is it POSSIBLE for someone to write a reader program
> JW> for the Atari ST to put in Microsoft Encarta and search through it?
>I think that could be possible. But it seems to be much work.
>
> JW> Probably none available, but is it POSSIBLE? Sounds great, doesn't it?

Actually, this has recently been done. It is called Sara CD ROM software.
I have it advertised in D & P computer in OH for $47.41. It is search and
retrieval software. It contains a "five pack" and can read text and
display graphics so far for

Software Toolworks Ref Library
Wayzata World Factbook
Audobon's Multimedia Birds
" " " " Mammals
Sherlock Holmes
Shakespeare
Powerhouse Art History
Family Doctor
Time Man of the Year
CD ROM deluxe Toolworks CD

Neat, huh?

2872. Re:Cubase

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 08:21:28 UTC
From: Andrew.Nemchick@rebel.genesplicer.org
Message-ID: <3d6_9502231125@genesplicer.org>
Source record: 170809

I'm using another sequencer/notation program right now, but I'd be willing to offer $50 to see what Cubase is like.

You can call me at (702)897-2404 or leave me your number if the deal is acceptable.

2873. Re: ICD Time Setting

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 08:23:32 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3ihgm4$pl3@golem.wcc.govt.nz>
Source record: 170919

In article <1995Feb20.191240.13298@bradford.ac.uk>, S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>
>Could someone please Email to me (UUe or Mime) or place on ftp.brad.ac.uk
>in incoming directory the program ICDTIME.PRG from the ICD (NOT Pro)
>utilities. It is PD, and anyway I used to have it until I reformatted the
>master disk.
>
>I need it at long last because my clock is now about 45 mins out!

Get a better clock like a Dallas one, all ICD stuff is not PD at all,
some of it is allowed on some USA commercial sites like GEnie...

Don't you keep back ups, I keep at least 2 copies of major software....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2874. [Q] RSC ed. for Colour Icons (aes 4)

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 08:34:23 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3ihhag$ldc@status>
Source record: 170920

Does anyone know of a PD or Shareware Resource Editor which will edit AES 4 colour icons (g_cicons)?

I have bought WERCS from HiSoft, and found that it didn't. I can't afford now to buy interface 2 from Compo :-(

Even just a plain colour icon editor which doesn't support any other object types would be better than nothing. However, it must allow you to edit all trees in the resource file, not just tree 1 like some icon editors.

Thank you very much for any help,
-- Mario Becroft (mbecroft@iconz.co.nz)
--

2875. Re: Looking for program to limit memory.

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 08:40:28 UTC
From: epdouden@cs.vu.nl
Message-ID: <D4G2rH.Ax3@cs.vu.nl>
Source record: 170921

Jorgen Madsen (madsen@admin.usask.ca) wrote:

: A friend on mine has an 1040STE with 4M of memory. He bought the
: game "The Ancient Art of War in the Skies" from Microprose, but it will not
: run on his system. Microprose has responded to his queries that the problem
: is that he has too much ram and must get a program to make the OS believe it
: only has 2M. They said there were lots of these programs available in the
: PD sites. Does anyone know where I could find one???

Never seen such a program, but I know it's quite simple in assembly. If you
give me a few days, I can make & compile it for you.

: Jorgen Madsen
: Univ. of Saskatchewan
: Saskatoon, Sask. Canada

Hope this helps,

Ewout

Ewout Pieter den Ouden
email: epdouden@cs.vu.nl www: http://www.cs.vu.nl/~epdouden/

2876. Re: Wanna bet?

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 08:53:59 UTC
From: brenjb@hg.uleth.ca
Message-ID: <3ihif7$cia@holly.cc.uleth.ca>
Source record: 170922

In article <FBTSEDVEUP@galaxy.teuto.de>, neptune@galaxy.teuto.de (Hendrik Mylius) writes:
>
>The statement 68040 = DX2 style-clock came either from you or s. o. else. I
>don't hold my news that long, so I cannot retrieve them mails.
>
>Jooooooohhhhhn!!!

Who, me? I only said that _both_ the 486 dx2-66 or the 68040 @64 MHz are
clock doubled. I didn't say anything about *how they were clock doubled, just
that they both are. I didn't think that was under contention. We do all agree
that their both clock doubled, and not true sixty-somethings right?
Am I supposed to be wagering something on this? How about a bottle of
Yukon Jack Canadian Rye Whisky Liqueur?

>
>L8ER
>
>Hendr!K
>

Jon

2877. Re: pc-ditto

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 08:57:10 UTC
From: Jackdeth@voyager.cris.com
Message-ID: <3ihil6$849@voyager.cris.com>
Source record: 170923

BobR (76702.1466@CompuServe.COM) wrote:

: Note however that while it does work, it is EXTREMELY limited.

You are correct, it is limited and slow. However, I have had alot of use from Pc-ditto for running PC Programming langauges. I have had 3 langauges in college and of course they all run IBM's. Rather than having to spend lots of time in the college computer labs, I used (still do) PC-ditto to run the PC langauges and wrote my programs at home on my ST. I have done alot of programming with Quick Basic, Fortran, & Turbo Pascal running through Pc-Ditto. I do C programming with ST specific programs though.

Jack Deth

2878. Re: Magic incompatibility list

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 08:58:56 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D4G3M9.9w2@cix.compulink.co.uk>
Source record: 170924

```
> A 32MHz 68040 actually runs at 64MHz internally, and thus has a MIPS
> rate (according to quoted average cycles/instruction) of 64/1.3 ~= 49.
>
> With the same kind of calculations the MIPS rate of a 486DX2/66 would
> be 66/1.8 ~= 36.
>
>2 On the other hand, Hendrik and Hutch claim that the number for the
> 68040 should be 32 / 1.3 ~= 24.

According to Apple, the 040/33 has a MIPS rating of 29.

------------------------------
Ofir ogal@cix.compulink.co.uk
------------------------------
```

2879. Re: GEM.RSC

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 09:14:35 UTC
From: brenjb@hg.uleth.ca
Message-ID: <3ihjlr$cia@holly.cc.uleth.ca>
Source record: 170925

In article <199502201903.NAA16123@mail.cs.utexas.edu>, CONRADUS@PLEARN.EDU.PL (Konrad Kokoszkiewicz) writes:
>Can anyone explain, how to prepare the new GEM.RSC for MultiTOS?
>I tried to use the modified RSC from TOS 2.06, but it doesn't work.

I use a program that creates icons for TOS 4.0, I think it's called TOS4ICONS or something. There are a couple available on ftp.cnam.fr in their Falcon Utility area.

>
>Konrad
>conradus@plearn.edu.pl

Jon

2880. Re: MEDUSA T60

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 09:24:10 UTC
From: brenjb@hg.uleth.ca
Message-ID: <3ihk7q$cia@holly.cc.uleth.ca>
Source record: 170926

Hello Yat,

How much does it cost for a Medusa t040 or T060 anyway?

Jon

2881. Re: Graphic WWW browser for Atari?

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 10:09:31 UTC
From: Craig.Graham@ncl.ac.uk
Message-ID: <3ihmsr$110@whitbeck.ncl.ac.uk>
Source record: 170927

Interesting note for MiNT-X users with loads of RAM. I have recently been informed that there is a port of a WWW browser to MiNT-X up & running, but you need more than 4Meg to run it.

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

2882. Re: Softlogik and Atari...

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 10:30:09 UTC
From: brenjb@hg.uleth.ca
Message-ID: <3iho3h$cia@holly.cc.uleth.ca>
Source record: 170928

In article <hE56UlH.dpj@delphi.com>, dpj@delphi.com writes:
>Roger Sheppard.. <sheppard_r@kosmos.wcc.govt.nz> writes:
>
>>Well I was having look at the Softlogik stuff on
>>GEnie, one Big thing that I did noticed was the number
>>of dnloads of Atari Patches versus Amiga one, its sort
>>of 2:1 in Ataries favour, funny that..
>
>
>Well, if I remember correctly, the Atari patch(es) have been available
>for a much longer time than the Amiga version (2.2 came out on Atari
>first). That could account for it. What are the dates of each of those
>files? Hmmm.
>
>Regardless, Soft-Logik had already committed to the Amiga new version.
>From what I've heard in recent months, the Amiga version was selling much
>better than the Atari version could dream of - hence SL's further
>commitments to it, and lack of an Atari commitment. It all boils down
>to sales. How many new copies of Pagestream do you think Soft-Logik could
>sell today? Not upgrades, _new_ packages. Very few, I'd surmise.

That's probably true. On the Atari, Pagestream has competition (Calamus
SL) that even the Amiga PS can't touch. I can't imagine that Amiga sales are
all that hot these days either though...

>
> Dana @ STReport International Online Magazine

Jon

2883. Re: Where to get HSMOD and GHOSTLINK

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 10:36:53 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3ihog5$g0b@epsilon.qmw.ac.uk>
Source record: 170929

Randell Spreadborogh (zap@eskimo.com) wrote:
: Check on Hensa. Look at their top 50 list for the correct room it's in.
^^^^

I like it..I like it. :-)

Danny
--
.signature.signature

2884. Re: MEDUSA T60

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 11:08:31 UTC
From: Lexicor@world.std.com
Message-ID: <D4G9M7.LK3@world.std.com>
Source record: 170930

In article <3ihk7q$cia@holly.cc.uleth.ca>, <brenjb@hg.uleth.ca> wrote:
>
> Hello Yat,
>
> How much does it cost for a Medusa t040 or T060 anyway?
>
> Jon
>

Around 3,400 U$D with a graphics board, 8 megs fastram, 450 Meg IDE Harddrive, ST I/O Output Board, Tower Casing, HD Diskdrive, keyboard, mouse, Lexicor graphics rendering and painting software, manuals + original medusa disks, serial ports etc.

The 060 upgrade doesn't have a price label, as of yet.

Cheers

2885. Re: Looking for FPU 68881/68882

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 11:09:08 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Feb23.110909.87@genrad.co.uk>
Source record: 170854

In <H.ekBL.dIyzplw4MOk@icon.pp.se>, Daniel Eriksson wrote:

]> What's a GAL ? I also want an FPU for my MegaSTE.

] It`s short for Grid Array Logic and is basically a small IC which
] can be programmed, like an EPROM I believe, to perform different
] logical operations and actions on incoming signals. Unfortunately
] I don`t know _why_ a GAL is needed in the MSTE.

Close, but not quite. GAL is the acronym for Generic Array Logic.
It is called this because a GAL can be programmed in the shape of several
of its predecessors like PALs and PLAs. It is more versatile, and has a
security bit to prevent reading of its innards. It is one-time-programmable
(although electrically erasable versions now exist) so is more like a
PROM than an EPROM. Its function is as Daniel says.
Although I am not 100% sure, it is needed in the MSTE because the
68000 cannot access the FPU directly. In the 68020 and upwards, the FPU
has its own port and connects directly to the processor. If you want to use
one with a 68000, I think it has to be mapped into memory (or intefaced
in a less direct manner anyway). It is this memory mapping, or interfacing
job which would be done by the GAL.

Paul Hills

2886. Re: How do you get the MagicMAC Demo to work

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 11:11:55 UTC
From: johan.nordlander@engelska.umu.se
Message-ID: <johan.nordlander-2302951211550001@nod.eng.umu.se>
Source record: 170931

In article <gigxr01-2202951205580001@ngalm099.gal.nt.com>, gigxr01@nt.com
(Gerry O'Rourke) wrote:

> :Greetings
> :I have tried to get the demo version of MagicMac to work on an Macintosh LCII
> :but I get errors. I get the message "Fehler in Magic.inf" after I click the
> :'OK' button, I assume that this means error.
> :
> :I do get a green desktop & a file selector, but I get "Fehler # -66" when
> :I try to load 'Ease'.
> :
> :I know that this is an Atari newsgroup, but maybe somebody has actually
> :got this to work.

I think MagicMac needs an FPU to work.

Installed the demo yesterday on my Quadra 800 and my first impression is
that it works OK. In fact I get the feeling that my Mac acctually gets
MUCH faster when running MagicMac, but that may of course be due to the
greater economy in TOS/Magic as compared to MacOS.

Programs which seem to run OK:

Calamus SL
XControl
ST ZIP 2.6
LZHSHELL 3.10 (I'm not sure about the version number)
ORCS
EDITH (demo)
EDITH1 (S/W)

Programs which have problems:

PCG FontDesigner -- could not load its own native *.ECF file format, starting
and editing a new font seemed to work.

Non-working programs:

Le Redacteur -- no surprise though.

I will most definitely buy MagicMac when it becomes available for us
non-German residents.

--
Johan Nordlander Atari TT/30 & Mac Quadra 800
Department of English Linguistics -- a profession
Umea University not an opinion!
S-901 87 Umea

Sweden
Tel. int. + 46-90-166236
Fax. int. + 46-90-166023
E-mail:johan.nordlander@engelska.umu.se

2887. Re: FTP

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 11:41:48 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3ihs9s$1me@mserv1.dl.ac.uk>
Source record: 170932

>Just wondering, what this file in pub/atari/incoming on ftp.uni-kl.de
>is:
>
>Feb 9 09:08 Zip File STARWARS.ZIP 1379Kb
>
>As you can see, it's not a small file, and somewhat larger than I'd
>be willing to download, only to find it's a demo for the Falcon! :)

I believe it is a demo for the Falcon, I'll be trying it over the weekend.

>On that note, here's my highly sceptical listing of the laws of FTPing
>
>Steves laws of FTPing:
>
>If a file sounds useful, it will be one or more of the following, which you
>find out only after downloading it:
>
>Crippleware
>Extremely expensive shareware
>In a foreign language
>Runs in a resolution your monitor/computer can't handle
>A corrupted archive
>Needs a newer processor than whatever your machine has
>Be a re-uploaded version of a program you got 3 years ago
>Archived with something you haven't got
>Require more memory than you have
>Require more drive-space than you have
>Need a certain program or device you don't have
>Be an upgrade to a program you have no use for
>De-archive to a file 1k larger than the disk you are extracting it to.
>Ask you to insert disk #2 when only the first disk was available

>Anyone got any more? I've come across all these at some stage! ;-)

How about:

Too large to fit on a floppy (that includes HD disks for Falcon owners)
Not the program you thought, but a patch for it.
.MSA file that's yet again corrupt on de-archiving (what's with .MSA's)
Split using a none Atari program that puts additional information into
the pieces making it almost impossible to put back together.
An update that's so full of bugs the previous version (which you've
probably just deleted) was better than.

++
+ Mark Stephen Smith : msh@dl.ac.uk +

```
+ Atari Web Pages : http://www.dl.ac.uk/MISC/ATARI/atari.html +
+ +
+=============================================================================+
+ Atari FTP List maintainer, Atari Web Page creator and maintainer. +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx +
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```

2888. Re: Who made the MegaArchive CD?

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 11:58:38 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3iht9e$k3o@epsilon.qmw.ac.uk>
Source record: 170933

Christian Mittendorf (christian.mittendorf@ostkupan.ct.se) wrote:
: that? (I think it was System Solutions, wasn't it? But I'm not sure.)

Correct. They are distributing the CD...you can contact them on
ssolutions@cix.compulink.co.uk

The second CD has not yet gone to print.....but will be with us in the
not too distant future...

You can get more info from the CD compiler's home page:
http://www.ph.kcl.ac.uk/~sjg/home.html

Or you can get there through HENSA...

Danny
--
.signature.signature

2889. Re: Spectrum analyzer (Sound)

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 12:07:18 UTC
From: lais@cs.man.ac.uk
Message-ID: <3ihtpm$50m@m1.cs.man.ac.uk>
Source record: 170934

In article <3id6cn$ba6@sulu.cldc.howard.edu>, jrg@cldc.howard.edu (Julius Grant) writes:
|>
|> am looking for the original version of st Replay that came with a
|> spectrum analyzer.....
|>
|>
|> If you remember what it looks like or if you know someone with
|> the version that came out in the eighties, please let me know
|> thanks. It included a program that had a full screen spectrum
|> analyzer for sound through the replay cartridge. THe company's
|> name was audio visual research or something like that.
|> Thanks

I think that's STEREO MASTER. I have that and it features a 36 bar spectrum analyzer, but is a tad gimmicky because it doesn't have frequency markings.

S.Lai

2890. Re: Magic incompatibility list

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 12:12:55 UTC
From: lais@cs.man.ac.uk
Message-ID: <3ihu47$541@m1.cs.man.ac.uk>
Source record: 170935

In article <D4G3M9.9w2@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
|> > A 32MHz 68040 actually runs at 64MHz internally, and thus has a MIPS
|> > rate (according to quoted average cycles/instruction) of 64/1.3 ~= 49.
|> >
|> > With the same kind of calculations the MIPS rate of a 486DX2/66 would
|> > be 66/1.8 ~= 36.
|> >
|> >2 On the other hand, Hendrik and Hutch claim that the number for the
|> > 68040 should be 32 / 1.3 ~= 24.
|>
|> According to Apple, the 040/33 has a MIPS rating of 29.
|>

Eh ? So how come Medusa at *64 MHz* is only 26 ??

S.Lai

2891. Atari FTP List Update!

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 12:16:48 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3ihubg$52n@mserv1.dl.ac.uk>
Source record: 170936

Posted to newsgroups: comp.sys.atari.st, comp.sys.atari.st.tech,
comp.sys.atari.announce
- -

Last edit: 23-Feburary-1995
Additions/changes since last list: 1

- closer.brisnet.org.au (new site)

- -

```
()==========================()
// ____/__ __/ ____/ //\\
// / / / _/ // ()
// __/ / ____/ // //
// / / / // //
// _/ _/ _/ Archives // //
// // //
()==========================() //
\\ \\//
()==========================()
```

(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!

A T A R I S T F T P S I T E S :

USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
email server.............atari@atari.archive.umich.edu
cs-ftp.bu.edu.............(128.197.13.20)...../PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/ and /pub/atari/
ftp.std.com...............(192.74.137.7)....../pub/atari/
f.ms.uky.edu..............(128.163.128.6)...../pub2/atari/

CANADA:
----
aupair.cs.athabascau.ca...(131.232.10.8)....../atari/

CZECH REPUBLIC:
----
ftp.dcs.muni.cz.....(147.251.48.3)........../pub/archives/atari/

SLOVAKIA:
----
ftp.upjs.sk.........(158.197.16.30)........./pub/systems/atari

NETHERLANDS:
----
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)......../pub/atari/
ftp.icce.rug.nl.....(129.125.14.129)......../pub/erikjan/Atari

FINLAND:
----
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

FRANCE:
----
ftp.cnam.fr.........(163.173.128.15)......../pub/Atari/

GERMANY:
----
alice.fmi.uni-passau.de...(132.231.1.180)...../pub/atari/
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
email server.............mail-server@ftp.tu-clausthal.de
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
ftp.uni-paderborn.de......(131.234.10.42)....../atari/
ftp.cs.tu-berlin.de.......(130.149.17.7)....../pub/atari/
email server.............mail-server@cs.tu-berlin.de
pascal.math.fu-berlin.de..(130.133.4.50)....../pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)..... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/
email server.............archive-server@Germany.eu.net
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
email server.............ftpmail@ftp.uni-stuttgart.de
ftp.informatik.tu-muenchen.de...(131.159.0.198)..../pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.225.3)....../pub/atari/
wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)......../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)........./pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/
platforms/atari/
email server...........ftp-mailer@ftp.informatik.tu-muenchen.de
ftp.hrz.uni-kassel.de....(141.51.12.12)..../pub/machines/atari/
ftp.ira.uka.de...........(129.13.10.90)..../pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)...../pub/atari/
nibelung.worms.fh-rpl.de..(143.93.16.3)..../atari/
rzserv3.rz.tu-bs.de......(134.169.9.31)..../pub/atari/
email server............archive-server@ibr.cs.tu-bs.de
ftp.coli.uni-sb.de.......(134.96.68.1)...../pub/atari
ftp.inf.tu-dresden.de....(141.76.1.11) ...../pub/atari/

UK:
---
micros.hensa.ac.uk (148.88.8.84) .... /micros/atari/

email server......archive-server@micros.hensa.ac.uk
disabuse.demon.co.uk.(158.152.1.44)........ /pub/atari/
phlem.ph.kcl.ac.uk...(137.73.4.24)......... /pub/atari/

SWITZERLAND:
----
ftp.isbiel.ch.....(147.87.2.27)...../atari/
ezinfo.ethz.ch....(129.132.2.72)...../st/

AUSTRALIA:
----
closer.brisnet.org.au.....(203.4.149.97).../pub/archive1/ATARIST

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
------------------- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or
(128.193.4.2) or (128.255.21.233) or (128.255.40.200)
barnone.citi.umich.edu.....(141.211.128.22)...
/afs/umich.edu/group/itd/archive/atari
- (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/
- (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/umich/
PS!!! 155.198.1.40 is more reliable!!! - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/uni-paderborn
PS!!! 155.198.1.40 is more reliable!!! - (uni-paderborn, GERMANY)

- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions: [CR]= carriage return/return/enter
----
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR]
OR use the (IP) number address, NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once.
i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having
to reply "y" for each file when asked "get {filename}?".
12) quit [CR] to end FTP session and go back to UNIX
13) close [CR] to close the FTP site you're currently on, so that another
site can be opened without having to set bin, hash, prompt etc. again.

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on which the programs were intended, or in UNIX ....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after uncompressing .Z and/or .uu.
Use the appropriate decompression program for this.

- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys, xlinksys etc...) (ALL files with "sys" in their names)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh, xlba.lzh etc...) (ALL files ending with ".lzh")
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to another computer (use an other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

Part of this is dependent on you having the GNU msdos-utilities available at your site. If you don't, ask your local system operator how to transfer files to/from MSDOS disks.

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:

- mdir [CR] to show disk-directory/space left.

- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)

- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for "low density")

- mcopy a:{filename on disk} {copy filename} [CR] to get a file from disk to computer. i.e. "mcopy a:dlist.txt test1.zip"

- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

- eject [CR] to eject disks from disk-drives that don't have "eject buttons".

- - - - - - - - - - - - - - - - - - - -
Original idea and list compilation by Hallvard Tangeraas, Oslo, Norway

Now handled by Mark Smith (msh@dl.ac.uk) with permission from Hallvard

This list may by all means be reproduced and distributed freely, but only with all data intact.

Copyright (C) 23-Feburary-1995

2892. Re: Network a TT030 with a Macintosh? YES!!

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 13:09:32 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.iQ80na6xY9o@semprini.waterloo-rdp.on.ca>
Source record: 170938

In <3i8mq7$1tm@henry.interlink.no>, Vegard Hofsoey writes:
>Leslie Hartmier (leslieh@warpcon.ersys.edmonton.ab.ca) wrote:
>: Actually, I have Duet v 1.00. This dandy little program allows
>: you to network using any communication-able port - LAN
>: (F030/TT/MSTe), MIDI (all machines), Modem 1 (for any 'pooter except
>: for F030 - it's only Modem 1 for TT/MSTe), Modem 2 (TT/MSTe, both
>: with and without delay), Serial 2 (TT/MSTe, both with and without
>: delay), and the F030's modem port (once again, with and without
>: delay), and you can mix them (using LAN on F030/TT/MSTe and using,
>: say, MIDI with an ST) It also works with Macs, and works fast!
>
>This might be a silly question, but if I don't ask, I'll never know: Does
>this mean that my MSTe will fit into an Appletalk network?

In fine Atari tradition, the answer is "no". No software was ever
written to use the TT, MegaSTe, or Falcon LocalTalk port. A shame,
really.

I've also heard rumours that the TT/MSTe/Falcon LocalTalk port isn't
100% compatible with other LocalTalk ports (like on Macs, some printers,
some PC cards, etc, all of which work fine together).

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

2893. Re: Softlogik and Atari...

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 13:19:22 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3ii20q$ej9@osiris.wu-wien.ac.at>
Source record: 170939

dpj@delphi.com wrote:
: Regardless, Soft-Logik had already committed to the Amiga new version.
: From what I've heard in recent months, the Amiga version was selling much
: better than the Atari version could dream of - hence SL's further
: commitments to it, and lack of an Atari commitment. It all boils down
: to sales. How many new copies of Pagestream do you think Soft-Logik could
: sell today? Not upgrades, _new_ packages. Very few, I'd surmise.

Well, SL has on the Atari market tough competition with Calamus SL and
DAs Layout, that are far more felxible and professional tools than
Pagestraem. On the Amiga, Pagestream has no real competition
(BTW, why do you think don't they bother to do a PC or MAC version and
stick to a computer whose manufacturer has gone belly up?)

Regards,

Alfred

2894. WTD: CIVILIZATION for Atari STE

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 13:22:41 UTC
From: A421MAFE@VM1.SARA.NL
Message-ID: <1734EBC21.A421MAFE@VM1.SARA.NL>
Source record: 170937

as in subject. Any help on where to purchase this game is appreciated!

Regards, PIM.

2895. SM124 for sale

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 13:33:17 UTC
From: lamarth@delphi.com
Message-ID: <By0aUnl.lamarth@delphi.com>
Source record: 170940

```
For sale - Atari SM124 monchrome monitor. 5 years old but has less then
50 hours total operating time on it. Includes manual. $50+shipping.
Email if interested.

David (lamarth@delphi.com)
```

2896. Atari/SCSI HD question, Please advise...

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 13:52:46 UTC
From: jprice@ivory.trentu.ca
Message-ID: <1995Feb23.135246.17230@blaze.trentu.ca>
Source record: 170941

Advice would be greatly appreciated. I have an Atari SH204 jard drive and a Dynatek SyQuest 45 Meg removable SCSI drive. What hardware/software would be best for me in order to be running both on my STe/4 Meg? I also want to eventually run a SCSI CD-ROM drive on the Atari as well. Anyone out there have any experience/recommendations that would be helpful? (BTW, that's hard drive, not jard drive) See you at Ace '95. Thanks in advance.

2897. connect atari st to pc ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 14:01:11 UTC
From: erik@cp.tn.tudelft.nl
Message-ID: <erik.793548071@draconis.cp.tn.tudelft.nl>
Source record: 170942

I don't know if this is the right group for this, but I have (a) question(s).

Can you hook up an ATARI-1040STF to a PC (486DX2) so that I can use the harddisk of the PC for both machines?

Is there a program for the atari that will give me the ability to select a c:-drive (next to a an b) in the file-open selection and that the c:-drive is the harddisk of the pc?

Maybe it all sounds very stupid to ask but I was just wandering if this could be realized. It could speed up things for my atari and also a lot less trouble with all the floppydisks.

I hope someone can answer my questions or put me in the right direction to look. It would be very appreciated.

Many Thanx in Advance.

erik@sirius.co.tn.tudelft

2898. Re: MEDUSA T60

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 14:01:31 UTC
From: cc103@city.ac.uk
Message-ID: <1995Feb23.140131.13250@city.ac.uk>
Source record: 170943

ysiu@lexicor.com (Lexicor@world.std.com) wrote:
: In article <1995Feb20.094736.2591@city.ac.uk>,
: NORMAN S L <cc103@city.ac.uk> wrote:

: >Very interesting that Motorola only made a prototype of the 68060 and never published any information on it, so finding a Medusa with that processor in it could be very hard.
: >--

: Norman,

: there are only VERY few 68060 Medusa's out there with the main
: manufacturer and some developers, they have sent some to Medusa and the
: board is in itself already ready, just need Motorola to be able to produce
: and ship those.

Very unlikely as they said they would not be developing/producing anything higher than the 050

--

_ _
| \ | | ___ __ _ ___ Stephen Norman - Nogssoft Software
| \| |/ _ \ / _` / __| E-mail: cc103@fred.cs.city.ac.uk, cc103@city.ac.uk
| |\ | (_) | (_| __ \ WWW: http://web.city.ac.uk/~cc103
|_| _|___/ __, |___/ Treat her like a lady and she'll always bring you home
|___/

2899. Re: Wanna bet?

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 14:17:04 UTC
From: kim@dksoft.ping.dk
Message-ID: <FBXOBBVNUP@dksoft.ping.dk>
Source record: 170944

In <3ihif7$cia@holly.cc.uleth.ca> brenjb@hg.uleth.ca wrote:

>In article <FBTSEDVEUP@galaxy.teuto.de>, neptune@galaxy.teuto.de (Hendrik Mylius) writes:
>>
>>The statement 68040 = DX2 style-clock came either from you or s. o. else. I
>>don't hold my news that long, so I cannot retrieve them mails.
>>
>>Jooooooohhhhhn!!!
>
> Who, me? I only said that _both_ the 486 dx2-66 or the 68040 @64 MHz are
>clock doubled. I didn't say anything about *how they were clock doubled, just
>that they both are. I didn't think that was under contention. We do all agree
>that their both clock doubled, and not true sixty-somethings right?
> Am I supposed to be wagering something on this? How about a bottle of
>Yukon Jack Canadian Rye Whisky Liqueur?
>
>>
> Jon
>

I guess this means i was right. Thank you 8-)

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

2900. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 14:23:52 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3ii5po$svq@percy.cs.bham.ac.uk>
Source record: 170945

Graham.Irvine@mettav.exnet.com (Graham Irvine) writes:
>It was none other than Hendrik Mylius who wrote on 16 Feb 95 that ...:
>
> HM> If it really does, I apologise. But I can hardly imagine a Falcon
> HM> doing a picture in broadcast resolution (768 x 576, 24 bit), with AA,
> HM> in a reasonable
> HM> time. Not to mention a whole 2D-animation.
>
>It is clear by this statement you have either never seen Apex and thus are
>merely conjecturing from a position of ignorance or you were not able to use it
>properly !

Well I have seen it being run by Titan Designs/Doug Little, and I
asked them if it anti-aliased. "Yes, sure" they said, but when I asked
again more carefully, it turned out there was an anti-aliasing filter
which you could apply to a bunch of pixels, and that the basic tools
were *not* anti-aliased. The filter simply 'smudges' the image
afterwards; this is *NOT THE SAME* as having the effect built in to
the tools.

Don't get me wrong - Apex is really good, but it doesn't anti-alias.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

2901. Re: HSModem - still confused !

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 14:24:30 UTC
From: kim@dksoft.ping.dk
Message-ID: <FBXOBBVQUP@dksoft.ping.dk>
Source record: 170946

In <1995Feb22.145937.26488@news.unige.ch> Mike Morris wrote:

> I have just downloaded and installed HSMODEM6 on my TT. Problems,
>problems.
> I installed DRVIN.PRG, SCC.PRG, MFP.prg, and MFP_TT.prg (or similar),
>as told by the instructions. On rebooting, I had a strange problem
>with the Modem2 link to a Sun (which goes through STalker): the
>(TTY) link only worked when I typed a command, <RET>, and then sent
> a break. And even then it didn't always work. I also lost my Medium
>Net (midi port) connection to a MegaST.
> The programs were at the end of the AUTO folder, in the order
>above.
> What have I done wrong (or not done right)?

I'm not quite sure what serial ports the TT has, but i believe there is both
an MFP and an SCC, right ? In that case you just decide what chip you want
to use, and then use that driver only. Meaning:
If you got the SCC, then use the SCC.PRG (which i think is modem2).
If you got the MFP, the use MFP_TT.PRG, (which might be modem1).

But you have to go through both drivers to tell Hsmodem you're using a TT,
(that part i can remember for sure).

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

2902. Re: MiNT 1.12 - Baud Rate Settings?

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 14:27:22 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3ii60a$t1n@percy.cs.bham.ac.uk>
Source record: 170947
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

schwab@issan.informatik.uni-dortmund.de writes:
>In article <3hviv9$1me@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>
>|> I think you have to run HSMODEM *after* Mint, ie ignore what the
>|> HSMODEM docs say. The MintNet docs may be of some help to you.
>
>It's actually the other way round, you should run HSMODEM *before*
>MiNT, still ignoring the HSMODEM docs.

Oops! Thanks for clearing that up, Andreas.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

2903. Re: Cheap software 4 sale

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 14:29:00 UTC
From: gary.ratliff@starnetbbs.com
Message-ID: <9502240741445139@starnetbbs.com>
Source record: 170948

```
AS>From: abstract@wam.umd.edu (A statistic)
AS>OK, this newsgroup has been cluttered up an awful lot with stuff for
AS>sale, so I won't repost this or anything. The following items I will
AS>sell for little more than shipping costs:
AS> - Pagestream v1.8 (excellent desktop publisher)
AS> - A-Calc (easy to use, pretty good spreadsheet)
AS> - Degas
AS> - Universal Item Selector III
AS> - Laser C (compiler)
AS> - Laser DB (debugger for Laser C)
AS> - Flash v1.6 (modem software)

AS>Please respond by email if interested:

Ok just purchased a number of books last week. As these have much C
code would really like to get a c compiler. How much do you want for
this and where should I send a money order?
```

gary.ratliff@starnetbbs.com

 OLX 2.1 TD Overweight just sorta snacks up on you!

2904. FS: sm124 $25US; Word Perfect for Atari $50(?)

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 14:42:46 UTC
From: jpeck@blue.weeg.uiowa.edu
Message-ID: <3ii6t6$1ji3@blue.weeg.uiowa.edu>
Source record: 170949

sm124 monochrome monitor, (1990) used six months now in closet. $25 US takes it. I also have Word Perfect for the Atari 4.2. asking $50 US but make me an offer. Thanks.

Brooks Peck
brooks-peck@uiowa.edu

2905. Re: ATARI ST STINKS!!!!

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 14:48:25 UTC
From: richcsst@crash.cts.com
Message-ID: <D4GJsq.JCn@crash.cts.com>
Source record: 170950

```
: btw, does anyone have ST Format's email address?

Sure, it's "stf@futurenet.co.uk"

Rich
```

2906. Re: HSModem - still confused !

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 14:58:56 UTC
From: richcsst@crash.cts.com
Message-ID: <D4GKA8.KCE@crash.cts.com>
Source record: 170801

Mike Morris (mike@medsun.unige.ch) wrote:
: I have just downloaded and installed HSMODEM6 on my TT. Problems,
: problems.
: I installed DRVIN.PRG, SCC.PRG, MFP.prg, and MFP_TT.prg (or similar),
: as told by the instructions. On rebooting, I had a strange problem
: with the Modem2 link to a Sun (which goes through STalker): the
: (TTY) link only worked when I typed a command, <RET>, and then sent
: a break. And even then it didn't always work. I also lost my Medium
: Net (midi port) connection to a MegaST.
: The programs were at the end of the AUTO folder, in the order
: above.
: What have I done wrong (or not done right)?
: Mike Morris
: **
: Division of Medical Genetics tel (Switzerland) (22) 702.56.94
: CMU, University of Geneva fax (Switzerland) (22) 702.57.06
: Geneva, Switzerland email mike@medsun.unige.ch

Make sure your port settings have not changed. If you are networking, then make sure that your flow control is set to something compatible with the network (most likely OFF). Sometimes setup programs for nets do not even modify the flow parameter. In that case use the "Modem CPX" to set the ports, then run the net. Also, make sure that the settings on each program are set properly. Use the "SETTINGS" program to change your DRVIN, SCC, and MFP_TT programs.

Good luck, I hope that solves your problem.

Rich

2907. Re: ---> Program for BBS please?

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 15:21:00 UTC
From: bertil.jagard@p14.straight.ct.se
Message-ID: <ftn_2.203.221.14_0a4ac2f4_Bertil.Jagard@p14.straight.ct.se>
Source record: 170802

In a Message of <21-Feb-95> Ansy Maccallum writes:

AM> ..a bright note is the forthcoming ForeSight BBS package which looks
AM> great, and is due for release in the next 1-2 months...

Have you any more info about it?

Best Regards Bertil Jagard..
(UUCP Dialup connection)

2908. Re: How do you get the MagicMAC Demo to work

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 15:39:57 UTC
From: niklas@medialab.ericsson.se
Message-ID: <3iia8d$ea@erinews.ericsson.se>
Source record: 170803

I'm running the MacMagic demo on an LC630 (so no fpu) but I have to boot without any inits (hold down shift while booting). Wow, what a concept! I'm used to my trusty old STs with, at most, 1 meg of RAM, 16 colours and no hardisc. Now I can try out ST programs in 4 megs, 256 colours, running from the harddisc and ligthening fast! What an environment to develop programs in, compared to my 1040 STE.

When they make MacMagic PowerPC native it will be a perfect upgrade path. No more waiting for Atari to develop the hardware. Unfortunately almost everything I tried to run refused to work :-) but I haven't had the time to try very hard yet and it is a wonder that some do work. The demo even reads PC-discs without PC-exchange installed and doesn't choke on the Atariformatted discs like PC-exchange do.

I'm impressed.
Niklas

Niklas Hanberger Ericsson Media Lab

2909. Re: 68000 to 680XX upgrade easy?

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 15:50:53 UTC
From: walton@emc.com
Message-ID: <3iiast$av@ns0.emc.com>
Source record: 170804

In article <D45y95.5yp@eskimo.com>, zap@eskimo.com (Randell Spreadborogh) writes:
|> If I were to aquire a 68010 through 68040 chip could I simply pull my
|> old 68000 chip out and plug in the new chip? Is there other modifications

Assuming your ST has the 64 pin DIP version (as do all my machines),
the 68010 is pin compatible, however with exception of specific
optimization of looping instuctions (decrement and branch?), there would
be no benefit that the ST architecture could take advantage of.
I thought there was a single instruction prefetch on the 68010, but I
can't find it anywhere. Anyway, the data book does'nt state that a 16mhz version
of the 68010 is available. The only version of 68000 16mhz DIP is the 68HC000,
which is low power technology, but, other than the 6 I have in my basement,
I've never seen any. Any other versions 020,030,040 can't be done without
some kind of adapter board.

|> neccessary for this type of upgrade? Is it practicle? Other than the obvious
|> expense of the new chip is it a cheap way to go? I have both a 1040 ST and a
|> 4 meg STe with Tos 1.04 and 1.06 respectively. Any info appreciated. I do
|> plan on doubling the clock speed to 16MHz soon on one or the other units.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
How simple is this? I've though about it, but it would seem that you are
at the mercy of assuming that the processor interface is asynchronous.
Otherwise, you would might have setup/hold problems. Has anyone done this
without the benefit of an upgrade kit? If not could someone describe their
kit?

|> --
|> Randall Dale Spreadborough <zap@eskimo.com>
|> PGP v2.6.2 Public Key Available by Request

2910. Re: STARWARS Falcon demo problems

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 16:17:05 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3iice1$ii@bs33n.staffs.ac.uk>
Source record: 170807

Christian Andersson (christian.andersson@tnogobl.ct.se) wrote:
: A quick one!

: Does this demo exist on any FTP-site?

Yeah - the usual Atari ones (ftp.cnam.fr, ftp.uni-kl.de)
probably still in incoming though.

It's there along with another new one called GUTENTAG.ZIP

RiCH

2911. Re: Pascal to C converter ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 16:19:54 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9502231515.AA06039@ilmen.lanl.gov>
Source record: 170808

In a previous article, stkocz@ci3ux.ci.pwr.wroc.pl (Sebastian Tkocz) wrote:

> Any pascal to C converter known ?

AFAIK, only the 'human' type. :)

And most (all?) of the language 'converters' that I've had experience
with were far from the ideal; still requiring loads of diddling to do
the conversion and _much_ more effort to optimize the code.

All in all, it's usually easier to just start from scratch.

-Hutch- @ Fair Dinkum Tech

2912. Re: Don't flame me .What is a CPX???

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 16:22:58 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3iicp2$ii@bs33n.staffs.ac.uk>
Source record: 170810

MarcosAgra wrote:

: Hi there ;
: I have come accross usefull CPXs but i don't know how to run
: them. The only thing i know is that it's in some way linked to the control
: pannel acc. Help is greatly appreciated.Thanks.
: Marcos Agra

You answered your question yourself :) A CPX is a Control Panel Accessory, you can put as many (memory permitting) as you like into your CPX folder on your boot drive/disk and if you are running the Control Panel they will be available to you from within it. The default ones on the Falcon version include things like a Mouse Accelerator, Window Colour changer, Modem set-up, etc... but I've seen many CPX's from Biorhythm generators to a complete Basic language.

RiCH

2913. Re: ST Formats email address (was Re: ATARI ST STINKS!!!!)

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 16:25:04 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3iict0$ii@bs33n.staffs.ac.uk>
Source record: 170811

Anthony Jacques (jacquesa@cs.man.ac.uk) wrote:
: stf@futurenet.co.uk

: I would guess that it is mentioned on their www page, (although I remember
: that being crap....)

Yep thats the address alright, and lets hope their WWW page gets better
along with the magazine now they have a new editor on-board. Good bye
Trenty... welcome Karen... could be interesting... stay tuned :)

RiCH

2914. Re: How do you get the MagicMAC Demo to work

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 16:36:15 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9502231532.AA06047@ilmen.lanl.gov>
Source record: 170812

In a previous article, johan.nordlander@engelska.umu.se (Johan Nordlander) wrote:

>Installed the demo yesterday on my Quadra 800 and my first impression is
>that it works OK.

Whoa! A MagicMac demo? Is this available via ftp anywhere? Or even via
snailmail from across the pond? I'd love to try it out!

-Hutch- @ Fair Dinkum Tech

2915. Re: ST, hard drives, software for sale

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 16:45:38 UTC
From: Kyle.Heflin@f79.n105.z1.fidonet.org
Message-ID: <793583139.AA05893@jina.rain.com>
Source record: 170813

Hi,
Do you still have those hard drives?
Are they Full height or Half height?
Also are they 3.5" or 5.25" media size?
What version is the Word Perfect program?
how about $20 including shipping for the Chessmaster 2000.
Feel free to net mail me or leave a message on my voice mail.
(503) 727-3532 (24HR).

2916. Re: Cheap software 4 sale

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 16:48:04 UTC
From: Kyle.Heflin@f79.n105.z1.fidonet.org
Message-ID: <793583139.AA05892@jina.rain.com>
Source record: 170814

I'll bid $30 for the Pagestream ver 1.8.
net mail me or leave a message where I can get a hold of you.
(503) 727-3532 (24 HR Voice Mail)

2917. PING 2000 DEMO RELEASED

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 16:58:16 UTC
From: vdleij@phil.ruu.nl
Message-ID: <vdleij-2302951758160001@ana-dyn-18.mac.phil.ruu.nl>
Source record: 170815

Today I have put the demo of our Falcon030 only game PING 2000 on the
following ftp sites as PING2K_D.ZIP:

ftp.uni-kl.de
ftp.can.fr (????)
atari.archive.umich.edu

Should be available the coming days.

Joost.

P.S. a large info file is following.

--
Joost van der Leij,
Holland Game Design,
's Gravelandseweg 127,
1217 ER Hilversum,
The Netherlands.

e-mail: Joost.vanderleij@phil.ruu.nl

2918. Re: MEDUSA T60

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 16:58:59 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.45.0010FC33@cam.ac.uk>
Source record: 170841

I read in PCW ages ago that Motorola had dumped the 050 as it only had about 5% increase in speed over the 040, so the next chip out would be the 060.

Adrian (apb25@cam.ac.uk)

2919. BIG INFO FILE ON PING 2000

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 16:59:01 UTC
From: vdleij@phil.ruu.nl
Message-ID: <vdleij-2302951759010001@ana-dyn-18.mac.phil.ruu.nl>
Source record: 170816

```
Excuses for bad english, correct english in full version.

Holland Game Design presents:

PING 2000, a Atari Falcon030 only game.

(Due to copyright reasons this game is called PING 2000 and not
the trade marked name)

Written by J.G. van der Leij
Music by BOB
Graphics by E. van Scheijndel and J.G. van der Leij

Technical Specifications.

PING 2000 runs on any Atari Falcon030 with at least 4MB Ram with
RGB monitors, PAL-TV, Multi Sync or VGA monitors up to 72 Hrz
Non-Interlaced. The games requires about 3MB diskspace and is
about 6MB big. PING 2000 can be played by one or two players
with joysticks or Atari joypads.

About PING 2000
```

PING was the first video game ever, when it was launched for mass market by Atari. Since then many video games have come and gone of which we have seen revivals as computer improved technically. But there has been no revival of PING until now!
As the world leaps to the next generation of gameplay Holland Game Design produced a ping clone with improved graphics and sound. PING 2000 will take you on a journey through time, and show you Ping has been a basic element of existence. We'll take you through six sectors and let you play those essential first moves in life. Through the first five sectors you have to pass twenty tests of increasingly more difficult Ping reaction moves.
The first stage will be PING 20.000.000 B.C.: the birth of the universe in which massive energy fields collide with giantic asteroids filled with rare elements. Huge gas clouds travel the vast amount of space. Here in deep space at the begining of time, you'll encouter your first Ping 20.000.000.000 B.C. action.
The second stage takes you to the time our little planet was being terra-formed. In this huge bassin of living organisms at lot of bouncing up and down was happening. Still uncertain in their ways little organismes began to spring and made their first important moves: Ping 2.000.000 B.C. moves. But watch out for those pieces of dead wood falling.

At the third stage time has progressed a little further. The
first humanoids have taken over the earth. With big bats they
start bashing every skull they meat. But hey, they are not alone
on this planet. They we're forced to play Ping 200.000 B.C. even
before your granny was born. Play it cool with the first ivory
ball, while other tribes try to distract you thier wooden balls.
The fourth stage is one of the intellectual fundamentals of
our civilisation. The basis of the original Ping was being laid,
when the first two humans started playing tennis. Ping 1500 was a
reality. Take your primitive bats and those balls to the other
side, but don't let the loosy ball boy's ball confuse you.
The fifth state is the wonderful world of Ping as we knew it
in the seventies. Finally after all these years Ping has been
computerized. Get into the computer and start playing those bits,
but don't get fooled by an occasional bug flying around.
The sixth and last stage consists of one giant stage in
which a terrible space war is being fought with great machines
dumping electerical discharges at each other. Battle is fought
throwing planets at each other. Can you stand the ultimate test?
With an ever expanding universe, each stage grows bigger and
bigger, the tests get harder and harder. Do you dare to try?

How to play PING 2000

PING 2000 is played either with the joystick or the new Atari
joypads. You can play with both at the same time, no need to
change parameters.
You start PING 2000 by clicking PING2000.PRG twice after you
have copied every file into the same directory on your harddisk.
You see a little rubble at first: this does not mean you machi-
ne has crashed; your game is loading fine. After some time the
music comes on and the title screen appears. Press fire (joypad
button A) to continue.
You now enter the selection screen. You can choose between
PING 2000, PING DUEL, PING CLASSIC and Quit to GEM.
Pressing <c> on the selection screen clears the saved games and
beasty mode setting. The porces is inreversible so be careful when
you press it.
Pressing (r) during the game returns the game to the selection
screen.
PING 2000 starts a one player game of you against the
computer. You play the right bat. You are presented with a selec-
tion screen with saved starting points and a "just start" option.
Just start will take you to the first level. Other options bring
you to the designated level. After that the information screen
comes up, you can press fire button, and wait for the main game.
As it starts the ball is hanging at the upper end of the stage.
You can move it left and right, or release it by pressing the
fire button.
If you release it the ball will fall towards a central objet,

on which it will bounce to your side! So be prepared by moving up and down to position your bat. After this your on your own.
The ball will bounce against all non-moving obstacles. It will also bounce back from the front of your and the computers bat, but it will bounce up or down if you try to get it on your top or bottom of your bat. Be quick: react!
If the ball bounces against the nasty companion or the little diamond, it will be altered in it's path in quite a random way, so watch out if the ball is heading towards one. The gas cloud in itself is neutral: it might harm you, or protect you; it might harm the computer or protect it.
The diamonds are power-ups or power-downs. You can enable most power-ups by hitting it with the ball AND being the last bat actually touching the ball. If the computer touches the ball last most of the power-ups will be cancelled. In all cases the next power-up will be released to drift into the stage.
The black diamond gives your bat greater speed. This can be positive as you can get the ball easier, or negative because the speed you are used to is altered.
The blue diamond slows your bat down. If you had taken the black diamond speeds is back to normal, otherwise you have just become a little slow.
The green diamond gives you an extra life. Extra lifes will appear in the next round.
The bright green diamond creates a very fast ball. The ball will automatically change it's direction toward the enemy, but if the enemy bounces it or the ball bounces against something different, have lighting reflexes or expect hell to pay.
The red diamond creates a slow ball. If you just had fast ball than the ball will return to normal speed, if not then the ball is just going a little bit slower, although this doesn't mean it's neccesary easier!
The bright red diamond wil make the ball fall. If the ball falls on the enemies side you're saved and are of to the next test, but if it's on your side doom is your fate.
If the ball thouches either the left or the right side it will fall. If it's the left side you win and move on to the next test. if it's the right side: pity you but you have lost a life and must try again.
Lives left are displayed at the right upper corner. For every three test made an extra life is awarded.

PING DUEL is in all respects the same as PING 2000, except for the small detail you'll need a friend to play. It's one on one in the Ping arena. All power-ups automatically fall to the one whose bat last touched the ball. Ball out is randomly distributed between the two players. It also bounces randomly from the central object. You can play it until one player lost his last life after

which victory and (almost) ever lasting glory goes to the other player.

PING CLASSIC gives you the traditional ping game and let you play against the computer. If you win the computer gets a little better, if you lose the computer gets a little slower. A life is awarded for every three wins.

Quit to GEM quits the game, as the name suggests and returns to the desktop from which you launched PING2000.PRG. Screen resolution and colours are restored.

Sound setting. Before running ping2000.prg you can set the sound level with the Sound Setup in the Control Panel. PING 2000 has been set up to not blow your boxes if you set sound level to 15.

Excuses for the bad english, correct english in full version.

********** IMPORTANT **********
* *
* ORDER INFORMATION *
* *
****

With the decline of the Atari ST market, there hasn't unfortunalty grown a big FALCON030 market. Therefore we publish and distribute this game ourselves. By making some hard choices we are enable to sell PING 2000 for the low price of £19.90, $29.90 or fl49,50 inclusive of VAT.

We are setting up our own distribution system. We therefore invite dealers, retailers and wholesalers to contact us about distribution rights.

Holland Game Design
's Gravelandseweg 127,
1217 ER, Hilversum
The Netherlands

We are a official business and are registered with the chambre of commerce of Hilversum registration number 56897, and are financially healthy and bank with the Postbank account number 400587. If you have second thoughts please check these references. If you have any question to ask do not hestitate to write us, or if you have e-mail e-mail us at:
Joost.vanderleij@phil.ruu.nl

We have the following discounts:

Order reveived for the official release date: 5% disc.

Retailers discount on order of 2-9 parcels: 30% disc.

Wholesalers discount on order of 10 or more parcels: 50% disc.

We invite retailers and wholesalers to order. please fill in and sent us the account application form with your order. We require pre-payement on the first 2-3 orders. Please include payment with order for rapid order handling. All orders with payment are send free of postage and packages charges. All others will be invoiced for postage and packages. Orders without pre-payment will receive a proforma invoice. Exclusive import rights are negotiable. Code is available for porting to other machine, please inquire.

International money transfers:

You can transfer the money to our GIRO account: 400587.

We prefer eurocheques paid out in dutch guilders, but we will accept all other methodes of paying except for credit cards. Please contact us in case of doubts.

********** IMPORTANT **********
* *
* ACCOUNT APPLICATION FORM *
* *
****

ACCOUNT APPLICATION FORM

PLEASE OPEN A CREDIT ACCOUNT FOR THE FOLLOWING COMPANY:

NAME:
ADRES:
ZIP:
CITY:
COUNTRY:
PHONE:
FAX:
E-MAIL:
VAT:

WE BANK AT:

NAME:
ACCOUNT NUMBER:

TRADE REFERENCE ONE:

NAME:

TRADE REFERENCE TWO:

NAME:

PLEASE OPEN A CREDIT ACCOUNT FOR THE AMOUNT OF:

I UNDERSTAND THE FIRST TWO TO THREE ORDERS MAY BE ON A PRE-PAYMENT BASE.

NAME:
SIGNATURE:
(NOT APPLICABLE THROUGH EMAIL)
FUNCTION:

PLEASE SEND THIS FORM TO:

HOLLAND GAME DESIGN
'S GRAVELANDSEWEG 127
1217 ER HILVERSUM
THE NETHERLANDS.

OR BY EMAIL TO: JOOST.VANDERLEIJ@PHIL.RUU.NL

PING 2000 can be ordered in the following countries:

United Kingdom (market closed)

Merlin
PO Box 77
Stroud
Glos
GL6 9YD
United kingdom

Denmark

Computer Music Denmark
skivegade 57
9900 FR.Havn DK
Tel/fax +45 98420283
(Contact first)

Sweden

The Octalyser Team
Bjornkarssgatan 7A.12
582 51 Linkoping
Sweden
(Contact first)

The Netherlands

Holland Game Design
�s Gravelandseweg 127
1217 ER Hilversum
Giro 400587
(Transfer the price of order to our giro account)

Atari ST Computerclub Nederland
Postbus 5011
2000 CA Haarlem
023-351100 (six lines)

We also publish third party programs for Falcon030/STE/ST. If you think you have something we should please send us a copy. We also distribute third party games in The Netherlands. Current products are:

Sanders MultiTos Background Formatter (fl 7.50)
The Octalyser STE/Falcon030 (fl 40.-)
AstroPanic94 ST/TT/STE/FALCON030 (fl 20,-)
UFO WAR (Falcon030/RGB) (fl 25,-)

To order: Transfer the required money to our giro account: 400587

--
Joost van der Leij,
Holland Game Design,
's Gravelandseweg 127,
1217 ER Hilversum,
The Netherlands.

e-mail: Joost.vanderleij@phil.ruu.nl

2920. Re: ST, hard drives, software for sale

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 17:05:21 UTC
From: nicole@seas.smu.edu
Message-ID: <3iif8h$epr@giant.seas.smu.edu>
Source record: 170817

Sorry for posting, but I can't get mail to the reply address to work.
I'm interested in the scsi adaptor, but I'd like to know A)if it has a
clock and B) does it come with software. Thanks

John Trimble
nicole@seas.smu.edu

2921. Re: File at UNI-KL.DE..

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 17:37:17 UTC
From: healy@nosc.mil
Message-ID: <1995Feb23.173717.27548@nosc.mil>
Source record: 170818

In article <950222Z093602.213barheath@heathen.demon.co.uk> barheath@heathen.demon.co.uk writes:
>
>If you want to use a CLI environment because you find it easier, fine; but
>why should I (and everyone else) be required to follow suit? "Because it's
>done that way" is not an answer either. If that were the case we'd still be
>writing on stone tablets with flint.
>

I still think that sometimes it's easier to use a cli, sometimes its easier to mouse it. Why do you feel that you are required to follow suit (I guess I missed the beginning of this)?

Mike Healy

healy@nosc.mil

2922. Re: 68000 to 680XX upgrade easy?

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 17:52:32 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-2302951752320001@ngalm099.gal.nt.com>
Source record: 170855

In article <3iiast$av@ns0.emc.com>, walton@emc.com (John Walton) wrote:

> In article <D45y95.5yp@eskimo.com>, zap@eskimo.com (Randell
Spreadborogh) writes:
> |> If I were to aquire a 68010 through 68040 chip could I simply pull my
> |> old 68000 chip out and plug in the new chip? Is there other modifications

I have seen previous posts from people who have put a 68010 in their ST.
I think there might be a slight increase in the multiplication speed, but
this is only about 1% better than a plain 68000. There are other problems
though, like needing TOS 2.06 or patching.

> |> 4 meg STe with Tos 1.04 and 1.06 respectively. Any info appreciated. I do
> |> plan on doubling the clock speed to 16MHz soon on one or the other units.
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
> How simple is this? I've though about it, but it would seem that you are
> at the mercy of assuming that the processor interface is asynchronous.

I have done this & I promised Danny (@ hensa) a long time ago that I
would post him the modification instructions.I promise to document it
properly this weekend & maybe they will be on a FTP site next week.

It's a simple modification, sometimes you don't need to change the CPU (I
didn't on my old STFM), only one logic device needed & a few wires.
It basically switches the CPU clock to 16 Mhz when the 68000 is not using
the bus. It gives only about 10-12% increase in speed though, because
there is no cache memory. But it does make an old 8 Mhz STFM a bit nicer
to use (especially it you use MiNT). Might just give you a longing for a
PAK ;)

Note: This is not my idea, I just put it together from what I picked up
here & from data books & AFAIK it was first done in Germany a long time
ago, but I never found the file.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

2923. Re: Editors for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 18:02:40 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBXSFCUXUP@galaxy.teuto.de>
Source record: 170847

In <3idmje$q58@sat.ipp-garching.mpg.de> Cornelius Krasel wrote:

>maybe you should write to the original developers, CCD. AFAIK these
>guys still make a living from selling Atari programs. Sorry, I don't
>have the address handy, maybe one of the other Germans reading this net can

CCD-Dirk Beyelstein
Hochheimer Straï¿½e 5
D-65343 Eltville

Phone: +49-6123-1094
Fax : +49-6123-4389

Hendr!K

2924. Re: WANTED Maxon EPROM Programmer software.

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 18:06:16 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBXSFCVAUP@galaxy.teuto.de>
Source record: 170846

In <793395339snz@ginjocky.demon.co.uk> paul keating wrote:

>Does anybody have a copy of the Atari Maxon EPROM programmer software(English)
>version as I only have the German language edition. Or if someone in London

Why don't you use PINATUBO instead? It is much better than the original
software. But still in German, though. But quite easy to use anyway.

The latest version is 1.82, only a couple of days old ;-)

Hendr!K

2925. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 18:11:29 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <02231995.181129@empyr.dircon.co.uk>
Source record: 170819

barheath@heathen.demon.co.uk (Barry Heath) wrote:

BH> "Roger Sheppard.." writes:
RS> hutch@ilmen.lanl.gov (Hutch) writes:
H>> In a previous article, a sniveling individual with the address of
H>> b9458317@wlv.ac.uk (ViSioN FX) who didn't even have the guts to
H>> sign his/her post wrote the following bit of childish flamebait:
H>>
H>>> Get a life - get a PC :)
H>>
H>> Hilarious. This from someone who has nothing better to do with his
H>> time. Sounds like one of Roger's "sniveling, snot nosed teenagers," to
H>> me. :) ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

RS> Hey Hutch, that saying is Copyrighted, get one of your own...:-)

BH> He doesn't need to. That was a legitimate quotation - or don't you
BH> understand the normal use of quotation marks (why do you think they
BH> are called that) in English? It was referred, too, so you can't
BH> complain about infringement either - though I daresay you will!

BH> Bloody colonials; never did learn their place.

Erm...'Bazza'..Roger is a Brit, and I don't see a smily at the end of that
sentence...I presume you are joking of course ?

___ Blue Wave/QWK v2.12

VQWK 6.20 [Rev H - 04/04/94]

2926. Upgrading memory in 1040ST above 1 meg

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 18:21:31 UTC
From: walton@emc.com
Message-ID: <3iijnb$av@ns0.emc.com>
Source record: 170820

I have a 4 Meg upgrade board for an old 520ST. It was a 4 layer PCB
with two ribbon cables attached to it and the MMU and 'what ever the chip
in the tin can was' for address data and control, and power(!).

Well, It wouldn't work reliably until I added two large gauge wires
between to two PCBs (since ribbon cable is a poor power distribution medium),
and remove the existing 256K DRAM.

Anyway, the 520 died one day and I decided to reinstall the board in
a 1040STF. Well, needless to say, I had the same problems as before.
so I added a few more big wires, and cut the data pins from the DRAM.
Now I can't seem to add more than 24 1 Meg chips to the upgrade board,
before it BOMBs, I suspect I'm overloading the address bus.

Has anyone brought a 1040STF up to 4meg without having to remove (in it's
entirety) the existing DRAM?

2927. Re: GE Soft

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 18:34:00 UTC
From: Lutz_Weigand@gi.maus.de
Message-ID: <199502232034.a4107@gi.maus.de>
Source record: 170821

Hi there,
TCI>I'm trying to get in touch with GE Soft. Anyone know what's up with
TCI>them right now? The phone # I have is disconnected. Anyone know
TCI>what's up with their Eagle product?

try this number: int code+ 2241-40 64 92 fax: int code+ 2241-406589

They are delivering this days the first eagles.

Regards Lutz

2928. Re: Changes to HENSA Access...

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 18:34:20 UTC
From: dcohen@cix.compulink.co.uk
Message-ID: <D4Gu98.n0H@cix.compulink.co.uk>
Source record: 170822

In message <3ifd0r$ju7@epsilon.qmw.ac.uk>, efac001@alpha.qmw.ac.uk said:
> Hi all
>
> There have been some changes (in the right direction for all of you),
> to HENSA access.

I suggest that those who sent letter objecting to the restrictions should
now send letter welcoming the changes, but suggesting gently that further
changes in this direction would be appreciated.

Daniel Cohen
e-mail: D.E.Cohen@qmw.ac.uk or dcohen@cix.compulink.co.uk

2929. Bio Hazard

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 18:35:15 UTC
From: gloganwr@is.dal.ca
Message-ID: <1995Feb23.143516.34569@ac.dal.ca>
Source record: 170823

I'll probably get flamed to the Nth degree for asking for a registered shareware game, (I've found Atari users much more defensive over that) but I'm going to ask anyway. We've had our 1040STf for a long time now, and I quite enjoy using it. Recently, I found a demo for a really cool game called Bio Hazard based on the Alien movies. Needless to say, I was impressed. Trouble is, I can't afford to register it. So, if some kind soul out there has a registered version and would care to send it to me, I'd be forever in their debt. Also, if there are similar games, I'd be interested in finding out about them...
Thanks in advance,

--

Gabriel Logan-Wright "Think of it as evolution in action."
(GLoganWr@Is.Dal.Ca) -Larry Niven and Jerry Pournelle, Oath Of Fealty
"Freedom is inversly proportional to security."
-Larry Niven

Homepage - Http://is.dal.ca:/~gloganwr/bishop.html

2930. Re: MEDUSA T60

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 19:01:23 UTC
From: Lexicor@world.std.com
Message-ID: <D4GvIB.F0t@world.std.com>
Source record: 170824

In article <1995Feb23.140131.13250@city.ac.uk>,
NORMAN S L <cc103@city.ac.uk> wrote:

>Very unlikely as they said they would not be developing/producing anything higher than the 050

Stephen,

how long ago was that though? :) the '050 isn't even a consideration
these days *grin*. Your posts seems to indicate that you doubt the existance
of even the prototype 68060's? Well they exist and 3rd party developers
for not only atari have been making acceleration/extension boards using a
68060. However none of it is readily available as motorola isn't shipping
them, but the proto's exist.

Cheers

Yat @ Lexicor

2931. Cannon Fodder Cheat saga, final edition! :)

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 19:37:37 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3iio61$43s@golem.wcc.govt.nz>
Source record: 170825

I finally found a working version of the cannon fodder cheat:

ftp://ftp.cnam.fr/pub/Atari/Games/cannon_fodder_cheat.gz

It un-Gnu-ZIPs to around 130K, the other was only 50K, which shows what the problem was. This version works, displays a graphical menu, plays really bad chip music. I'll send it of to hensa and a.a.u.e in a minute. Finally, I can get past that mission! :)

ftp.cnam.fr seems to have a pretty good collection of Atari STuff as well, check it out!

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.
Maintainer of the Generation-X FAQ.
"Follow the rules we've demonstrated, or else you'll end up mutilated"

2932. Re: Setting programs to use serial 2 instead of modem 1

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 20:14:00 UTC
From: stefan.andreasson@f0.n200.z2.ct.se
Message-ID: <ftn_2.203.203$fidonet.org_2f4ced01_Stefan.Andreasson@f0.n200.z2.ct.se>
Source record: 170826

```
In a message of 16 Feb 95 Conan O. Ford (2:200/427.1) wrote to All :
COF> On my mega STE, how can I set all programs to use serial 2 instead
COF> of modem 1? (I understand that 38400 bps is possible on serial
COF> 2).

I use Modem2 at 115200 bps with HSModem.

No hardware modifications done !!

Regards Stefan

( UUCP Dialup connection )
```

2933. Re: Graphic WWW browser for Atari?

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 20:19:53 UTC
From: avg@cwi.nl
Message-ID: <avg.793570793@news.cwi.nl>
Source record: 170827

gerco@cs.vu.nl (Ballintijn GC) writes:

>> Not yet, but reportedly there are some in development. Although, if you
>> get the X port to the ST running, as well as a proper SLIP connection
>> (see below), you should be able to run Mosaic on your UNIX host and set
>> the display to your ST. Of course, this also assumes you have Mosaic on
>> your Unix host. :)

>You've probably never done this! This is nice as an experiment, but
>it takes ages before everything is finally there in your Xserver. I
>believe somethings of about a minute or so on a 14k4! And then only
>program has started! Think of images!

That's not true. I have a 14k4 modem with a CSLIP connection
attached to my 486 (Linux) and running remote X applications is
workable. For Mosaic, you would probably have to disable picture
loading, though.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2934. Re: Graphic WWW browser for Atari?

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 20:21:46 UTC
From: avg@cwi.nl
Message-ID: <avg.793570906@news.cwi.nl>
Source record: 170829

koehne@tripolis.informatik.uni-dortmund.de (Patrick Koehne) writes:

>In article <D47JM4.Cv1@watserv2.uwaterloo.ca>,
>sasmesba@kingcong.uwaterloo.ca (Samy Mesbah) writes:

>|> But if you run Xwindows under mint and have a PPP or SLIP connection
>|> to a system which runs XMOSAIC, you can use it and it is VERY useable
>|> on 14.4 modem with compression.

>But I think that won't run under 2MB Memory, will it?
>Otherwise what would I need for minimal configuration??

A 486 with 8 megs and 540MB disk :-)
--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2935. Spectre GCR 3.0 for sale

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 20:55:19 UTC
From: dat91fhu@ludat.lth.se
Message-ID: <3iisnn$pb@nic.lth.se>
Source record: 170831

```
I'm selling a mac-emulator for the Atari ST/E/FM. It's
a Spectre GCR 3.0 and has the mac-ROMs. It's yours for
only $90! Or 130 DM, or 55 UKP.

The price can be discussed if we can make a quick deal.

Send me an E-mail.
```

--
E-mail : dat91fhu@ludat.lth.se Tel : +46 (0)46 12 80 78
Snail-mail : Fredrik Hugosson, Ulrikedalsv�gen 2:U303, S-224 58 LUND
WWW : http://www.ludat.lth.se/~dat91fhu
"There's 70 billion people on earth, where are they hiding?"
Cabaret Voltaire

2936. Re: Changes to HENSA Access...

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 21:44:43 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3iivkb$nd2@m.ehd.hwc.ca>
Source record: 170832

D.Bhabuta (efac001@alpha.qmw.ac.uk) wrote:
: Hi all

: There have been some changes (in the right direction for all of you),
: to HENSA access.

: Here is the gist of it... (all times in GMT/BST)

: Gopher and WWW:
: 8am - 8pm NO accesses to those outside ac.uk
: 8pm - 8am UNRESTRICTED (yes!) access to all

: ftp:
: 8am - 8pm 30 slots for people in ac.uk, 6 for the rest
: 8pm - 8am more slots for ac.uk uses....and more (10 ATM, but can rise)
: for others

: telnet:
: No restrictions at all at any time.

Great stuff!! Did you find out what was causing the heavy load?

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

2937. Re: Cannon Fodder Cheat saga, final edition! :)

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 22:23:41 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3ij1td$5sm@golem.wcc.govt.nz>
Source record: 170833

In article <3iio61$43s@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz (steve wells) writes:
>I finally found a working version of the cannon fodder cheat:
>
>ftp://ftp.cnam.fr/pub/Atari/Games/cannon_fodder_cheat.gz

Yes I saw that one as well, funny that its OK and the otheres are all stuffed..

>ftp.cnam.fr seems to have a pretty good collection of Atari STuff as
>well, check it out!

And a very good selection of PD Games....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2938. Re: Atari Falcon owns in HULL!!!

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 22:30:00 UTC
From: sven.bornemark@p56.dada.ct.se
Message-ID: <ftn_2.200.136.56$fidonet.org_2f4d0dc2_Sven.Bornemark@p56.dada.ct.se>
Source record: 170834

To: G.R.Keen@dcs.hull.ac.uk

> I need to find a Atari Falcon owner who lives in or somewhere
> near Kingston upon Hull, England. Desert Star Software NEED to test
> their new game, Hollywood Hustler, on a Atari Falcon.
> If any one can help PLEASE Email me.

Best of luck, Glenn! Your *future* depends on it, at least from where I stand.

If all else fails, try running your game on a Falcon with Backward - not
the ideal solution, but better than nothing.

I for one am keeping my fingers crossed - no Non-Falcon-games enter my Atari
software catalogue! Games *should* run off hard disks too!

Yours sincerely

-Sven-

__ __ __ __ __ __ __ __ __ __ __ __ __
/_ / //_ / / /_// //_// //_ ////_//_//_/ //// //_ //_/
__/ \//_ / / /_//_// |/ //_ / // // |/ | / //_/__/// |

---- Lergodsv 79, S-238 40 OXIE. Tel +46-40 54 54 54 ----
---- Internet sven@dada.ct.se / Fidonet 2:200/136.56 ----
---------------------- S W E D E N ----------------------

(UUCP Dialup connection)

2939. Re: Connect.lzh file

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 22:44:15 UTC
From: joseecek@deepcove.com
Message-ID: <3ij33v$rb3@Kaos.deepcove.com>
Source record: 170836

Rod@ivecoft.demon.co.uk (Rod) writes:

>This might seem like a daft question but it IS genuine

>I have downloaded Connect from an ftp site to my poxy pc at work and have taken
>it home to a real machine. Now how do i unpack it? STZIP wont touch it and I'm
>lost as to what to try next. any suggestions welcome.

>TIA for any help that you can give.

You must un-LZH it... But that is not important at this time, - do not
waste your time. Connect is NOT good and in fact is useless. Intention of
a programmer was good - to use GEM-TOS environment to it's maximum, but
then he "overkill" it so much that menus are popping out everywhere
unexpectedly and on wrong places. Very difficult for any user to even get
used to it. There is a lot of gimmicks (like spinning coursor etc). I've
looked at it, tried it, and trew it away.... It gives you 30 hours
testing time - one needs that much just to learn it. Fully operational
version sets you back 60 deutch marks - all for something what looks like
a gimmicky toy... If you looking for comm prog than you should look at
Stalker with it's 'Mac' like logic = commands lined up on top with drop
down menus.

Josef

josef.palecek@deepcove.com

2940. Quicktime Player wanted!

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 23:04:00 UTC
From: christian.mittendorf@ostkupan.ct.se
Message-ID: <ftn_2.203.202.11$fidonet.org_2f4d14a6_Christian.Mittendorf@ostkupan.ct.se>
Source record: 170837

Hi!

Today did I got a gratis CD from a friend. Logically it's for WindoZe and Mac.
But I _want_ to see those 400 MByte Quicktime Movies on my Falcon!
Is anybody working on that? Any idea?

And what kind of player do I need to play sound's with the extension AIF?

Hejdaa,
Christian

(UUCP Dialup connection)

2941. Re: GDOS-Fonts for NVDI

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 23:27:47 UTC
From: d93rkr@t.hfb.se
Message-ID: <d93rkr.793582067@txfs1.hfb.se>
Source record: 170838

In <D4BqA5.C2v@cix.compulink.co.uk> jwatkins@cix.compulink.co.uk ("John Watkins") writes:

>Try one of the GDOS fonts from the Gemini archive. I don't know if they
>are available or can be distributed separately. One I use (and have
>modified) is 10x6 (ie: 107 columns by 40 rows).

Actually I'm searching for a program to edit GDOS-fonts with!

Anyone know of one... PD/SW/Comercial????

//Robert
--
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
University of Borlange, Sweden _/ _/ _/ _/ _/ _/ _/ _/ STm
tel: +46-(0)70 5718622 _/_/_/ _/ _/_/_/ _/_/ _/ STe
http://tpx5.hfb.se:8000/~d93rkr _/ _/ _/ _/ _/ _/ _/ _/ F-030

2942. Re: Eiffel for ST?

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 23:30:48 UTC
From: henk@elrond.Simplex.NL
Message-ID: <FBXWFBWBUp@elrond.Simplex.NL>
Source record: 170835
Cross-posted to: comp.sys.atari.st,comp.lang.eiffel,henk@elrond.simplex.nl

In <3icob2$4qg@dunlop.cs.strath.ac.uk> Simon Hardie CES93 wrote :

>Does any one out there know if there is a version of the Object Oreintated Language EIFFEL
>for the ST and where can I get it.
>
>
>P.S. Can you mail me an answer.
>
>Thanks,
> Simon Hardie.
>
>
I think so. If I remember well I have it here somewhere.
Maybe it is on the finnish archive.

Henk

--
Henk van der Griendt, Student Library Sciences
Dordrecht Email: henk@elrond.Simplex.NL or
The Netherlands griendt@Simplex.NL

2943. Re: Monitor port on ST....

Newsgroup: comp.sys.atari.st
Date: 1995-02-23 23:57:42 UTC
From: aw@zaphot.augusta.de
Message-ID: <FBXXCHWJUP@zaphot.augusta.de>
Source record: 170839
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3i4lpr$frl@m1.cs.man.ac.uk> S94 wrote:

>Here's another one: What the hell is the AUDIO IN and how do you use it ???

What did you expect? Sound sampling ;-) ? Nope!

You can connect AUDIO IN to any sound source (tape deck, walkman etc.)
and hear the sound via your monitor's speaker - that's all.

Ciao ...

--
Arno Welzel \ /\ /
aw@zaphot.augusta.de \/--\/

2944. Re: Falcon030 4MB. Must sell!

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 00:25:04 UTC
From: Dwayne.White@f79.n105.z1.fidonet.org
Message-ID: <793597542.AA05913@jina.rain.com>
Source record: 170840

RQ>> I have a 4MB Atari Falcon030 computer w/68882 FPU for sale with
RQ>> 82MB internal IDE hard drive, D.E.K.A. keyboard interface 2 (can
RQ>> use PC keyboard), and a 14.4bps fax/modem. Included free are the

RQ>> Asking $625, or best offer, including shipping within the
RQ>> continental US (not Alaska). Respond via e-mail (preferred) or

I am definitely interested in your Falcon if you still have it. Please
leave a number where we can talk or call me a (919) 322-3970. Thanks.

2945. Re: Atari 1040 ST For sale

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 00:36:56 UTC
From: Dwayne.White@f79.n105.z1.fidonet.org
Message-ID: <793597542.AA05912@jina.rain.com>
Source record: 170842

```
>> I have a friend that has an Atari 1040 ST with color monitor and small
>> hard drive ( I think it's 10 meg), and lots of disks (maybe 200-300).
>> He will let it all go for $200.00. If anyone is interested E-Mail me,
>> and I will pass it on tho him. (he's not on the Net)
Brian

I am interested. You can call me at 919 322-3970 or leave a number where
I can reach you or him for details. Thanks.
```

2946. Re: What should I do?

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 01:12:02 UTC
From: brenjb@hg.uleth.ca
Message-ID: <3ijbp2$puc@holly.cc.uleth.ca>
Source record: 170843

In article <gccornelius.6.2F4B45E0@its.dundee.ac.uk>, gccornelius@its.dundee.ac.uk (GRAHAM CORNELIUS) writes:
>> I have a 1040STfm, and I think it's about time to upgrade. I
>>want to stay with ATARI, I think they're the best computers available,
>>but I'm not sure if I should perhaps switch to the PC world. Help, please!
>
>> --Lunatic
>
>
>
>I have the same problem too -
>Macs have very expensive software
>PC's are too complicated to program in assembly, or control properly
>Arc's don't have any software
>Falcons look a dead end

Not necesarily. There is a lot of stuff coming out for the Falcon that
uses the DSP, which run fast enough to be competitive with other platforms.
I've recently been playing with the Vision paint programme, and it just motors
with it's DSP code. I'd say it's "about as fast" as the stuff I run on the
68040 Macs we have at our university. I haven't run benchmarks, and comparing
two entirely different software packages on two different OS's is tenuous to
say the least, but beleive me, the speed is there.
If you believe that there is a future for the TOS platform (which I
certainly do) then you can be assured that the new software developments and
future software developments will support the Falcon and TT at least. For the
price of a Falcon, you still get excellent value.

>Amigas are boring and the software is just games

Actually I think the Amigas still have a solid video creation and editing
platform, but now you're talking dead end! Commodore is gonzo, and nobody is
making Amiga clones or cloning the operating system. All hopes rest on
Commies' revival, and I wouldn't bet on a dead horse even if miracles could
happen!

>
>I'm going to wait to see if the Atari PowerPC rumours are true. If IBM are
>developing it, it could be quite good, with proper support.

Chances are good that you will be able to get a PPC running TOS soon,
IMHO, but I don't know about IBM being the ones behind it... Better chance of
Magic running on a Power Mac first. There are also at least two possible Atari
PPC clone manufacturers who may work in colaboration with the Behnes. I'm not
so sure it's a good idea to bet on Atari themselves doing it, but that is
becoming increasingly irrelevant. The TOS platform is no longer Atari's

domain. (if you'll excuse the pun)

>
>Grum

Jon

2947. crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 01:15:28 UTC
From: vegard@henry.interlink.no
Message-ID: <3ijbvg$qji@henry.interlink.no>
Source record: 170844

I am about to release my second shareware release. The first was a mono art program called Munch witch got 93% in ST Format and 5 out of 5 stars in ST Review. It was slightly crippled, in that no pictures larger than the ST high screen could be saved in other than my own format in the release version. It was on ST Formats subscriber disk. As registrations number a (for me) rather disappointing 20 to date, I'm beginning to wonder if I did not cripple it *enough*, or if the ST market really is *that* small...

Now, about to release another shareware program, I would like to hear some opinions regarding crippleware. How much is *too* much? Should I just release an unrestricted version and hope for the best? What do *you* think? If anybody has experience in the shareware scene, I'd especcially like to here from you, but all opinions are valid.

BTW, the program in question is called FrontEnd, and can be described as a kind of GEM based "visual GFA basic". I'll post more when I upload...

Vegard Hofs�y
E-mail: vegard@interlink.no

2948. Re: MEDUSA T60

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 01:29:13 UTC
From: brenjb@hg.uleth.ca
Message-ID: <3ijcp9$puc@holly.cc.uleth.ca>
Source record: 170845

In article <1995Feb23.140131.13250@city.ac.uk>, cc103@city.ac.uk (NORMAN S L) writes:
>ysiu@lexicor.com (Lexicor@world.std.com) wrote:
>: there are only VERY few 68060 Medusa's out there with the main
>: manufacturer and some developers, they have sent some to Medusa and the
>: board is in itself already ready, just need Motorola to be able to produce
>: and ship those.
>
>Very unlikely as they said they would not be developing/producing anything
>higher than the 050
>

Do you have a source and a date for that statement?

Not that I expect any kind of massive release for the 060 since Atari clones are the only possible market for them that I'm aware of, but I have not heard any such official statement that resembles what you're saying.

Jon

2949. Re: How do you get the MagicMAC Demo to work

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 02:04:33 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95054.210433STIRRE31@MAINE.MAINE.EDU>
Source record: 170848

Hutch,
I believe that the Mac Magic demo can be had on ftp.cnam.fr in
pub/Atari/Utilities. Hope this helps (if I am right ;-)).
-scott tirrell

2950. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 03:05:52 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950224Z030552.291barheath@heathen.demon.co.uk>
Source record: 170849

In article <02231995.181129@empyr.dircon.co.uk>
kevan@empyr.dircon.co.uk "Kevan Winch" writes:

> barheath@heathen.demon.co.uk (Barry Heath) wrote:
>
> BH> ...It was referred, too, so you can't
> BH> complain about infringement either - though I daresay you will!
>
> BH> Bloody colonials; never did learn their place.
>
> Erm...'Bazza'..Roger is a Brit, and I don't see a smily at the end of that
> sentence...I presume you are joking of course ?
>
>
Yes. Smiley finger was temporarily inactivated at the time.
As for Roger being a Brit in the first place, I gather he's been in the
Antipodes for long enough to be a pseudo-colonial now anyway :-)

--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

2951. Re: MEDUSA T60

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 03:26:01 UTC
From: Lexicor@world.std.com
Message-ID: <D4HIvD.3Ls@world.std.com>
Source record: 170850

>>ysiu@lexicor.com (Lexicor@world.std.com) wrote:
>>: there are only VERY few 68060 Medusa's out there with the main
>>: manufacturer and some developers, they have sent some to Medusa and the
>>: board is in itself already ready, just need Motorola to be able to produce
>>: and ship those.
>>
>>Very unlikely as they said they would not be developing/producing anything
>>higher than the 050
>
> Do you have a source and a date for that statement?

Facts are that the Medusa060 was demonstrated at shows so we know it
exists and if you call Motorola they will tell you that they have prototypes
for it too.

I have heard of an amiga060 accelerator, but not sure about details

Cheers

Yat @ Lexicor

>
> Not that I expect any kind of massive release for the 060 since Atari
>clones are the only possible market for them that I'm aware of, but I have not
>heard any such official statement that resembles what you're saying.
>
> Jon

2952. Re: ST sharing PC hard disk

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 03:27:28 UTC
From: misc223@csc.canterbury.ac.nz
Message-ID: <1995Feb24.152728@cantva>
Source record: 170851

Thanks to all the people who answered this thread and the other one which seemed to arrive at my news server a couple of hours after I posted my request, for pointing me in the direction of GhostLink.

Now that I know where to get it, I have just a couple of questions:
1) Does it work with MiNT at all?
2) Is there any possibility of it becoming available as a MiNT device driver and/or file system?
OK, maybe another:
3) Is there a newer version coming out soon?

Thanks again! I haven't seen so many replies to a question since I started the Minix vs. Linux thread.
--
__ +--------------------------------+
/<o__n .... | Carey Evans |
<| .=== | misc223@csc.canterbury.ac.nz |
____ <| | +--------------------------------+
/ __ \ <| |
~~~~~~
~~~~~~

2953. ENSONIQ MIRAGE EDITOR WANTED FOR THE ATARI ST!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 03:47:46 UTC
From: davidfer@asgard.clare.tased.edu.au
Message-ID: <davidfer.11.2F4D56E1@asgard.clare.tased.edu.au>
Source record: 170852

```
Does anyone know where I could get a copy of
a mirage editor for the ATARI ST
the ones I know of are:
THE MIRAGE SOUNDWORKS
THE VISUAL EDITING SYSTEM
there is also SOFTSYNTH

can anyone help!!?!???!?!!!!
```

2954. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 04:07:00 UTC
From: Julian_Reschke@wi2.maus.de
Message-ID: <199502240607.a2685@wi2.maus.de>
Source record: 170853

In article <199502171148.a3933@gi.maus.de>, Martin_Reitzlein@GI.maus.de
wrote:
>JVDL>IBM were testing a new kind of computer
>JVDL>Boards running in the test site were: MS-DOS, Apple system 7 and TOS.
>
>this seems to fit with another rumour recently spraed in germany:
>ibm will show a tos-copatible computer at c-bit (biggest european
>computer-fair, end of march, i belive).
>
>we'll see...

These rumours are just rumours. Forget it. IBM would be happy if they
had Workplace OS for Power PC shipping. But they don't.

2955. Re: What should I do?

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 04:31:14 UTC
From: abstract@wam.umd.edu
Message-ID: <3ijnei$cng@cville-srv.wam.umd.edu>
Source record: 170866

Arno Welzel (aw@zaphot.augusta.de) wrote:
: In <3hv9b9$kk2@cville-srv.wam.umd.edu> Some guy wrote:

: >
: > I have a 1040STfm, and I think it's about time to upgrade. I
: >want to stay with ATARI, I think they're the best computers available,
: >but I'm not sure if I should perhaps switch to the PC world. Help, please!

: Buy a MacIntosh Performa and get Magic for Mac!

Any particluar reason...?

--Lunatic

: Ciao ...

: --
: Arno Welzel \ /\ /
: aw@zaphot.augusta.de \/--\/

2956. Re: What should I do?

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 04:34:14 UTC
From: abstract@wam.umd.edu
Message-ID: <3ijnk6$cng@cville-srv.wam.umd.edu>
Source record: 170867

Hendrik Mylius (neptune@galaxy.teuto.de) wrote:
: In <950219Z124730.842barheath@heathen.demon.co.uk> Barry Heath wrote:

: >I think Hendrik's "Virtual hug mode" is called for :-)

: Flowerpower, hugs and kisses, ey ;-)

Come on, now... (hug,hug)
Smiles and hugs are contagious...fortunately

--Lunatic

: Peace

: Hen

2957. Re: What should I do?

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 04:37:20 UTC
From: abstract@wam.umd.edu
Message-ID: <3ijnq0$cng@cville-srv.wam.umd.edu>
Source record: 170856

GRAHAM CORNELIUS (gccornelius@its.dundee.ac.uk) wrote:
: > I have a 1040STfm, and I think it's about time to upgrade. I
: >want to stay with ATARI, I think they're the best computers available,
: >but I'm not sure if I should perhaps switch to the PC world. Help, please!

: > --Lunatic

: I have the same problem too -
: Macs have very expensive software
Macs are expensive in general...
: PC's are too complicated to program in assembly, or control properly
I'm also not sure if it is worth it to have to upgrade every few
months... ;-)

: Arc's don't have any software
Sorry if this seems a stupid question, but what is an Arc?
: Falcons look a dead end
I hope not
: Amigas are boring and the software is just games
A friend of mine has an Amiga...yup, all he has is games

: I'm going to wait to see if the Atari PowerPC rumours are true. If IBM are
: developing it, it could be quite good, with proper support.

We can only hope... ;-)

--Lunatic

: Grum

2958. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 04:41:54 UTC
From: abstract@wam.umd.edu
Message-ID: <3ijo2i$cng@cville-srv.wam.umd.edu>
Source record: 170857

Vegard Hofsoey (vegard@henry.interlink.no) wrote:

(snip,snip)

: As registrations number a (for me) rather disappointing 20 to date,
: I'm beginning to wonder if I did not cripple it *enough*, or if the
: ST market really is *that* small...

I don't know of too many shareware authors who recieved many
registrations... it's too bad, because using someones programs without
contributing seems to me a very poor way to be.

--Lunatic

: Vegard Hofs y
: E-mail: vegard@interlink.no

2959. Re: Cannon Fodder

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 05:24:22 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3ijqi6$9jq@golem.wcc.govt.nz>
Source record: 170858

] Hi, just got Cannon Fodder yesterday (at last!), and I am stuck on the miss
] after HAVE A NICE TRIP, it's called BANG BANG, YOU'RE DEAD. Has anybody got
] tips
] for it?
] Sorry to be such an arse. (btw, BBYD is level 8 (i think) phase 2 of 4)

Ah yeah, it's a real pig that one, at the bottom right of the level is
a fern-plant (looks like one anyway), blow it up, and there's 50
guided-rockets under it which make things much easier, also, up the
path above the enemy bunkers is a hidden powerup to make one soldier
an instant general which boosts his intelligence.

The only way to do it is slow & easy, blow up anything that will
blow up as soon as it's in range.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.
Maintainer of the Generation-X FAQ.
"Follow the rules we've demonstrated, or else you'll end up mutilated"

2960. Re: PD Games..

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 05:25:37 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3ijqkh$9jq@golem.wcc.govt.nz>
Source record: 170859

] Hey, who has the one meg version? I never could get the @#$!% to un-msa.
] possible, could somebody with a working copy upload it using a different
] Futility (NOT a mispelling, that's what MSA is).
]
] A nice ZIP or what not?

Depends, what program are you talking about?

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.
Maintainer of the Generation-X FAQ.
"Follow the rules we've demonstrated, or else you'll end up mutilated"

2961. Re: ftp sites and info needed

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 05:54:37 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.2PDVI5MCs46@icon.pp.se>
Source record: 170860

In <3icklq$8hj@news.xmission.com>, jfergie@xmission.xmission.com (Leech!@#$) writes:
> A few ftp sites I've found that had quite a bit of software on
> were nic.switch.ch and ftp.cnam.fr Being in sweden and france
> respectively. Have fun if you don't speak either language...I did...heh heh.

You must have been hallucinating! ;-)

Since when did Sweden get .ch as suffix?

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

2962. Re: PD Games..

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 06:14:39 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3ijtgf$9ut@golem.wcc.govt.nz>
Source record: 170861

In article <3iath6$f7n@charm.magnus.acs.ohio-state.edu>, msteve@magnus.acs.ohio-state.edu (Michael Steve) writes:
>Hey, who has the one meg version? I never could get the @#$!% to un-msa. If
>possible, could somebody with a working copy upload it using a different
>Futility (NOT a mispelling, that's what MSA is).

What are we talking about..???

Warning some MSA files are for 11 sector disks, MSA will not
format a 11 sector disk, use another Formater that does 11 sector,
and Please don't use FastCopy 3....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2963. Re: INFORMER Database for the Atari

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 06:26:52 UTC
From: hellman@teleport.com
Message-ID: <3iju7c$cal@kelly.teleport.com>
Source record: 170862

Andrew C Palidwor (palidwor@on.bell.ca) wrote:
: Folks....
: Anyone out there have a version of INFORMER higher than 2.03
: I remember getting a flyer about ordering an update, but that was the
: last I heard from the SoftAware company.

: Andy for Toronto
: palidwor@sygmaiis.bell.ca

I received an upgrade later than 2.03. As I recall it was the
one that was supposed to be MS-DOS compatible. It didn't work at all as
I recall...too buggy...couldn't use it. That was the last I heard. I
still use 2.03.

Walter Hellman
--
hellman@teleport.com Internet Public Access User Hillsboro, Oregon USA

2964. Re: Changes to HENSA Access...

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 07:22:51 UTC
From: mike@medsun.unige.ch
Message-ID: <1995Feb24.072251.27388@news.unige.ch>
Source record: 170863

Just tried it! Thanks!
Mike

****
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

2965. Atari - What Is It For Re

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 07:27:00 UTC
From: Doug.Byfield@miramax.ship.net
Message-ID: <434_9502250153@ship.net>
Source record: 170898

sw> Hey, finally, a replacement for sinclair!? :)
Ya, right! Like we needed one! :-)

sw> Atari being a small company has little impact on the machine
other than their lack of support for it, we've all learned to
ignore Atari and try and support 3rd parties, who usually give
us better bits anyway.

I came across an example today of why we should support 3rd party
developers. As I was reading my NET mail today, I got a phone call
from Dan at GRIBNIF. He had taken the time, at their expense to
personally phone me to offer a solution to a problem I was having
with Geneva and Tos programs bombing. Apparently Dan had seen my
post on USENET and was concerned enough to call. Now that's
service-thanks, DAN! :-)

... A feature is a bug with seniority.
___ Mountain Reader II - #Demo 001

2966. Sick and tired

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 07:36:03 UTC
From: <>
Message-ID: <3ik293$li@btmplq.god.bel.alcatel.be>
Source record: 170864

Yes, you read the title correctly!
I get sick and tired of all those people who tell other people what software to use to meed their needs, BUT...

..DO NOT TELL WERE IT IS.

So I will ask ALL of you kindly, to provide the following information:

FTP site name
full path/file name

Regards,

--

Peter Hofman
---
1) Do not make someone curious, and then not give all information
2) Do not send replies, only followups, because more people might have the same question

2967. Re: connect atari st to pc ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 07:44:44 UTC
From: <>
Message-ID: <3ik2pc$li@btmplq.god.bel.alcatel.be>
Source record: 170865

In article <erik.793548071@draconis.cp.tn.tudelft.nl>,
erik@cp.tn.tudelft.nl (Erik Kooijman) writes:
"I don't know if this is the right group for this, but I have (a)
"question(s).
"
"Can you hook up an ATARI-1040STF to a PC (486DX2) so that I can use the
"harddisk of the PC for both machines?
"
"Is there a program for the atari that will give me the ability to select
"a c:-drive (next to a an b) in the file-open selection and that the
"c:-drive
"is the harddisk of the pc?
"
"Maybe it all sounds very stupid to ask but I was just wandering if this
"could be
"realized. It could speed up things for my atari and also a lot less
"trouble
"with all the floppydisks.
"
"I hope someone can answer my questions or put me in the right direction
"to look. It would be very appreciated.
"
"
"Many Thanx in Advance.
"
"erik@sirius.co.tn.tudelft
"
"
You should follow this newsgroup more closely!

But I can tell you where to find GHOSTLINK, which makes a slave from your PC:

FTP site name : src.doc.ic.ac.uk
Full path : /packages/atari/umich/Network/Local/ghostlink.zip

You can use it with HSMODEM and RSVE

FTP site name : src.doc.ic.ac.uk
Full path : /packages/atari/umich/Utilities/Tosfixes/hsmoda06.lzh
/packages/atari/umich/Utilities/Tosfixes/rsve_1.lzh
/packages/atari/umich/Utilities/Tosfixes/rsve_ge.lzh
--

Peter Hofman
---

1) Do not make someone curious, and then not give all information
2) Do not send replies, only followups, because more people might have the same question as me

2968. Re: Connecting Stfm & Pc together ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 08:13:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199502241013.a64945@a2w.maus.de>
Source record: 170868

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote on 21.02.95:

>First you can link with a null modem cable and transfer files with a
>comms package, although I believe most PC's will only do 9600 as
>standard unless enhanced.
A "standard" PC will give you 19200 bits/sec.

>The second option is to use the superb program GhostLink which lets your
>ST access PC hard drives, CD-Roms etc... although I do fear the PC needs
>to be a 386 for this, anyone confirm?
It works fine on my ancient 286 accessing floppy and hard drives.

Ian_Taylor@a2w.maus.de The hidden secret of life is

2969. Re: WAVe hassles...

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 08:16:31 UTC
From: laramary@eden.rutgers.edu
Message-ID: <3ik4kv$kll@er7.rutgers.edu>
Source record: 170869

> I've found some WAVe sound-sample files with a windows
> program I'd like to use on my ST,

> I've never been able to get a *.WAV file to play [on my
> MegaSTe/TOS 2.06], no matter what I've tried.

WAV files load fine into ST Replay for me. I convert
them as raw data to play back as DIGI sounds. There is a converter
called DIGIEDIT on atari.archive.umich.edu somewhere. Works just
dandy for me...

--
--Shove it up inside, surprize, lies, stains like--	----All praise BOB!----
blood on your teeth, bite, chew, suck	The Church
---------------away the tender parts---------------	---of the Sub-genius---

2970. Re: Connect.lzh file

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 08:19:15 UTC
From: wwc@axher6.desy.de
Message-ID: <WWC.95Feb24091915@axher6.desy.de>
Source record: 170870

In article <3ij33v$rb3@Kaos.deepcove.com> joseecek@deepcove.com (Josef Palacek) writes:

> You must un-LZH it... But that is not important at this time, - do not
> waste your time. Connect is NOT good and in fact is useless. Intention of
> a programmer was good - to use GEM-TOS environment to it's maximum, but
> then he "overkill" it so much that menus are popping out everywhere
> unexpectedly and on wrong places. Very difficult for any user to even get
> used to it. There is a lot of gimmicks (like spinning coursor etc). I've
> looked at it, tried it, and trew it away.... It gives you 30 hours
> testing time - one needs that much just to learn it. Fully operational
> version sets you back 60 deutch marks - all for something what looks like
> a gimmicky toy... If you looking for comm prog than you should look at
> Stalker with it's 'Mac' like logic = commands lined up on top with drop
> down menus.

In fact partly you are right. Connect needs some learning time. Most users
however have no problems doing this withing 5 to 10 hours of looking
into the extensive online help and testing the full functionality within
the 30hours granted by the program. Most users - obviously not all ;-)

Connect gives you a lot of opportunities over Stalker - *fully* functional
vt100 emulation, vt220 and tek4014. Several ports can be used at the
same time - full support for HsModa. Very fast intenal Z-Modem. Very
fast output speed (taking into account, Connect is a GEM based program).
And lots of others... Some of the features *require* window menus
which are more and more common in modern GEM programs.

I really don't get your point. Perhaps the fact that *you* need 30hours to
understand at least some of the functionality is the reason for your
'remark'.

Wolfgang
--

Wolfgang Wander wwc@hermes.desy.de
hermes
DESY Hamburg Tel: +49 40 8998 2720
Notkestr. 85 Fax: +49 40 8998 3438
22603 Hamburg http://dxhra1.desy.de/wander.html

2971. Searching for ST demos

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 08:39:25 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950224003728.20280G-100000@PEAK.ORG>
Source record: 170871

Can anybody recommend an ftp site for all the good old ST demos, and/or some new ones?

I remember ones like "boink" - the Amiga ball demo on the ST.
There as also "Fujiboink" - which was a spinning Atari Fuji symbol that bounced around like a ball.

Anybody know of other neat demos like that?

James

2972. [Q] Serial Mouse Driver

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 08:49:28 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3ik6ip$cb2@status.gen.nz>
Source record: 170872

Does anyone know where I can get a Serial Mouse driver for an ST/TT030/Falcon etc? (I already know of Mousetricks from ST CLub, but I know there are Some PD ones. However they are hiding from me at the FTP sites ;-(

Thanks for any help
-- Mario Becroft (mbecroft@iconz.co.nz)
--

2973. Re: Pascal to C converter ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 08:57:20 UTC
From: jens-and@dsv.su.se
Message-ID: <Pine.ULT.3.91.950224094707.2348B-100000@mars>
Source record: 170873

On 22 Feb 1995, Sebastian Tkocz wrote:

> Any pascal to C converter known ?
>

Yep, it's called p2c or pas2c. It works with gnucc (at least the docs say so)
I tried to compile it's output with Lattice C. It worked for short programs
like "hello world", but failed for long ones like the basic interpreter
included. Lattice just stopped working and bombed out (Some nasty code that
must have been). I think it's still at Umich/programming or /mint

/Jens M. Andreasen

2974. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 09:01:03 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Feb24.090103.2111@rhrk.uni-kl.de>
Source record: 170874

Martin_Reitzlein@gi.maus.de (Martin Reitzlein) writes:

>this seems to fit with another rumour recently spraed in germany:
>ibm will show a tos-copatible computer at c-bit (biggest european
>computer-fair, end of march, i belive).

IBM? :-) Why should they?
BTW, CeBit is from March 8. to 15.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

2975. Re: Magic? Benchmarks?

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 09:14:46 UTC
From: jens-and@dsv.su.se
Message-ID: <Pine.ULT.3.91.950224100619.2348C-100000@mars>
Source record: 170875

On Mon, 20 Feb 1995, Hendrik Mylius wrote:

> Sorry, I'm a non-smoker, err, programmer ;-)
>

Oh i'm sorry. But since you obviously are a "thirsty" person maybe
some *floating point* comparisons will do :-)

/Jens M Andreasen (trying to find SPECfp92)

2976. Re: UNIX implementation (was File at UNI-KL.de)

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 09:34:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Feb24.093400.89@genrad.co.uk>
Source record: 170768

In article <950223Z005256.279barheath@heathen.demon.co.uk>, barheath@heathen.demon.co.uk (Bar>I've come to the conclusion that although I may be right in theory, it's
>time to be pragmatic and admit (temporarily) defeat on the subject of UNIX
>access via a GUI on the ST.
>
>I now need to learn some UNIX else I shan't get anywhere. Therefore, a
>couple of easy questions.
>1. Is there a FAQ on UNIX, or at least enough of it to access ftp sites
>reasonably comfortably; if so, where do I find it?
>2. Can anyone recommend suitable basic reading material on UNIX so that I
>might get some idea of what I'm doing?
>
>TIA
>bazza
>--
>*=*=*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
>| Barry Heath O o o o | The original and genuine |
>* working from ____ 8 * Look for the Trademark *
>| the spare room) |_^__!_ | Accept no imitations |
>* a private Internet site |________| * Contains no artific

2977. Re: Editors for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 09:40:26 UTC
From: incp@majestix.rz.tu-clausthal.de
Message-ID: <3ik9ia$mnf@ikarus.rz.tu-clausthal.de>
Source record: 170891

Heiko Schaefer (Heiko_Schaefer@bb2.maus.de) wrote:
: try it with QED. It is a german programm, but it is a very good editor. I use
: it always for normal texts.
My choice is Everest. Its new and improved abbreviation (Kuerzel) functions
can't be beaten. Registration is only 20 DM.

bye,
Chris
--
+----------------------------------+--------------------------------------+
| Christian Perle | So, if you feel a little glum |
| Schulstr. 13 | to Hergest Ridge you should come |
| 38678 Clausthal-Zellerfeld +----------------------Mike-Oldfield----+
| Germany | ComputerGuitarKitesBicyclesBeerPizza |
http://www.rz.tu-clausthal.de/~incp/---------------------------------------+

2978. Re: UNIX implementation (was File at UNI-KL.de)

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 09:49:29 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Feb24.094929.90@genrad.co.uk>
Source record: 170769

Sorry about that last message. My VAX just did a wobbly on me. This is what
it should have sent:

In article <950223Z005256.279barheath@heathen.demon.co.uk>, Barry Heath wrote:

] I now need to learn some UNIX else I shan't get anywhere. Therefore, a
] couple of easy questions.
] 1. Is there a FAQ on UNIX, or at least enough of it to access ftp sites
] reasonably comfortably; if so, where do I find it?
] 2. Can anyone recommend suitable basic reading material on UNIX so that I
] might get some idea of what I'm doing?

I don't know about any UNIX FAQs. As for reading material, I learnt
UNIX from the book "Teach yourself UNIX - Second Edition" by Kevin Reichard
and Eric F Johnson, published by MIS Press. It's ideally written - not too
hard, not too basic - for computer literate people. I just hope you can
afford it at 20 quid!

Paul Hills

2979. Re: How do you get the MagicMAC Demo to work

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 09:52:42 UTC
From: johan.nordlander@engelska.umu.se
Message-ID: <johan.nordlander-2402951052420001@nod.eng.umu.se>
Source record: 170876

In article <3iia8d$ea@erinews.ericsson.se>, niklas@medialab.ericsson.se wrote:

> :I'm running the MacMagic demo on an LC630 (so no fpu) but I have to
boot without any
> :inits (hold down shift while booting).

Yes, your right, MagicMac cannot run under 68020 emulation on a PowerMac
-- doesn't emulate the FPU. I generalized this to hold for all non-FPU
Macs, which was quite obviously not a correct generalization.

Sorry!

--
Johan Nordlander Atari TT/30 & Mac Quadra 800
Department of English Linguistics -- a profession
Umea University not an opinion!
S-901 87 Umea
Sweden
Tel. int. + 46-90-166236
Fax. int. + 46-90-166023
E-mail:johan.nordlander@engelska.umu.se

2980. Re: MEDUSA T60

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 10:00:17 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3ikanh$ql9$4@mhadg.production.compuserve.com>
Source record: 170877

>..since Atari clones are the only possible market for them that I'm aware of..

Atari (and Amiga, and possibly Mac) computers are (or were) only a tiny portion of the sales of 680x0 CPU chips... they are used in industrial control applications, VME systems, scientific applications, even in appliance controls.

I'm sure the scientific instrumentation industy could make good use of the 68060...

BobR

2981. Re: Atari - What is it for really?

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 10:09:55 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3ikb9j$bs2@golem.wcc.govt.nz>
Source record: 170753

In article <9502211548.AA05713@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:
>In a previous article, s925377@mailserv.cuhk.hk (Malcolm) wrote:
>
>>>jahronch@koptss03.delcoelect.com wrote:
>>>: For some reason, Atari is popular in Europe. Maybe someone could
>>>: give some reasons for that. (Even if you don't need a reason.)

>Seriously, Macs are _much_ more affordable now than they used to be. In
>fact, they offer considerably more computing power for the price than
>our beloved Falcon, IMHO (except perhaps for MIDI-specific apps). Hard to
>argue with a fast 68040 box for under $1K that does NOT force you to deal
>with DOS or Windoze. I do understand that the import duty imposed by many
>European countries still keeps Mac prices out of reach, however.

Its not the duty here is the very gready Agents here and the retail mark
ups that we have, 40% is very common as a retail mark up, I don't know
the Agents mark up, but the later Macs here are 5 times the USA price, but
our $$ is only 1.5 times the USA one....

Our Tax (GST) is 12.5 %, this is a sales tax, no import duty on computers
here....

>Doesn't matter how cheap the 'other' boxes are, though, if what you really
>want is an Atari! But a faster, cheaper Atari would be very nice.
>
>-Hutch- @ Fair Dinkum Tech

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2982. Re: IMPORTANT NOTICE ABOUT HENSA ACCESS

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 10:16:39 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3ikbm7$c2e@golem.wcc.govt.nz>
Source record: 170754

In article <3ia93o$i48@newsbf02.news.aol.com>, alfasoldt@aol.com (Al Fasoldt) writes:
>> try ruftrade. Excellent German translator
>
>Rufftrade? Can you supply more information on this? A good German
>translater is badly needed in the States.
>
>Is this a German-to-English translator?
>
>Al Fasoldt, Systems Editor, Syracuse Newspapers

Yes some one has posted it on GEnie....

How about a list of these translators, I think this could be the forth
that I know of, also can we have a Directory on all sites for these,
I seem to be having problems in finding the last one that I had and lost,
due to a hard drive hick up...

Most sites have a TEXT directory, all we need to add to this
is the Translator directory, or place it in the Utils under Translators...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2983. Re: File at UNI-KL.DE..

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 10:20:17 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3ikbt1$3hn@turing.fwi.uva.nl>
Source record: 170878

healy@nosc.mil (Mike Healy) wrote:

:
:Sometimes a cli is easier and more efficient than a windowed interface.
:Sometimes a gui is easier. All of the Unix boxes (SGI, Sun) I use have
:a graphical file hierarchy interface. I find it more cumbersome than
:just typing in the path. My point is, you need both.

Yes I agree, thats what I miss in GEM: a cli or xterm-kinda-thing.
X windows is the best, IMO

:
:And Suns have the worst keyboards IMHO. I can never type a sentence
:without hitting a wrong key. They used to be better, but I guess we
:have had some "progress".

yes, I have a new sun5 at the moment and I must say that the keyboard
of our oldest sun types the best/most comfortable. The newer kb's
are bad.

--
Martijn Dekker | PFF: http://www.fwi.uva.nl/~mdekker/pff.html
University of Amsterdam | or finger -l mdekker@turing.fwi.uva.nl
Math department | E-mail: mdekker@fwi.uva.nl

2984. Digital Arts FAX No ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 10:42:56 UTC
From: mtaylor@perth.DIALix.oz.au
Message-ID: <3ikd7gqfc1@perth.DIALix.oz.au>
Source record: 170879

Hello,

I am trying to get in touch with Digital Arts in Germany. I have this fax number for them 49 2151 39 90 71. If anybody has a different number or if this is incorrect I would appreciate the correct number. Also if they happen to have an E-Mail address that info would also be much appreciated.

Regards from OZ
Mark

--

Mark Taylor || INDELIBLE DESIGN - General Printing
Western Australia || InterNet: mtaylor@perth.dialix.oz.au

2985. Re: ATARI Works black page syndrome

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 11:03:28 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3ikee0$j26@percy.cs.bham.ac.uk>
Source record: 170880

mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>
>Hi,
>
>I just installed works here at the university on the Mega ST2. I never
>had problmes with it on any printer, but with that HP Laserjet III,
>there always apears a black page when printing. no matter if I use
>the LJ or DJ driver.
>
>Configuration: Mega ST2, 2MB, Speedo GDOS, Works 1.20x, HPLJ III

Assuming you're running Speedo 4, I'd say try Speedo 5 and/or NVDI 3.
If you're running Speedo 5 already, I don't know what to suggest!!

Certainly the printer drivers in NVDI are completely rewritten, so
they avoid this bug (or contain a work-around internally for it).

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

2986. Re: Atari ST Hack in progress....

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 11:15:26 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3ikf4f$jaj@percy.cs.bham.ac.uk>
Source record: 170881

BobR <76702.1466@CompuServe.COM> writes:
>>Can you just pull the 68000 out and pop a 68030 in the ST?
>
>No.. the Operating System doesn't support the chip.
>
>There are a small number of commercial upgrade boards which give you a
>68030 CPU, but along with external cache memory and timing control, these
>boards also include a different set of OS chips.

TOS 3 is the first version that supported 68030s.
--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

2987. <None>

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 11:16:00 UTC
From: szoli@ludens.elte.hu
Message-ID: <1995Feb24.131602.10063@ludens>
Source record: 170882

About a month ago there was posted a message about E.P.S.S, a mid player for the Ste series. If anyone knows something about it, please drop me mail.

Thanks in advance.

Zoltan Sebestyen

2988. Re: Atari - What is it for really?

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 11:18:28 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <3ikfa4Eqik@uni-erlangen.de>
Source record: 170773

jahronch@koptss03.delcoelect.com writes:

> For some reason, Atari is popular in Europe. Maybe someone could
>give some reasons for that. (Even if you don't need a reason.)

Have you ever programmed using DOS? Then you know that it is almost
impossible to use more then 64KB memory inone piece - even on a Pentium
with 32MB of RAM...

Have you ever programmed with Windows? Then you know how much there is
to do, just to see a tiny dialog window on the screen...

have you ever programmed on a Mac? Then you know that - even if the
graphical environment is rather good - many simple things like
buttons and so on must be draw by you program itself...

Just a few things that work much easier on an ATARI with GEM.
--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

2989. Re: ATARI Works black page syndrome

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 11:22:27 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <3ikfhjEqt5@uni-erlangen.de>
Source record: 170883

ceil0090@rz.uni-hildesheim.de (Carsten Eilers) writes:

>In article c4a@golem.wcc.govt.nz, sheppard_r@ix.wcc.govt.nz (Roger Sheppard..) writes:

>>Lack of memory is the cause, they do state that the minimum
>>is now 4 megs...

>I use ATARI Works with SpeedoGDOS 5.0x and a HP 4P. With the Laserjet 4 Driver I get
>a black page, with the Laserjet III Driver the HP 4P works with 300dpi. I have 4 megs
>RAM !

Thanks for all the info... I solved my problem meanwhile using NVDI.
--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

2990. Re: HSMODEM6 ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 11:23:47 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3ikfk3$jgp@percy.cs.bham.ac.uk>
Source record: 170884

harun@PROBLEM_WITH_INEWS_DOMAIN_FILE (Scheutzow) writes:
>steve wells (wells_s@ix.wcc.govt.nz) wrote:
>: costs rather than downloading a lot more than you need. (Obviously, for
>: first time users, the whole thing might be needed, although, not doc's
>: in 2 languages).
>????? WHAT DO YOU MEAN ????? BE HAPPY, THAT I WAS AS THUMB AS TO TRANSLATE
>THE GERMAN ORIGINAL INTO ENGLISH!!!!! Nobody of the native-english-speaking
>world seems to be able or willing to do it, and I don't need english docs,
>some people seem to forget this.

Harun, we really *do* appreciate the effort you have put into
translating the docs into English.

You mentioned in them that some of the functions were not needed in
MagiC; does that mean that MagiC includes some of HSMODEM now?

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

2991. Help wanted with memory management/expansion

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 11:26:18 UTC
From: cy4@ukc.ac.uk
Message-ID: <712@swallow.ukc.ac.uk>
Source record: 170885

I am trying to run WAM Prolog 68 on my 520STfm. It takes up
a lot of room. The only way I can release enough memory to get it to
run is to unplug my hard disk and run it from the floppy. This is
very slow.

Does anyone know how to release more memory for non GEM based programs
to use ? If GEM isnt running does this make any more memory
available ?

Is it possible to expand the memory of a 520STfm ?

Many Thanks

Bye, TschuSS, A bientot,

Chris Young

2992. Re: MagicMac Demo ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 11:28:13 UTC
From: vctec@westminster.ac.uk
Message-ID: <D4I571.6yv@westminster.ac.uk>
Source record: 170886

Christian Mittendorf (christian.mittendorf@ostkupan.ct.se) wrote:
: But I don't know in how far it is limited and which functions are disabled.

It is a demo which lasts only 10 minutes, with an alert box every 1.5
minutes....

--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

----->>>>>THIS MESSAGE FROM vctec@wmin.ac.uk<<<<<-----

2993. TOS 1.6 Patches

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 11:33:10 UTC
From: emb@resun03.roe.ac.uk
Message-ID: <D4I5FC.Hr1@festival.ed.ac.uk>
Source record: 170751

This may be in some FAQ somewhwre but I couldn't find it.

What patches are recommended for the first release on TOS1.6 for the STE
and what do they do ? Replies by E-mail if possible.

EMB

2994. Re: MEDUSA T60

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 11:41:13 UTC
From: djs@jet.uk
Message-ID: <djs.793625941@gen-off-1>
Source record: 170887

brenjb@hg.uleth.ca writes:
>...for the 060 since Atari clones are the only possible market for them...
Considering the number of 040s that are in machines other than Ataris or
Atari clones, there is a potentially big market for the 060. We have _loads_
of 040s and 030s in real time applications here at JET, for example.

--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

2995. Help on Viewing Gif's

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 11:44:18 UTC
From: Jackdeth@voyager.cris.com
Message-ID: <3ikgqi$7uv@voyager.cris.com>
Source record: 170888

Q&A: I have a couple programs for loading/converting Gif's on the ST,
however I have a GIF that is in the JPG format (is this a compressed format?)
and can't load it. Is there a prg on the ST that will change it back to a
normal GIF file?

```
__ _____ ___ __ __ ____ ____ ______ __ __
__ / // _ // _// // / / // __//_ __// // /
/ // // _ // / / / / / // /- / / / _ /
\___//_//_//__//_/\__\ /___//___/ /_/ /_//_/
```

--> 'Only Squids Get Tranced' <--

2996. Re: Connect.lzh file

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 11:53:17 UTC
From: oelwein@dxhrb4.desy.de
Message-ID: <3ikhbd$eep@dscomsa.desy.de>
Source record: 170889

Hello,

>But that is not important at this time, - do not waste your time. Connect is NOT
>good and in fact is useless. Intention of a programmer was good - to use GEM-TOS
>environment to it's maximum, but then he "overkill" it so much that menus are
>popping out everywhere unexpectedly and on wrong places.

Oh, I like this kind of sophisticated critics.

"Everywhere"? Menus show up where they are expected to show up - below menu titles which are lined up in a so-called "menu bar". Or do you have problems with window menus? Is it necessary to say that also window menus have titles which give usually a good clue regarding the place window menus will show up? "Unexpectedly"? One should wonder, which kind of mouse usage you are practising.

But I have to admit, that "useless" is quite a good joke.

>Very difficult for any user to even get used to it..

There's quite a big amount of users which seem not to have any problems to get used to it.

>(like spinning coursor etc)

What is that? I can imagine a block cursor, either blinking or not. Spinning, you say? Which axis?

>It gives you 30 hours testing time - one needs that much just to learn it..

Obviously not everybody - only some.

>If you looking for comm prog than you should look at Stalker with it's 'Mac'
>like logic = commands lined up on top with drop down menus.

If it would be Mac-like, it would have pull-down menus, not drop-down menus. Of course, in CoNnect one can choose the menu-type, one likes most. But maybe that's too much of convenience.

Get a life,
Philipp

2997. Re: ST Emulator for the IBM?

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 11:54:02 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3ikhcq$39r@osiris.wu-wien.ac.at>
Source record: 170890

David Anderson (lando5@iii.net) wrote:

There is another emulator available caled Janus in Germany. It is
ahrdware ad on with 68000 processor; the Gemulator has to emulate the
68000 softwarewise and is thus slower. In Dual mode (i.e. using the Intel
CPU as coprocesor for graphics etc....), the performance is up to 13
times higher compared to the TT.

Regards,

Alfred

2998. HELP **URGENT**

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 12:11:10 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3ikicu$ovg@epsilon.qmw.ac.uk>
Source record: 170892

Help...someone please....

On my Falcon, stupid me was messing around with the NVRam settings
using the NVRam CPX. I set it to 80 columns, 256 colours, VGA, and ST
modes..

Now, as soon as I switch on the computer, I get a scroling screen... :-(

Anyone able to tell me what I can do?????

Please mail, or reply here....soon....or I won't get any work done...

TIA
Danny
--
.signature.signature

2999. Wanted Championship Manager

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 12:34:11 UTC
From: bobk@htsa.htsa.hva.nl
Message-ID: <3ikjo3$bhs@mark.htsa.hva.nl>
Source record: 170893

Please can somebody tell me where I can get these games.

Championship Manager 92/93
Championship Manager end off season 94
Championship Manager Italian version

Tactical manager

The Manager

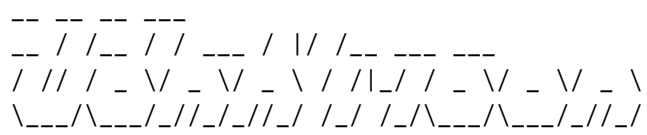
As you can see I like manager games very very very mutch.
If you have other manager games please let me know.

3000. Re: Graphic WWW browser for Atari?

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 13:13:27 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3ikm1n$lh7@aggedor.rmit.EDU.AU>
Source record: 170900

Forgive my ignorance folks, but to see all those pretty coloured gif's online on the web etc., does one have to have a SLIP connection & a Mosaic type program running?

Thanks



s9205525@otto.bf.rmit.edu.au

3001. Re: Looking for program to limit memory.

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 13:14:03 UTC
From: koehne@oslo.informatik.uni-dortmund.de
Message-ID: <3ikm2r$oph@fbi-news.informatik.uni-dortmund.de>
Source record: 170899

In article <D4G2rH.Ax3@cs.vu.nl>, epdouden@cs.vu.nl (Ouden de EP) writes:
|> Jorgen Madsen (madsen@admin.usask.ca) wrote:
|>
|>
|> : A friend on mine has an 1040STE with 4M of memory. He bought the
|> : game "The Ancient Art of War in the Skies" from Microprose, but it
|> will not
|> : run on his system. Microprose has responded to his queries that the
|> problem
|> : is that he has too much ram and must get a program to make the OS
|> believe it
|> : only has 2M. They said there were lots of these programs available in
|> the
|> : PD sites. Does anyone know where I could find one???
|>

Normally, it just should be one POKE-command should do this.
I'll look up at home and hopefully I won't forget to post it.

Bye

...Patrick

Patrick Koehne, Irisweg 9, 59439 Holzwickede, Germany

e-mail: koehne@ls10.informatik.uni-dortmund.de

3002. Re: How do you get the MagicMAC Demo to work

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 13:47:41 UTC
From: and@sun1
Message-ID: <1995Feb24.134741.27775@newsserver.rrzn.uni-hannover.de>
Source record: 170752

Johan Nordlander (johan.nordlander@engelska.umu.se) wrote:
: In article <gigxr01-2202951205580001@ngalm099.gal.nt.com>, gigxr01@nt.com
: (Gerry O'Rourke) wrote:

: > :Greetings
: > :I have tried to get the demo version of MagicMac to work on an Macintosh LCII
: > :but I get errors. I get the message "Fehler in Magic.inf" after I click the
: > :'OK' button, I assume that this means error.

This means "The AES is not able to read the file magx.inf". This file must
reside in the root of your boot drive. Your boot drive must be a Mac folder, not
an Atari disk or floppy.
You can configure your drives during installation.

: > :
: > :I do get a green desktop & a file selector, but I get "Fehler # -66" when
: > :I try to load 'Ease'.

If Ease doesn't run make sure that magx.inf is OK (it is, of course, a Mac
file that is also used by MagiC but can be read by any Mac text editor)
and try MAGXDESK (the "native" shell for MagiC).

: > :
: > :I know that this is an Atari newsgroup, but maybe somebody has actually
: > :got this to work.

: I think MagicMac needs an FPU to work.

No, it works without FPU. Perhaps the demo version is a very old one.

: Installed the demo yesterday on my Quadra 800 and my first impression is
: that it works OK. In fact I get the feeling that my Mac acctually gets
: MUCH faster when running MagicMac, but that may of course be due to the
: greater economy in TOS/Magic as compared to MacOS.

No. MagiC uses it's own video drivers. Apple's driver is called "quick draw",
but MagiC's drivers are much quicker. They directly access the hardware. The
window library is also faster than that of MacOS. Don't forget that MagiC is
written in assembler.

--

ANDREAS KROMKE
UNIVERSITAET HANNOVER

3003. Re: Obsession Demo Probs

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 14:24:42 UTC
From: nj1@ukc.ac.uk
Message-ID: <10998@falcon.ukc.ac.uk>
Source record: 170894

In article <3idqdp$m6a@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
>: I cannot get this to run on my Falcon (VGA) is there any setting I have
>: to change?
>
>I have this problem also, I don't think its Obsession's fault, it just
>needs a pretty good monitor and the VGA must be able to sync down (or
>up?) to RGB standards. Just plug in your TV I guess like I do :(
>
>
>RiCH

I have no probs getting Obsession to run on my VGA monitor - admittedly it
is an SVGA, but it won't sync down to RGB standards....

I do remember having problems with something I had in my AUTO folder - and
it wasn't NVDI!!! Whatever it was I don't use it now so I no longer have
any probs, but I can't for the life of me remember what it was!!! I'll try
and find out tonight for everyone!!!!

But it seems to work fine with NVDI, SpeedoGDOS, Before Dawn, Maccel, Tabby,
and all the other stuff I have in my AUTO folder (Hey - I bring my machine
down from 4 meg to just under 2.5 meg on bootup!!!)...

Neil.
--
Neil Jones-Rodway
University Of Kent

3004. Re: HSModem - still confused !

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 14:31:09 UTC
From: alfasoldt@aol.com
Message-ID: <3ikqjd$mak@newsbf02.news.aol.com>
Source record: 170895

> I installed DRVIN.PRG, SCC.PRG, MFP.prg, and MFP_TT.prg (or similar),
>as told by the instructions. On rebooting, I had a strange problem
>with the Modem2 link to a Sun (which goes through STalker): the
>(TTY) link only worked when I typed a command, <RET>, and then sent
> a break. And even then it didn't always work. I also lost my Medium
>Net (midi port) connection to a MegaST.
> The programs were at the end of the AUTO folder, in the order
a>bove.
> What have I done wrong (or not done right)?

Mike, The HSMODEM TSRs work ok on my TT/ST installation, without affecting MediumNet. Did you configurre them via SETTER?

Al Fasoldt, Systems Editor, Syracuse Newspapers

3005. Re: GIF-->Jpeg Converter Needed

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 14:39:18 UTC
From: alfasoldt@aol.com
Message-ID: <3ikr2m$mcb@newsbf02.news.aol.com>
Source record: 170896

>Jpeg Converter Needed

Imagecopy 3.x is spectacular, Mark. It's commercial, but easy to find in
Europe and in North America.

Al Fasoldt, Systems Editor, Syracuse Newspapers

3006. Re: GDOS-Fonts for NVDI

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 14:39:22 UTC
From: alfasoldt@aol.com
Message-ID: <3ikr2q$mce@newsbf02.news.aol.com>
Source record: 170897

>Actually I'm searching for a program to edit GDOS-fonts with!

Robert, there are some excellent GDOS font editors out there, easily foudn with a search. My main storage is on another system a few miles away and I don't have time to grab some of them, but send me a note if you'd like me to send you a couple of the better ones. Just leet me know how restrictive your UUE setup is (I hate cutting files up into itty-bitty pieces).

Al Fasoldt, Systems Editor, Syracuse Newspapers

3007. Re: Bio Hazard

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 15:48:37 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9502241444.AA06206@ilmen.lanl.gov>
Source record: 170755

In a previous article, self-proclaimed pirate gloganwr@is.dal.ca (Gabriel Logan-Wright) wrote:

>I'll probably get flamed to the Nth degree for asking for a registered
>shareware game, (I've found Atari users much more defensive over that)
>but I'm going to ask anyway. We've had our 1040STf for a long time now,
>and I quite enjoy using it. Recently, I found a demo for a really cool
>game called Bio Hazard based on the Alien movies. Needless to say, I was
>impressed. Trouble is, I can't afford to register it. So, if some kind
>soul out there has a registered version and would care to send it to me,
>I'd be forever in their debt. Also, if there are similar games, I'd be
>interested in finding out about them...

What is so gosh darned imperative about a game, ANY game, that makes you want to place a public post asking for an illegal copy. Sure, some will say it's -only- a shareware product so it's no big deal. But it -is- a big deal... at least to the author of the software and those of us who are mature enough to recognize the damage that piracy can inflict.

I sympathize with you because (a) you are so flat broke that you cannot afford whatever the measly registration fee is for this game and (b) you evidently have so little self-respect since you don't care what others may think of you. Sorry, I can't think of any game worth that!

Take your request to the pirate BBS's. Anywhere but here, please. Software developers and authors visit this newsgroup too and contrary to popular opinion, we have feelings too.

Grrrrr.....

-Hutch- @ Fair Dinkum Tech

3008. Re: Connect.lzh file

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 16:01:54 UTC
From: Sabbath@leprosy.demon.co.uk
Message-ID: <793641714snz@leprosy.demon.co.uk>
Source record: 170770

In article <3ij33v$rb3@Kaos.deepcove.com>
joseecek@deepcove.com "Josef Palacek" writes:

> waste your time. Connect is NOT good and in fact is useless. Intention of
> a programmer was good - to use GEM-TOS environment to it's maximum, but
> then he "overkill" it so much that menus are popping out everywhere
> unexpectedly and on wrong places. Very difficult for any user to even get
> used to it.

I don't agree, on many levels, to this critique of Connect.

Connect indeed uses GEM to the maximum and it uses it very well. Menus
are well laid out and logical and it's functionality is superb. It also
boasts VT-102 and Ansi emulation at least as good as Uniterm's.

> a gimmicky toy... If you looking for comm prog than you should look at
> Stalker with it's 'Mac' like logic = commands lined up on top with drop
> down menus.

STalker just doesn't have the functionality that I require, I'm afraid -
no auto-learning of scripts, poor VT-102 and ANSI emulation and lots of
bits and bobs missing. I also don't like it's interface, which is looking
more and more non-standard beside stuff like Papyrus and, indeed, Connect.

All of which proves (I suppose) that there are different opinions to be
expressed about Atari terminal software and as Connect's shareware at
least you can try before you buy.

Graeme

--

+---+
| sabbath@leprosy.demon.co.uk |=======scratch==the==surface========|
+---+

3009. Re: HELP **URGENT**

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 16:09:01 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3il0at$99k@epsilon.qmw.ac.uk>
Source record: 170756

D.Bhabuta (efac001@alpha.qmw.ac.uk) wrote:
: Help...someone please....

This is now fixed. I used the nvram boot disk...available from ftp.cnam.fr in Falcon/Utilities.....called falcon_nvram.tar.gz

Needless to say, it will be on HENSA.

But, thanx Ludovic...

Danny
--
.signature.signature

3010. Re: Obsession Demo Probs

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 16:54:28 UTC
From: nj1@ukc.ac.uk
Message-ID: <11008@falcon.ukc.ac.uk>
Source record: 170776

In article <10998@falcon.ukc.ac.uk> nj1@ukc.ac.uk (N.Jones-Rodway) writes:
>I have no probs getting Obsession to run on my VGA monitor - admittedly it
>is an SVGA, but it won't sync down to RGB standards....
>
>I do remember having problems with something I had in my AUTO folder - and
>it wasn't NVDI!!! Whatever it was I don't use it now so I no longer have
>any probs, but I can't for the life of me remember what it was!!! I'll try
>and find out tonight for everyone!!!!

It's the Tabby prog it had problems with - when I run Obsession with the
Tabby driver installed I just get a black screen. Oddly enough, when I ran
it without the Tablet connected it seened to work fine, but perhaps thats
because the driver didn't load itself into the system as the Tablet wasn't
present.

So, I presume this is no help at all - I don't think many people have the
Tabby Graphics Tablets :) But perhaps it's something to do with stuff connected
to the serial port..... Try it and see.....

Neil.
--
Neil Jones-Rodway
University Of Kent

3011. Re: Magic incompatibility list

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 16:59:06 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBYRFAUUUP@galaxy.teuto.de>
Source record: 170757

In <3htck8$rr5@nyheter.chalmers.se> Johan Klockars wrote:

>1 My understanding is that Kim Andersen claims, as did someone else
> A 32MHz 68040 actually runs at 64MHz internally, and thus has a MIPS
> rate (according to quoted average cycles/instruction) of 64/1.3 ~= 49.

That's how I remember it as well!

>You might (not?) want to know that Hendrik and Hutch _are_ right here as
>has been said in comp.sys.m68k a couple of times.

Psssst, don't tell ...

>Is there any chance I can still join in the bet? ;-)

:-))

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

3012. Falcon-speed, was: Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 17:09:22 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBYRFAUXUP@galaxy.teuto.de>
Source record: 170758

In <793420532.5@mettav.exnet> Graham Irvine wrote:

>It is clear by this statement you have either never seen Apex and thus are

Took a closer look at the proTOS. Didn't impress me.

>Can you tell me of a machine and software that will (at under 30,000UKP or $ or
>even DM) do the above in a "reasonable time " what ever you define this to be.

A PC with a VISTA-gfx-board, and VISTA-TIPS as the paint-application. Don't remember the name of the animator, though. The gxf-board has up to 16 megs of RAM (TC in 768 x 576, _plus_ alpha-channel, plus UNDO-buffer). All calculations run on the board itself. The PC is only used as a storage-device.

Setups similar to this were used by our customers a couple of years ago. They did professional animation work for all major German TV-stations.

> HM> Could be. I'd still never buy a Falcon. In hi-colour modes, the speed
>Haha ,then what do you describe a PC even with a VLB card in hi-colour mode ..!

Yeah right.

>Hi colour is not merely slow but on a standard 8meg PC is unuseable under
>windows due either to running out of memory or the GDI resources bug.

You'd better not tell our PC's at work. They might consider doing that. If you describe such as system as slow, you obviously didn't pick the right components or the setup isnt working well, too.

Have you seen a nice PCI-board with 2 megs of RAM in a nicely choosen and configured system? Heym that's what I call fast, even in TC and high-res. The Falcon's bus-speed in its TC-mode (which actually isn't real TC), is only slightly faster than a stock 8 mhz ST.

Hendr!K

3013. New files at HENSA (24 Feb)

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 17:10:42 UTC
From: vctec@westminster.ac.uk
Message-ID: <D4IL1u.33z@westminster.ac.uk>
Source record: 170759

```
Hi again

Latest installment of your fave list! :-)

ftp/gopher/telnet:- micros.hensa.ac.uk
WWW:- http://micros.hensa.ac.uk/

Go on...log in
Download and enjoy!

Danny

ATARI NEWS OF THE DAY Updated 24/02/95 @ 1655

New software for the Atari TOS section
--------------------------------------
New packages are as follows; type "cd ~/micros/atari/tos/<x>/<code>" to get to
where they are held. <code> is as below and <x> is the first letter of <code>.
EG. For package "m100" you'd "cd ~/micros/atari/tos/m/m100".

Pfx Date Key Details
--- ---- --- -------
p183 24/02/95 S--- CONVERT 2000 0.9 DEMO Convert samples to Kurzweil K2000 (E)
p184 24/02/95 ---- XBRA LIST, dated 30 Jan, 1994 Lists formal XBRAs (G)
p185 24/02/95 ---- XBRA SPY 1.0 Lists your system XBRA information (G/E)
n168 23/02/95 ---- ATARI FTP SITES LIST Dated 23 February, 1995 (E)
p179 23/02/95 ---- SHelp 0.1 Helps generate a ST-Guide hypertext source (G)
p180 23/02/95 ---- TERMINPLANAR 3.2 Scheduler/appointments/calender (G)
p181 23/02/95 ---- XACT 3.1 DEMO Chart publishing and spreadsheet software (G)
p182 23/02/95 ---- XAES 1.00 R1 Extended AES source code distribution (E)
n150 23/02/95 ---- ATARI CD-ROM FAQ 14 January, 1995 A FAQ for CD-Roms (E)
o152 22/02/95 ---- PAPYRUS GOLD 3.64 DEMO Versatile document processor (E)
p176 22/02/95 ---- TWIST II 2.01 DEMO Database program (E)
p177 22/02/95 ---- JAnE (Just Another Editor) 1.10 DEMO RELEASE 4 (G)
p178 22/02/95 S--- DUET 1.00 Network TOS computers via MIDI, LAN, SERIAL (G)

New software for the Atari Falcon section
-----------------------------------------
New packages are as follows; type "cd ~/micros/atari/falcon/<x>/<code>" to get
to where they are held. <code> is as below and <x> is the first letter of <code>
EG. For package "a001" you'd "cd ~/micros/atari/falcon/a/a001".

Pfx Date Key Details
--- ---- --- -------
a085 21/02/95 S--- GRAOUMF TRACKER 0.6605 BETA DEMO, 32 channel DSP tracker (F)
a086 21/02/95 ---- WAX DIRECT TO DISK PROFESSIONAL EDITION (E)
```

--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

----->>>>>THIS MESSAGE FROM vctec@wmin.ac.uk<<<<<-----

3014. Re: ST Formats email address (was Re: ATARI ST STINKS!!!!)

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 18:33:13 UTC
From: agoold@cix.compulink.co.uk
Message-ID: <D4IovE.K6y@cix.compulink.co.uk>
Source record: 170760

>Does anyone have ST Formats email address ?

You can also get them via

stformat@cix.compulink.co.uk

Frank Charlton is the main user.

Franks has only been on CIX for a few days but appears to be logging on
regularly.

Al
(agoold@cix.compulink.co.uk)

3015. Re: TOS 1.6 Patches

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 18:40:09 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3il969$447@m.ehd.hwc.ca>
Source record: 170761

Ewan Brown (emb@resun03.roe.ac.uk) wrote:
: This may be in some FAQ somewhwre but I couldn't find it.

: What patches are recommended for the first release on TOS1.6 for the STE
: and what do they do ? Replies by E-mail if possible.

Other than the usual patch(es) to the serial port the only one that I can
think of is STEFIX.PRG. This should be on your language disk, the one
that was originally included with you computer. The STe wouldn't boot
into medium rez when connected to a colour monitor, STEFIX fixes this.
Another way to fix this is to edit your DESKTOP.INF file manually. Look
for a line '#Z 12' or _something_ like that and change the 12 to a 13,
save it and reboot with the new DESKTOP file. The Z line should be just
before the definitions for your drive icons.

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

3016. Geneva

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 18:44:26 UTC
From: zap@eskimo.com
Message-ID: <D4IpE2.GM2@eskimo.com>
Source record: 170762

```
--
Randall Dale Spreadborough <zap@eskimo.com>
PGP v2.6.2 Public Key Available by Request
```

3017. Re: Bio Hazard

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 18:50:40 UTC
From: gaghon@nevada.edu
Message-ID: <3il9q0$5mr@news.nevada.edu>
Source record: 170763

Gabriel Logan-Wright (gloganwr@is.dal.ca) wrote:
: I'll probably get flamed to the Nth degree for asking for a registered
: shareware game, (I've found Atari users much more defensive over that)
: but I'm going to ask anyway. We've had our 1040STf for a long time now,
: and I quite enjoy using it. Recently, I found a demo for a really cool
: game called Bio Hazard based on the Alien movies. Needless to say, I was
: impressed. Trouble is, I can't afford to register it. So, if some kind
: soul out there has a registered version and would care to send it to me,
: I'd be forever in their debt. Also, if there are similar games, I'd be
: interested in finding out about them...
: Thanks in advance,

I think you need to start saving your pennys.... or change platforms..

3018. Bidirectional protocols

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 19:05:00 UTC
From: mitala@utu.fi
Message-ID: <D4IqCD.5L2@utu.fi>
Source record: 170788

Is there any other bidirectional protocols than Jekyll?
Sources would help too if anyone knows where to find them.

3019. Re: What should I do?

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 19:10:45 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3ilavl$p1t@sat.ipp-garching.mpg.de>
Source record: 170764

A statistic (abstract@wam.umd.edu) wrote:
> Arno Welzel (aw@zaphot.augusta.de) wrote:
> : In <3hv9b9$kk2@cville-srv.wam.umd.edu> Some guy wrote:

> : > I have a 1040STfm, and I think it's about time to upgrade. I
> : >want to stay with ATARI, I think they're the best computers available,
> : >but I'm not sure if I should perhaps switch to the PC world. Help, please!

> : Buy a MacIntosh Performa and get Magic for Mac!

> Any particluar reason...?

Yes, it's the fastest Atari-compatible computer you can get for a
reasonable price. Medusa's much too expensive.

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

3020. Re: Un-Zipping .gz

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 19:22:29 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3ilbll$hqq@golem.wcc.govt.nz>
Source record: 170765

] >Just HOW do I go about unzipping a .gz file? I know it needs a program
] >/module that I don't have at present (else I wouldn't have to ask) but wha
] >is it, and what is the procedure? I assume I can get it from one of the
] >regular sites.
]
] You get the latest gzip, then type

The missing bit is

-d [filename]

that's it, DON'T put the ".gz" or ".z" in the filename bit as G-zip
automatically looks for this, so if I had "archive.gz" I'd type

-d archive

You can get GNU-ZIP from atari.archive.umich.edu in ./atari/Archivers/
as gzip06st.zoo

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.
Maintainer of the Generation-X FAQ.
"Follow the rules we've demonstrated, or else you'll end up mutilated"

3021. Re: ---> Program for BBS please?

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 19:33:32 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.172.000E8F8A@cfcsc.dnd.ca>
Source record: 170766

richcsst@crash.cts.com (Richard John Kelsch) writes:
>George W Garner (garnerg@esu.edu) wrote:
>: ---> I'm *thinking* about starting an all Atari BBS. Does anybody know a
>: program I can run on my STE to handle one? Any response will be
>: *greatly* appreciated. Thanks!
>: ---> Please respond to the e-mail address below
>: George
>Ratsoft BBS is the best I have seen for the ST.

There's a new ALL GUI BBS interface coming out. to be debuted at ACE'95 I
believe. "Oracle"

3022. Re: ATARI Works black page syndrome

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 19:41:12 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.173.000EB03C@cfcsc.dnd.ca>
Source record: 170767

ceil0090@rz.uni-hildesheim.de (Carsten Eilers) writes:
>In article c4a@golem.wcc.govt.nz, sheppard_r@ix.wcc.govt.nz (Roger Sheppard..)
>writes:
>>Lack of memory is the cause, they do state that the minimum
>>is now 4 megs...
>I use ATARI Works with SpeedoGDOS 5.0x and a HP 4P. With the Laserjet 4
Driver I get a black page, with the Laserjet III Driver the HP 4P works with
300dpi. I have 4>megs RAM !
>(Sorry for this bad englisch :-))
>Bye
> Carsten
>ceil0090@rz.uni-hildesheim.de
I have version 1.207 I believe this the earlier version - anyway I've never
run into the black page syndrome. You should be able to switch versions at
your dealers easily enough if this is the problem
later/plus tard!
-ken

3023. SLM804 printing

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 19:47:14 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.174.000EC9FC@cfcsc.dnd.ca>
Source record: 170771

Thank you and merci's to all. I now am printing justfine from all programs to my SLM, using Laser_e.acc. Once I fugure out the graphics modes, and how to use them I'll be set.
Yhanks agian!
merci encore
-ken

3024. Re: Best Address

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 19:50:18 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.175.000ED716@cfcsc.dnd.ca>
Source record: 170772

lanceb@perth.DIALix.oz.au (Lance H. Barrett) writes:
>Does anybody know if Best Parts in USA have an internet address.
>Thanks
>Lance from down under.....

Sorry :-(
I know of no internet address for Best.
All I have is:
(408)2436950 - voice
(408)2438274 - fax

hope it helps(hell of a long distance call!)
-ken

3025. Re: STARWARS Falcon demo

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 19:57:00 UTC
From: magnus.kollberg@f0.n200.z2.ct.se
Message-ID: <ftn_2.203.221$fidonet.org_2f4e3a38_Magnus.Kollberg@f0.n200.z2.ct.se>
Source record: 170774

```
On 02-18-95 Philips Dilworth Patton wrote to All...
A> No. (speaking for myself that is). I got a glimpse of a very low-res
A> looking moon landscape or something (?!?) and then it bombed. Not worth
A> the hassle i guess - phil.

It's working on RGB and is 12MB (compressed) of starwars scens (digitized)
and some music.

Magnus K
* (QW|{ 2.6 *

( UUCP Dialup connection )
```

3026. Re: SCSI Floppy, other questions

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 20:08:05 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.176.000F22F1@cfcsc.dnd.ca>
Source record: 170775

Rich.Tietjens@f6969.n106.z1.fidonet.org (Rich Tietjens) writes:
>LGselector is not freeware or shareware. Try Selectric - it's a German file
>selector that is shareware, and quite nice.
Hmmmm....
I sent in some money for LGFS. It CAN be found on most sites: LGS18d.lzh if I remember correctly, but I don't use it any more as I am running Geneva and using its file selector.But I am pretty sure it IS shareware!
-ken

3027. Re: Cheap Software 4 Sal

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 20:41:50 UTC
From: James.Davidson@cbbs.centron.com
Message-ID: <80d_9502251927@centron.com>
Source record: 170731

How much do you want for Degas?

E-mail me here or netmail. Thanks. James.

... Catch the Blue Wave!
___ Blue Wave/QWK v2.12

Mr. La Forge, show these children the antimatter Picard
+--+
| Standard disclaimer: The views of this user are strictly his own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+--+

3028. Re: Looking for program to limit memory.

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 20:45:03 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.177.000FC0BB@cfcsc.dnd.ca>
Source record: 170777

madsen@admin.usask.ca (Jorgen Madsen) writes:
> A friend on mine has an 1040STE with 4M of memory. He bought the
>game "The Ancient Art of War in the Skies" from Microprose, but it will not
>run on his system. Microprose has responded to his queries that the problem
>is that he has too much ram and must get a program to make the OS believe it
>only has 2M. They said there were lots of these programs available in the
>PD sites. Does anyone know where I could find one???
>Jorgen Madsen
>Univ. of Saskatchewan
>Saskatoon, Sask. Canada
Yes Jorgen. There's a program called make_meg, which makes the software think
there is only one meg of memory on the machine. I can't find it in my umich or
hansa archive indexs, so I couln't tell you offhand where you could get it.
Maybe someone else here knows
prends soins/take care
-ken

3029. Re: Call Cost Prg ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 20:53:02 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0ri6wC-0005tYC@black.csi.cam.ac.uk>
Source record: 170778

In article <02211995.222848@empyr.dircon.co.uk>, kevan@empyr.dircon.co.uk wrote:

> Hi, Can anyone point me to a call cost program ?

> I would like to be able to configure it for my country's charges, and have it
> keep a log of all modem calls made and how much they cost. I presume this
> would have to be some sort of accessory,

I haven't seen an automatic one, although I'm sure that would be possible.
There was a manual (click on a button when you log on and when you hang
up) one on an ST user cover disc.

> as I do not wish to move from my current terminal program, TAZ.

OK. Had you wanted to change, Connect has one built in. It looks very
sophisticated but I never got it to work.

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Windows. From the company that gave you edlin **

3030. Re: Setting up X (is there a FAQ?)

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 21:07:43 UTC
From: Doctor Zweistein <drz@raven.cybercom.com>
Message-ID: <Pine.LNX.3.91.950224160701.2605A-100000@raven.cybercom.com>
Source record: 170779
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

```
On Fri, 24 Feb 1995, Mr N A Barnes wrote:

> Could you tell me where you got versions of X and so on for the atari
> from, as I have a falcon and would love to run Unix and X on it, so I
> could use a real OS for once... I have heard of people installing

Ftp to: atari.archive.umich.edu
I think it's in pub/Atari/Mint
Then you need to set up mint+mintnet, and finally X11

.. Doctor Zweistein, aka Baruk or Tim Newsome
''::..
D ''':: drz@raven.cybercom.com | Microsoft is not the answer.
..::'' http://raven.cybercom.com/~drz/ | Microsoft is the question.
::'' R | "No!" is the answer.
''::.. quidquid latine dictum |
'' sit, altum viditur | Intel inside? Don't divide!
```

3031. Re: GIF-->Jpeg Converter Needed

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 21:22:29 UTC
From: drz@raven.cybercom.com
Message-ID: <3iliml$8jp@crow.cybercom.com>
Source record: 170780

Mark Santora (santora@delphi.com) wrote:

: Subject says it all. I have a ton of Jpeg's I can't look at on a standard
: Mega ST without them looking like crap! I do have a really nice GIF viewer
: that allows upto 4096 in a HAM mode. So if I can convert them, I will
: be somewhat happier.

Gemview will convert them.

--
.. Doctor Zweistein, aka Baruk or Tim Newsome
''::..
D '':: drz@raven.cybercom.com | Microsoft is not the answer.
..::'' http://raven.cybercom.com/~drz/ | Microsoft is the question.
::'' R | "No!" is the answer.
''::.. quidquid latine dictum |
'' sit, altum viditur | Intel inside? Don't divide!

3032. TIF Compressed

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 21:25:57 UTC
From: rrice@ccat.sas.upenn.edu
Message-ID: <3ilit5$pr4@netnews.upenn.edu>
Source record: 170781

Hello! Does anybody know of an art program or a picture program or any sort of graphics utility that would allow my friend and dentist (a good combination) to load TIF compressed files from his CD-Rom's? Many thanks--we have tried (and registered) GEMView, and ST Convert. No luck so far,

Many thanks--

Rob S. Rice
rrice@ccat.sas.upenn.edu

3033. Re: Atari Web Browser

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 22:01:45 UTC
From: aaron@icd.com
Message-ID: <3ill09$36g@news1.best.com>
Source record: 170782

Please let me know if there is a Web browser available or if
someone is interested in developing one. I have an application that
could definitely use it. Yes, I'm talking about profit potential.

If anyone is interested, please send me private mail. Thanks.

Aaron
aaron@icd.com

jperez@uhunix.uhcc.Hawaii.Edu (John Perez) wrote:
>
> Is there anyone out there developing a Web browser for Atari computers?
> I just spoke with George Geczy, the author of Hyperlink for Atari
> computers. It is a Hypertext development system which supports Dbase
> files, IMG, text fields, buttons, icons, etc... It is not specifically
> for HTML, although, it is conceivable that it could be re-written or
> patched to serve this purpose. Aside from the translation, it would also
> have to be taught to telecommunicate.
> In any case, much of the work has already been done, and the
> Author is willing to sell the code (cheap) if there is another developer
> interested in continuing his work, and/or adapting Hyperlink for HTML.
> He can be reached at
> george@jmg.on.ca
>
>
> The Borg
> jperez@uhunix.uhcc.hawaii.edu
> President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
> Mega STE - STacy - Portfolio - 2600 - Lynx - Jaguar - 400 - 800 - 130 XE
>

3034. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 22:55:11 UTC
From: sasa@xs4all.nl
Message-ID: <3ilo4f$ah0@news.xs4all.nl>
Source record: 170783

No it was not a Gemulator. It was a PowerPc running TOS!!!

The guy who brought you the rumour.

3035. Re: HSModem - still confused !

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 22:58:10 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <793666690snz@yeadontt.demon.co.uk>
Source record: 170784

In article <FBXOBBVQUP@dksoft.ping.dk> kim@dksoft.ping.dk "Kim Andersen" writes:

> In <1995Feb22.145937.26488@news.unige.ch> Mike Morris wrote:
>
> > I have just downloaded and installed HSMODEM6 on my TT. Problems,
> >problems.
> > I installed DRVIN.PRG, SCC.PRG, MFP.prg, and MFP_TT.prg (or similar),
> >as told by the instructions. On rebooting, I had a strange problem
> >with the Modem2 link to a Sun (which goes through STalker): the
> >(TTY) link only worked when I typed a command, <RET>, and then sent
> > a break. And even then it didn't always work. I also lost my Medium
> >Net (midi port) connection to a MegaST.
> > The programs were at the end of the AUTO folder, in the order
> >above.
> > What have I done wrong (or not done right)?
>
> I'm not quite sure what serial ports the TT has, but i believe there is both
> an MFP and an SCC, right ? In that case you just decide what chip you want
> to use, and then use that driver only. Meaning:
> If you got the SCC, then use the SCC.PRG (which i think is modem2).
> If you got the MFP, the use MFP_TT.PRG, (which might be modem1).
>
> But you have to go through both drivers to tell Hsmodem you're using a TT,
> (that part i can remember for sure).
>
> Greets
> Kim
>

For the record the TT has both an MFP chip (2 actually) and an SCC chip.
The ST compatible MFP chip controls MODEM 1 port.
The TTMFP chip controls SERIAL 1 (switchable to the LAN port).
The SCC chip controls both the MODEM 2 port and the SERIAL 2 port.

For HSMODEM on the TT you need MFP.PRG, MFP_TT.PRG and SCC.PRG. Each must be
set up using SETTER.

I am currently using HSMODEM 4 on my TT with a Hayes Accura 288 V.FC modem
connected to SERIAL 2, the DTE speed (machine to modem data transfer speed)
is 115200 using NOS. I achieve this by setting the Modem port to SERIAL 2
at 150 BAUD using the Modem CPX.

Hope this will be of help.

--
****

```
* )|( ###### ###### *
* )|( Phil Yeadon # # *
* ) | ( phil@yeadontt.demon.co.uk # # *
* ) | ( # # *
*********************************************************************************
```

3036. Re: File at UNI-KL.DE..

Newsgroup: comp.sys.atari.st
Date: 1995-02-24 23:25:16 UTC
From: steve@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3ilpss$9uj@fred.netinfo.com.au>
Source record: 170785

Barry Heath (barheath@heathen.demon.co.uk) wrote:

: I have to admit to being a little confused by terminology here, too. I
: always thought that a shell was a device to make the launching of programs a
: sight easier than command lines. I'd cite the shell used around LHARC as an
: example, while the GEM Desktop and its improved variants are really the
: logical conclusion (as far as technology will let us). What you seem to be
: saying is that a shell is just another term for CLI.

The original meaning of `shell' is an old Unix concept.
Unix is conceptually a nut with the Kernel in the middle and
the Shell on the outside. This is conceptually different from
OS's of the time which had commands embedded into the OS.
Whereas in Unix these commands were simply user programs that
the Kernel ran in user space.

I'm explaining this badly, I know....

What was the question?? Oh yes, the command interpreters
in Unix are referred to as shells. A shell is really just a program
for launching other programs, so apart from the graphics, there
is no conceptual difference between a CLI or Gem Shell.

3037. Re: ATARI Works black page syndrome

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 00:08:32 UTC
From: brenjb@hg.uleth.ca
Message-ID: <3ilse0$ihl@holly.cc.uleth.ca>
Source record: 170786

In article <3ikee0$j26@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>>
>>Hi,
>>
>>I just installed works here at the university on the Mega ST2. I never
>>had problmes with it on any printer, but with that HP Laserjet III,
>>there always apears a black page when printing. no matter if I use
>>the LJ or DJ driver.
>>
>>Configuration: Mega ST2, 2MB, Speedo GDOS, Works 1.20x, HPLJ III
>
>Assuming you're running Speedo 4, I'd say try Speedo 5 and/or NVDI 3.
>If you're running Speedo 5 already, I don't know what to suggest!!
>
>Certainly the printer drivers in NVDI are completely rewritten, so
>they avoid this bug (or contain a work-around internally for it).

I recieved a reply on the "black page syndrome" from Robert Engberson of
COMPO U.S.A. He said that the BPS occurs when printing from Atari Works in
memory-tight configurations, and only when printing to HPs for some reason. He
said that the bug was in Atari Works, not GDOS, and there was going to be an
update to GDOS which would replace the faulty code with good code available
soon. I don't know if or not NVDI 3 already does this.

Jon

>
>--
>--Chris
>Other email addresses:
>Work: C.Ridd@imc.exec.nhs.uk
>Cix: chrisridd@cix

3038. Re: How do you get the MagicMAC Demo to work

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 00:13:03 UTC
From: japolis@nyx10.cs.du.edu
Message-ID: <3ilsmf$3co@nyx10.cs.du.edu>
Source record: 170787

>I think MagicMac needs an FPU to work.
Not so! It qorks fine on my Quadra 605 with a 68lc040 (no FPU)

>Programs which seem to run OK:

>Calamus SL
>XControl
>ST ZIP 2.6
>LZHSHELL 3.10 (I'm not sure about the version number)
>ORCS
>EDITH (demo)
>EDITH1 (S/W)

Add to list: Stalker
Tracker/ST

>I will most definitely buy MagicMac when it becomes available for us
>non-German residents.

Ditto! ANother buyer here! How do I get it?!

3039. Re: Help wanted with memory management/expansion

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 00:45:25 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3iluj5$ise@status.gen.nz>
Source record: 170789

Chris Young (cy4@ukc.ac.uk) wrote:
: Does anyone know how to release more memory for non GEM based programs
: to use ? If GEM isnt running does this make any more memory
: available ?

: Is it possible to expand the memory of a 520STfm ?

If the programme you are running is truly non GEM Based (ie. .TOS
extension) then just put it in your Autofolder. This will free up about
32K I think.

And you can expand the memory in your 520STfm - there are lots of boards
available. Depending on the Motherboard rev. it may or may not require
soldering. If you know about electronics and have a soldering iron it
should be no problem. Just remove th case and see if the Video Shifter
and MMU is
in a socket. If it is then it just plugs in if I remember correctly.

Contact Toad Computers in the USA on toad@charm.net, or if you live in
the UK I think either Compo or Lexicor will have one:
compo@cix.compulink.co.uk and services@lexicor.com or info@lexicor.com.

Hope that helps,
-- Mario Becroft (mbecroft@iconz.co.nz)
--

3040. Re: TIF Compressed

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 00:49:28 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3iluqo$ise@status.gen.nz>
Source record: 170790

Rob S. Rice (rrice@ccat.sas.upenn.edu) wrote:

: Hello! Does anybody know of an art program or a picture program or any
: sort of graphics utility that would allow my friend and dentist (a good
: combination) to load TIF compressed files from his CD-Rom's? Many
: thanks--we have tried (and registered) GEMView, and ST Convert. No luck
: so far,

That's wierd, a friend who has registered GEM-View has had no problems loading TIF Compressed files from CD ROM. My only suggestion is that the CD ROM driver might be at fault. Does the CD ROM work OK for other things? Try mailing one of the problem images along with your GEM-View version to the Author of GEM-View, and ask him what he thinks.

--
-- Mario Becroft (mbecroft@iconz.co.nz)
--

3041. Re: Geneva

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 00:53:44 UTC
From: zap@eskimo.com
Message-ID: <D4J6HL.3tK@eskimo.com>
Source record: 170791

That didn't come across well. I bought the Geneva/NeoDesk4 combination and am having some small problems with windows bleeding through and how to configure some programs to only use small amounts of memory without automatically running them and putting them to sleep.(A configure file would be ideal.) Is anyone beside me running this combination? I also am having trouble with Stalker bombing out while doing a file transfer in the background and accessing the hard disk in the foreground. There must be a way to time events so the two events don't run into one another. Thanks for any help.
--
Randall Dale Spreadborough <zap@eskimo.com>
PGP v2.6.2 Public Key Available by Request

3042. Warp 9 v3.80

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 01:24:06 UTC
From: ba186@freenet.buffalo.edu
Message-ID: <D4J7w7.9sM@freenet.buffalo.edu>
Source record: 170000

Hi,

I just got a copy of Warp 9 version 3.80, mainly because it was cheap and gave me a cheap opportunity to check out a screen accelerator. Of course, the first thing I saw when I opened up the manual addendum was that this doesn't work with the current version of MultiTOS, or as it seems, with MiNT 1.12 running on my system. Therefore, I was forced to go with Geneva again, but minus a desktop since I only have Neodesk 3.0x which I don't like. I am considering NeoDesk 4.0x, but alas, I don't have it. My questions are: What is the lastest version of Warp 9, and does it work with MultiTOS? Should I just look into another screen accelerator? This brings up the NVDI 3.0/SpeedoGDOS argument (if I've read correctly), since I'll be needing a GDOS program. Which do you prefer: MultiTOS or Geneva? Or perhaps the Magic or whatever one? I've been slowly upgrading my system since December, starting by replacing my old 1040STf w/TOS 1.00 with a 1040STe w/TOS 2.06 and 4 Megs. Now I am heavily into getting the software I need to make this into updated 1040STe computer and the net has been very helpful in this task. Thanks for any help you can provide me...and since I'm in here, I could use a 16-bit sample tracker program compatible with the Replay 16 Sampler!!! Thanks,

Theron

3043. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 01:33:59 UTC
From: diehl@nudge.io.org
Message-ID: <3im1e7$l5b@ionews.io.org>
Source record: 170792

Vegard Hofsoey (vegard@henry.interlink.no) wrote:
: I am about to release my second shareware release. The first was a mono art
: program called Munch witch got 93% in ST Format and 5 out of 5 stars in
: ST Review. It was slightly crippled, in that no pictures larger than the
: ST high screen could be saved in other than my own format in the release
: version. It was on ST Formats subscriber disk. As registrations number a
: (for me) rather disappointing 20 to date, I'm beginning to wonder if I
: did not cripple it *enough*, or if the ST market really is *that* small...

I can say for a start that my ANSI art program, FANSI, has recieved to less
than 16 registrations in the almost one year since it has been released.
Not very encouraging. But I too imposed very few restrictions on it: Users
could load and save their pictures as desired, and the only crippled
features in the unregistred version were the more useful drawing functions
(boxes, connected-lines, and so on). The pitiful amount of registrations
seem to suggest that perhaps more -- or at least different crippling is in
order. In your case I think it might also be the fact that Munsch is
monochrome only. I have a monochrome monitor, but almost never use it, and
though the majority of people in Germany may be mono users, the majority of
orth American, Canadian and UK users use colour monitors. That may have
also contributed to the low registations of Munsch; from what I heard it's a
very nice program.

: Now, about to release another shareware program, I would like to hear
: some opinions regarding crippleware. How much is *too* much? Should I
: just release an unrestricted version and hope for the best? What do *you*
: think? If anybody has experience in the shareware scene, I'd especcially
: like to here from you, but all opinions are valid.

DIsable save functions. It's annoying, but it's all I can see as working as
far as crippling goes. THat lets users see what the program is like fully,
but not being able to save anything means they have to register (or go
through less legal channels ... grr...)

: BTW, the program in question is called FrontEnd, and can be described as
: a kind of GEM based "visual GFA basic". I'll post more when I upload...

Sounds nice ... is it just an editor, on the order of the mythical "GFA
Basic 4.0" editor? That would be quite nice. So long as it is interpretive
as GFA has always been, and supports all the many nice features the GFA
editor has. (Partial command recognition is at least a must) If it is a
compiler shell ... have you seen Dave Munsie's G-Shell? What would it offer
over that?

: Vegard Hofsy
: E-mail: vegard@interlink.no

--

```
_____________________________ _________________________________
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

3044. Atari Portfolio

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 01:53:26 UTC
From: JBPT63A@prodigy.com
Message-ID: <3im2im$83o@usenetw1.news.prodigy.com>
Source record: 170793

We have an Atari Portfolio, and the serial interface for it. Am unfamiliar with the unit. Would like to use it to run a DOS program in the field. How can I load this to it?
Any suggestions would be appreciated.

Cory

3045. Re: Setting up X (is there a FAQ?)

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 02:36:44 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D4JB98.Lnw@cix.compulink.co.uk>
Source record: 170794
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

> I can get xinit to run, but then all I see when I run it is an xterm
> window (at least I assume it's xterm) which I can't move. And I can't
> figure out how to run an extra xterm in a diff window on a different
> place on the screen.

I'm pretty sure you need to run 'twm' or another window manager. However when I run twm from either the default shell - or the xterm I start from .xconfig - twm just compains about colours - and runs white on white. It does run though and starts up other programs. I don't know twn enough to do anything useful 'blind'!

;-(

Roland.

@CiX

3046. Re: File at UNI-KL.DE..

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 02:36:46 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D4JB9A.LoL@cix.compulink.co.uk>
Source record: 170795

In message <H.ekBL.b97VHJt35Js@icon.pp.se>, root@icon.pp.se said:

> This is wrong, IMHO. Dropping MiNT in the AUTO-folder and the MinixFS-
> driver (MINIX.XFS) in C:\MINT or C:\MULTITOS is easy. Rebooting is
> also easy. Doubble-clicking on MINIT.TTP and typing "-V -n 2 -P X:"
> in the dialog is also easy (exchange X for the partition you wish
> to install a MinixFileSystem on). Answer y, as in Yes, to the question
> minit asks you if you have entered the correct drive-letter. Wait
> while the partition is turned into a MinixFS-partition and reboot.
> Now you have exactly the same OS enhanced with preemptive
> multitasking and a partition that you can have files with strange
> and long filenames on.

Don't do this on a partition with data on it. AFAICR MINIT *zaps*
all data when it installs the new filesystem!

I'd experiment with a floppy disk first.

Roland.

@CiX

3047. Re: 68000 to 680XX upgrade easy?

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 02:36:47 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D4JB9B.Lp7@cix.compulink.co.uk>
Source record: 170796

In message <D45y95.5yp@eskimo.com>, zap@eskimo.com said:
> If I were to aquire a 68010 through 68040 chip could I simply pull
> my old 68000 chip out and plug in the new chip? Is there other
> modifications neccessary for this type of upgrade? Is it practicle?
> Other than the obvious expense of the new chip is it a cheap way to
> go? I have both a 1040 ST and a 4 meg STe with Tos 1.04 and 1.06
> respectively. Any info appreciated. I do plan on doubling the clock
> speed to 16MHz soon on one or the other units. --

Essentially the answer is no - and the comercial solutions which solve the problems (PAK/3 etc) are good but quite expensive.

If you could aquire a suitable 68020 or 68030 then you might want to buy a bare PAK/3 board and fit it yourself. Still several hundred $s - and not for the faint hearted.

:-|

Otherwise - do as I did and buy a 2nd hand TT (or Falcon).

:-)

As for doubling the clock speed - make sure you know what you are doing! Trying to force the whole ST motherboard from 8Mhz to 16Mhz just isn't going to work - and may damage it.

Roland.

@CiX

3048. Re: Newbie questions...

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 02:44:29 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D4JBM5.M2o@cix.compulink.co.uk>
Source record: 170797

In response to barheath@heathen.demon.co.uk's message:
> In article <D4CysK.4K0@cs.vu.nl> epdouden@cs.vu.nl "Ouden de EP" writes:
>
> > LUCZKO,GLEN,MR (BQZ6000@MUSICB.MCGILL.CA) wrote:
> > : I've just inherited an Atari 1040ST. I hope to eventually use it to
> > : set up a small midi studio that will make my electric bass practicing
> > : more enjoyable. But first I will have to learn my way around the
> > : machine. A few quick questions:
> > :
> > : 1. What is the small superscript "f" that appears on the packing box?
> > : the model seems to be 1040ST <f>. What does it stand for.
> >
> > The "f" means that the computer has an internal 720kb drive. Later
> > versions of the ST-series have an 1.44Mb drive.
>
> BON-N-N-G-G-G Wrong answer. Well, right in that it has a 720k drive.
> Wrong because later ones didn't have 1k44. Only the Falcon has that

Double bong <g> If it's an early STf it may only have a 360k drive if it
hasn't been upgraded. Second, there are other machines with a 1.44Mb
drive, if my MSTE is anything to go by (also later TTs). Third, I was told
some time back that Atari actually started putting High Density drive
mechanisms into the later STEs, although they didn't use the Ajax chip or
TOS version that could control them. I don't know that for a fact myself,
but I don't have any reason to disbelieve it. The reason was that the cost
of the drive was the same.

> > : 2. For modest operations with a program like band in a box, will
> > : I need to get a second disk drive?
> >
> > You'd better get yourself a harddisc!
>
> The biggest you can afford if you're keeping samples on it!

Band-in-a-Box doesn't use samples (not v4.x anyway - don't know about v5.x).

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%* # also: 100:1011/143.0@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/143.0@nest.ftn #

3049. Re: pc-ditto

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 02:59:03 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950225034639.17798A-100000@mars>
Source record: 170798

On 22 Feb 1995, BobR wrote:

> pc-ditto, the software only PC emulator from Avante Garde is long out of
> production, and Avante Garde is long out of business.

The *only* thing pc-dito is good for is if you are learning pascal and must use the Borland Turbo Compiler (Can't help liking the Borlands "no nonsense disclaimer"). Eventually there may other ways of using pc-dito and if so it will certainly show up on this newsgroup??

/Jens M. Andreasen

3050. ST sharing PC hard disk

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 03:36:42 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <793679276.1@mettav.exnet>
Source record: 170799

It was none other than Carey Evans who did write on 21 Feb 95 that ....

CE> I'm pretty sure I saw an article here some time last year that said
CE> something about a combination of programs that would allow an ST to
CE> share a PC-clone's hard disk over a null modem cable.
CE>
CE> Does anyone know anything more about this?

Yep your looking for Ghostlink . It works very well by all accounts.

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/8)

3051. Translators..!!

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 03:58:40 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3im9tg$lgm@golem.wcc.govt.nz>
Source record: 170800

Well this is the list so far for Translators, German - English...

XLATOR2
MULTLAN2
GER2EN30
RUFTRADE

I think thier could be one more, has any one done a FAQ
on this, or some kind of performance tests...

Some food for thought....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3052. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 05:06:40 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3imdt0$b5a@lastactionhero.rs.itd.umich.edu>
Source record: 170701
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-rw-r-- entropy 31153 Feb 18 18:46 ./Utilities/0index
-rw-r--r-- baldrick 128628 Feb 20 11:30 ./0ls-lR.Z
-rw-r--r-- baldrick 127879 Feb 20 11:34 ./0ls-lRc.Z
-rw-r--r-- baldrick 11320 Feb 20 11:16 ./Falcon/0index
-rw-r--r-- baldrick 217089 Feb 17 00:12 ./Falcon/Games/bombsqad.zip
-rw-r--r-- baldrick 40056 Feb 20 10:58 ./Falcon/Games/tetrhex.zip
-rw-r--r-- baldrick 11188 Feb 16 17:15 ./Falcon/Graphics/shower10.lzh
-rw-r--r-- baldrick 58394 Feb 20 10:24 ./Falcon/Sound/Players/bobtrack.lzh
-rw-r--r-- baldrick 161939 Feb 20 11:26 ./0compind.Z
-rw-r--r-- baldrick 403517 Feb 20 11:26 ./0index
-rw-r--r-- baldrick 28295 Feb 21 22:23 ./Games/0index
-rw-r--r-- baldrick 222077 Feb 20 10:54 ./Games/Arcade/ult_aren.lzh
-rw-r--r-- hyc 15418 Feb 21 14:48 ./Graphics/0index
-rw-r--r-- baldrick 799752 Feb 18 11:58 ./Graphics/Raytrace/cloe.lzh
-rw-r--r-- baldrick 68049 Feb 18 11:57 ./Graphics/Raytrace/Pov/mvpov281.zip
-rw-r--r-- baldrick 128624 Feb 21 22:28 ./0ls-lR.Z
-rw-r--r-- baldrick 127707 Feb 21 22:31 ./0ls-lRc.Z
-rw-r--r-- baldrick 11478 Feb 21 15:04 ./Falcon/0index
-rw-r--r-- baldrick 20136 Feb 20 10:28 ./Falcon/Programming/m_analyz.gif
-rw-r--r-- baldrick 362 Feb 20 10:28 ./Falcon/Programming/m_analyz.txt
-rw-r--r-- baldrick 122929 Feb 20 10:30 ./Falcon/Programming/m_analyz.zip
-rw-r--r-- baldrick 404474 Feb 21 22:26 ./0index
-rw-r--r-- boydm 5283 Feb 21 13:49 ./Network/0index
-rw-r--r-- baldrick 162525 Feb 21 22:26 ./0compind.Z
-rw-r--r-- hyc 15420 Feb 22 14:23 ./Graphics/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

3053. Atari 1040ST... How much could I get?

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 05:26:02 UTC
From: coonj@osuunx.ucc.okstate.edu
Message-ID: <3imf1a$kdp@bubba.ucc.okstate.edu>
Source record: 170702

Hi. I have an Atari 1040 ST with SC1224 color Monitor, and a 40 Meg,
ICD FAST Hard Drive, with standard peripherals, mouse, mousepad, LOTS O
software, with disk boxes to go with it all...

I was wondering in anyone would e-mail me and tell me how much I could
expect to get for a system like this if I sold it on the Net.

Or, if you have an actual offer on the system, please mail me, as I
will probably not check all the replies here.

Thanks in advance, please send me reasonable expectations or offers...

Jeff
CoonJ@osuunx.ucc.okstate.edu
"The best way to accelerate a Macintosh is at -9.8m/s/s"

3054. Re: Atari ST Hack in progress....

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 07:30:47 UTC
From: brenjb@hg.uleth.ca
Message-ID: <3immb7$pl4@holly.cc.uleth.ca>
Source record: 170746

In article <3ikf4f$jaj@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>BobR <76702.1466@CompuServe.COM> writes:
>>>Can you just pull the 68000 out and pop a 68030 in the ST?
>>
>>No.. the Operating System doesn't support the chip.
>>
>>There are a small number of commercial upgrade boards which give you a
>>68030 CPU, but along with external cache memory and timing control, these
>>boards also include a different set of OS chips.
>
>TOS 3 is the first version that supported 68030s.

Actually while that is true chronologically, TOS 2.6 (which came out
*after TOS 3) also supports 68030s. That is the TOS used on Jim Allen's Turbo
030 boards.

>--
>--Chris

Jon

3055. Re: Jeff Minter's Home Page???

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 07:37:44 UTC
From: brenjb@hg.uleth.ca
Message-ID: <3immo8$pl4@holly.cc.uleth.ca>
Source record: 170747

In article <424_9502211930@sherwd.fidonet.org>, Rich.Tietjens@f6969.n106.z1.fidonet.org (Rich Tietjens) writes:
>In a message of 13 Feb 95 10:02:40, D.Bhabuta wrote:
>D>
>D> This is now available from HENSAs Atari pages....
>D>
>D> Danny
>
>But Danny, most of us can no longer access Hensa.
>

Actually we can again, just not between 8:00 and 20:00 Greenwich Mean Time, and that restriction was only applied to the WWW Pages in the first place. I quite happily continued ftp-ing all through the debacle. >:)

Jon

3056. Re: Changes to HENSA Access...

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 08:33:32 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3imq0s$nlu@golem.wcc.govt.nz>
Source record: 170703

In article <3ifd0r$ju7@epsilon.qmw.ac.uk>, efac001@alpha.qmw.ac.uk (D.Bhabuta) writes:
>Hi all
>
>There have been some changes (in the right direction for all of you),
>to HENSA access.
>
>Here is the gist of it... (all times in GMT/BST)
>
>Gopher and WWW:
>8am - 8pm NO accesses to those outside ac.uk
>8pm - 8am UNRESTRICTED (yes!) access to all

How come its so late, the last time I was there is got dark in winter nights..

What about week-ends..?? or don't you have week-ends any more there..??

>ftp:
>8am - 8pm 30 slots for people in ac.uk, 6 for the rest
>8pm - 8am more slots for ac.uk uses....and more (10 ATM, but can rise)
> for others
>
>telnet:
>No restrictions at all at any time.
>
>I hope this makes a lot of you happier about the situation. Sure makes
>me feel better. Roger? You around?

Gee Danny I was asleep, did you want me to say some thing...??..:-)

I find the week-ends the best time to get on any sites from here..

P.S., GEnie has a standard rate from 6pm Friday till 8am Monday morning,
well I think that is correct, so please no Hate mail if I am wrong..

Food for thought....??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3057. Item Selectors..

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 08:35:34 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3imq4m$nlu@golem.wcc.govt.nz>
Source record: 170704

Well could we have a review on Item Selectors, as more ane more are commimg
out..

And a good Directory to place them thanks....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3058. Re: Walnut Creek Catalogue

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 09:10:30 UTC
From: Adrian.Gruber%239@satlink.oau.org
Message-ID: <a88_9502251359@satlink.oau.org>
Source record: 170711

From: adrian gruber%239@satlink.oau.org (Adrian Gruber)
Newsgroups:comp.sys.atari.st
Re: Walnut Creek Catalogue
Date: 22 Feb 1995 09:15:00 EST

Write to": Walnut Creek CDROM
1547 Palos Verdes, Suite 260
Walnut Creek, CA. 94596
U.S.A.
>> Newsgroups: comp.sys.atari.st
>> Subject: Walnut Creek Catalogue
>> Date: 22 Feb 1995 00:31:10 GMT
>> Organization: The University, Dundee, DD1 4HN, Scotland, UK.
>> Can anyone tell me where I can get the latest Walnut creek catalogue.
--
|Fidonet: Adrian Gruber 1:363/239
|Internet: Adrian.Gruber%239@satlink.oau.org
|
| Standard disclaimer: The views of this user are strictly his own.
| From C.F.Satlink +1-407-240-7781 (ANSI or Vt-100 _required_).

3059. Re: Monitor port on ST....

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 09:44:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199502251144.a44923@m4.maus.de>
Source record: 170705

>I maintain what I said, pin 2 of the monitor connectors carries a
>composite synchronisation signal (I saw it on a scope [the ST is a
>MegaST1]).

More maintenance:

- Very early 520ST have pin 2 GROUNDed.
- 520 STM, all STFM and STE have a composite VIDEO signal there.
- All other ST models just have composite SYNC on pin 2.

bye, Peter

3060. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 10:37:09 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Ry5YEj1.lmcclure@delphi.com>
Source record: 170651

In a message dated 2-24-95, Vegard Hofsoey said:

"As registrations number a (for me) rather disappointing 20
to date, I'm beginning to wonder if I did not cripple it
enough, or if the ST market really is *that* small..."

There is the other side of the coin...did you cripple it too much? While it may have been perfectly useable in crippled form, did that crippled version make it clear enough what it offered over other art programs people already have? If the crippled version did not do much more than Degas Elite (which many people would have) does, and gave them little clear insight as to what the full version offered over it, most would likely elect to stay with something they already owned. Even if it did meet those two criteria, is it possible those 20 people were representative of the size of the group that saw the need for that increased capability?

A program can be technically excellent, but still can fall flat on the market due to lack of percieved need by the user.

3061. Re: GIF-->Jpeg Converter Needed

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 10:44:37 UTC
From: contacts@mits.mdata.fi
Message-ID: <1995Feb28.074405.5820@lub001.lamar.edu>
Source record: 170361

[No readable article body recovered]

3062. Re: GIF-->Jpeg Converter Needed

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 10:44:37 UTC
From: contacts@mits.mdata.fi
Message-ID: <3in1ml$f3k@prime.mdata.fi>
Source record: 170750

In article <xC7bMxW.santora@delphi.com>,
Mark Santora <santora@delphi.com> wrote:
>
>
> Subject says it all. I have a ton of Jpeg's I can't look at on a standard
> Mega ST without them looking like crap! I do have a really nice GIF viewer
> that allows upto 4096 in a HAM mode. So if I can convert them, I will
> be somewhat happier.

Gemview will do the conversion (3.10 is the latest version).

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

3063. Re: Length of .....

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 10:52:07 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.46.000ADEBA@cam.ac.uk>
Source record: 170652

In article <199502191411.a44579@m4.maus.de> Peter_Missel@m4.maus.de (Peter Missel) writes:
>>I _think_ it's about 3 metres, 'cos the ST uses the YM2149 to drive the
>>parallel port and it's way underpowered. If you want to site them
>>_really_ far apart you'll need line drivers.

>At work, our Falcon 030 drives a HP Laserjet IV+ through a non-buffered 20
>meter long cable, and the throughput is at 35000 cps without _any_ glitches.

I think the Falcon has improved circuitry for the parallel cable - ie. one
that is up to spec. I think it is bi-directional - I don't think normal ST's
are. Why don't you borrow a cable from a shop and if it works keep it??

Adrian

3064. SELL ST/TT sofware...

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 11:01:11 UTC
From: mluoto@cc.Helsinki.FI
Message-ID: <3in2ln$79v@oravannahka.Helsinki.FI>
Source record: 170664

Here's some ST / TT software (business) that I want to
get rid of...

All are official releases with full docs etc.

1st Mail (mail merge utility for 1st Word and some DB's)
1st Base / DB master one (nice & easy DB for ST...)
ADIMENS ST plus and ADITALK ST plus (a _very_ pro DB for
st/tt...doc's in german though)
RETOUCHE PROFESSIONAL (by far the best grayscale fotorealistic
picture tool / program.... can edit also TC-images... +
additional filters & other modules... with german doc's also)
CALAMUS 1.09N + LOTS of FONTS (15Mb) ... english version

all goes for the best offer together/separate....COD where
possible... reply by e-mail...

Markku

--
email: Markku.Luoto@Helsinki.Fi # ...Es kann schwierig sein,
(will find me where ever...) # mich zu verstehen, aber...
fax: +358-0-4524015 (manual) # ...underestanding is the
voice: +358-40-5013210 (gsm) 24h/day # beginning of acceptance...

3065. Re: BROTHER HL 630 LASER PRIN

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 11:30:39 UTC
From: wdhaas@whale.st.usm.edu
Message-ID: <3in4cv$o28@server.st.usm.edu>
Source record: 170706

In article <D48ooG.3wK@cix.compulink.co.uk>
dcohen@cix.compulink.co.uk ("Daniel Cohen") writes:

> > I am seriously considering purchasing a BROTHER HL 630 Laser printer.

How about a low mileage Atari SLM804 Laser printer. I will even
throw ancient copies of Ultrascript and Pagestream.

$500 shipped.

3066. Upgrading MagiC 2.01 to 3.0

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 11:51:31 UTC
From: Rich Thurow <72717.2141@CompuServe.COM>
Message-ID: <3in5k3elr1@mhade.production.compuserve.com>
Source record: 170654

How does one update MagiC 2.01 when 3.0 comes out? I live in the US.
Will B&B send me an update announcement? We are so far away I fear we will be
ignored.

3067. Re: Atari/SCSI HD question, Please advise...

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 11:55:26 UTC
From: richcsst@crash.cts.com
Message-ID: <D4K14F.259@crash.cts.com>
Source record: 170667

jprice@ivory.trentu.ca wrote:
: Advice would be greatly appreciated. I have an Atari SH204 jard drive and a
: Dynatek SyQuest 45 Meg removable SCSI drive. What hardware/software would be
: best for me in order to be running both on my STe/4 Meg? I also want to
: eventually run a SCSI CD-ROM drive on the Atari as well. Anyone out there
: have any experience/recommendations that would be helpful? (BTW, that's
: hard drive, not jard drive) See you at Ace '95. Thanks in advance.

Get an ICD Link 2 SCSI interface. It is a superior device that will make
your Syquest purr. As long as your SH204 is set to a different device
address as the Syquest they should work fine together.

Rich

3068. Re: PD Games..

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 12:38:34 UTC
From: lais@cs.man.ac.uk
Message-ID: <3in8ca$mla@m1.cs.man.ac.uk>
Source record: 170665

In article <3iath6$f7n@charm.magnus.acs.ohio-state.edu>,
msteve@magnus.acs.ohio-state.edu (Michael Steve) writes:
|> Hey, who has the one meg version? I never could get the @#$!% to un-msa. If
|> |> possible, could somebody with a working copy upload it using a different
|> Futility (NOT a mispelling, that's what MSA is).
|>
|> A nice ZIP or what not?
|>
|> Michael Steve jr.
|> The Sequel
|>
|> +_+-==-=-+_+_+
|>
|> Sometimes I feel like a nut, sometimes I feel like the entire candy bar.

Eh ? MSA is a fine program. V2 anyway, that's what I use.

S.Lai

3069. Progress or Reaction? (was: File at UNI-KL.DE..)

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 12:56:48 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.gaOtodQTav6@icon.pp.se>
Source record: 170655

```
------------------------------
Surgeons Warning - LONG ARTICLE
------------------------------

I`m very sorry if this article appears twice. I originally posted it
several days ago, but when I checkad my other account it hadn`t showed
up yet. Apparently it got lost somewhere between my provider and the
rest of the net (aaarrrrgh!).

In <950218Z103024.312barheath@heathen.demon.co.uk>, barheath@heathen.demon.co.uk (Barry
Heath) writes:
> However, I feel that you have gone slightly off-target towards a better
> discussion. The "8+3 or longer" debate is only part of the problem. You have
> yourself impinged on the basic problem - progress. The only problem is,
> we're going backwards. I'll explain my thinking.

As the dialog continues we definately seem to drift away from the
original subject. I therefore took the liberty of renaming the
thread. :-)

> In terms of ease of use the biggest leap forward in recent years came when
> Rank Xerox developed the WIMP interface.
[snip]
> Since then the world has moved on. PCs now have a Window on the world instead
> of DOSsing about, Apples have come slightly down price albeit still staying
> upmarket, while we, the Atari users in the forefront, are going BACK to the
> keyboard/cli interface that IBM has now dropped!

You are right about WIMP being a very important development, but I
think you are giving it more credit than is due. A WIMP-system is
great for moving files around, starting applications and doing things
like CAD/CAM. However, when it comes to tasks like word processing
nothing will ever beat a good typist that knows the keyboard shortcuts.
Advanced interaction with the net will also, for the forseable future,
be easier from a keyboard than from a mouse.

In order to improve the interface between human and computer we need a
new way of entering data. As long as we stick to the keyboard-approach
we will always find ourselves in situations where we are forced to
constantly switch between mouse and keyboard. Everyone that ever have
had to use such a program can testify that it reduces productivity
when one hand repetedly has to move from the keyboard to the mouse and
back again.

One way to go is to remove the movement by reducing the typing needed
to a few simple keyclicks or shortcuts. Applications that are adapted
```

to this form of entry are already available. The trick is to use the mouse for general work where the basic functions easily can be chosen from a bar of icons. The other hand is used to access special functions via either a normal keyboard or an application-adapted keyboard. It will of course always be necessary at some point to enter a string of text, but by reducing the need to switch between keyboard and mouse to a minimum one can gain a lot of productivity with f.e. CAD-packages.

IMO, the WIMP-interfaces of today does not provide the flexibility to fully replace the CLI. Admittedly there are areas (CAD f.e.) where WIMP kicks CLI back to the stoneage when it was invented, but IMO there are a lot of areas where WIMP just isn't practical to use (word processing f.e.). Having a wordprocessor that runs in a WIMP-environment but with full access to all advanced features via keyboard shortcuts is IMO the best way to go.

As I see it we will not be able to improve the current WIMP-systems until new means of data-entry has been developed. What I'm thinking of is voice recognition. Once we have the technology of cheap and reliable voice recognition the WIMP-systems as seen today will change dramatically.

> What's the point of all this? Simply to illustrate that aping the format of
> mainframe Operating Systems is NOT progress; it may be necessary to deal
> with it, but we should not have to copy it. By all means argue that 8+3 is
> effectively dead, but so is the command line. If you we want to progress,
> why are people with the skills not working on a graphical interface for the
> net.

Because the CLI is _not_ dead. There are still many many things that just cannot be done in an easy way from a WIMP-system. The same reason gives you the answer to your question about graphical net-interfaces. There are just too many things that cannot easily be done with a mouse. Programs like Mosaic and Netscape are easy to work with and provides comfortable access to the net. However, with todays human<>computer interfaces you can never integrate complex tasks within a true WIMP-environment. Surfing the net isn't very complex, and as proven by Mosaic it's possible to write nice graphical mouse-driven browsers without forcing the user to constantly switch between mouse and keyboard. As I wrote above I think a mix of mouse and keyboard input is the best way to go, at least as long as the goal is to reduce frequent switches between the two.

If, as in the case with Atari, the userbase is so small that developing a well-designed and userfriendly program is next to pointless due to minimal sales, then we will just have to put up with the next best thing: a CLI-based program doing exactly the same. Back when Atari was a popular computer, with a relatively large userbase and a fairly good SCD (smallest common denominator(sp?)), it was easy for developers like DMC to find reasons to fully use or even improve the GEM interface to make their programs look and work better (Calamus is IMHO an excellent example). If the Atari userbase had continued to grow we would probably

have found ourselves today with the same kind of applications as Mac and Windows runs nowadays (probably with the same problems too).

Instead, Atari failed to follow up on the success of the ST, and soon the userbase began to shrink instead of grow. This forced developers (like DMC) to try to write programs that would run on as many of the computers as possible. This meant that instead of concentrating on the user-interface they had to concentrate on how to fit the whole program in one meg of memory and how to make it run from floppy. The Atari-slogan "power without the price" was at first good news to the users. However, in the long run it proved to be exactly the opposite. The low price did of course attract buyers, but at the same time it also helped to prevent sales to persons with lots of money. The persons that could have forced a faster upgrade-rate among Atari-users instead went for the much more expensive but, at that time, not so good PC.

Left in the Atari corner was a bunch of people that didn't want to spend too much on extra hardware (and yes, I was one of them). Naive as we were we thought that we had a state of the art computer and that the "power without the price" that we had bought would last a lifetime. When the software houses saw what was happening they just _had_ to adapt to the market by making software that ran on the SCD (520ST with a 720KB drive). Now, soon ten years later, the SCD within the PC industry has shifted from a 640KB XT to a 4MB 80386 while the only difference on the Atari is that you most often need 1MB. I don't know much about PC benchmarks, but I know enough to realise that instead of being a competitor, Atari has become something others wouldn't even touch with a broom.

We have now reached a point (well, we actually reached it a couple of years ago) when the number of new machines (TTs, Falcons or even 4MB STE-systems with harddrives) are so small that no serious developer can afford to write programs that only works on the new machines. There are a few exceptions (Cubase Audio and Apex Media comes to mind), but they are too few to even be counted. Other programs that claims to take full advantage of the new systems have most of the time only undergone a slight cosmetic change to look and work better in colour.

Those who normally push development of a computer, the big multinational companies, have never shown much interest in the Atari. The apparently quite poor (or maybe just naive?) Atari-users has not helped push development, and it's the fruits of this that we are eating today. :-(

Let's go back to the original argument for a second: wheter or not we should use long and/or complicated filenames where available.

In your argument I seem to detect a belief that using a GUI automatically forces you to use 8+3 filenames, and that the only way of getting long filenames on an Atari is via a CLI that forces you to learn Unix.

That's _not_ true!!!

By using a GUI that understands long filenames (Gemini or Thing) you
can keep using your computer as you use it today with the nice addition
of long filenames and preemptive multitasking.

> I know that keyboard skills are still needed, but they will alway be
> needed while ever we have text. This is where your argument about graphical
> interfaces falls down. What we need is to avoid the housekeeping
> chores.

As I've explained above the market for Atari-programs of all sorts are
minimal. That someone would sit down and redesign the current GEM
interface is IMHO not probable. Admittedly MagiC is doing wonders with
our Ataris, but it doesn't provide developers with a big enough
userbase to write programs that makes full use of MagiC (which makes
it impossible to run under plain TOS). Even if MagiC suddenly became
the technically best OS in the world it would still not sell in big
enough quantities to give developers an argument for writing MagiC-
only programs. This is, IMHO, the sad truth. :-(

> If you like it's akin to wanting an automatic washing machine to
> replace the tub, washboard and wringer (whaddyamean wot's a washboard?) This
> is precisely what the GUI does. It removes the tedious routine chores and
> leaves you free to concentrate on the task in hand.

Yes, that's correct. However, a GUI without a CLI is IMHO not nearly
as useful as a CLI without a GUI. They complement each other and should,
if possible, always be running. Just look at Gemini if you want an
excellent example! You, along with most Mac-users, might think GUIs are
a gift from the gods that makes using a computer _soo_ much easier. The
truth is that GUIs gives you the possibility to visualize what you are
doing. In some cases (f.e. CAD) it's almost necessary with a GUI to be
able to do any work, while in other cases it just gets in your way
because what you are trying to do cannot easily be translated into 2D
images and dialog boxes. Let's try an example:

Search the entire harddisk for files that matches a regular expression,
complex or not, and put all found filenames in a file for later
examination. Try to do that with a GUI and you'll see what I mean. With
a CLI you could do:

```
# cd /
# find | grep regular_expression > filenames.txt
```

> Take a nice simple operation, selecting a file on a UNIX setup:
> -cd /(must remember SPACE then FORWARD slash)
> topdirectory/subdir1/subdir2/subdir3/file <rtn>
> - Not a valid file or Directory
> - What? oh sh*t, there's a capital in there
> - cd \(bugger)b/sp /topdirectory/subdir1/subdir2/subdir3/File <rtn>
> How much simpler to:
> click(fileselector) click(drive) click(topdir) click(subdir1) click(subdir2
> click(subdir3) click(File) click [OK]

I'm quite confident that the CLI-approach is the fastest one for a good
typist. And with a CLI with filename completion (very common these days)
there's little chance of making any mistakes.

> No worries about spelling, case or anything, because the information
> displayed is read from the machine. Even better, it stays there for the next
> time you want to use it. If text based operation is so good, why the hell do
> so many people buy Apples, PCs that run Windows, Amigas (sorry) STs and
> Falcons, Archies and NeXT. EVERYTHING uses GUIs now. When are we going to
> learn you don't progress by going backwards. I'm sorry if I'm repeating
> myself but it has to be said.

You've got it the wrong way around. GUIs might be the taste of the
decade, but I still insist that a GUI without a CLI isn't nearly as
useful as a CLI without a GUI.

> I'm a user, not a programmer. If I were a programmer, I wouldn't fix cars
> for a living, so I have a little more trouble than many in converting from a
> nice modern GUI to an antediluvian CLI to troll around the net. In fact
> this is a classic example; it's a rewrite of something I wrote at 6am today
> (that's the only time my host is quiet enought to get on the news server)
> then went to save. Except I hit ^C (close, no save) instead of ^Z (save
> then close) cos I'm not a typist. Much more difficult to get it wrong with
> GEM.

Yes, but also much slower! I admit that learning all keyboard shortcuts
might be hard since each program has it's own standard, but trust me,
it helps a lot. I'm actually typing this letter from an excellent example
of a good GUI where I _never_ have to use the mouse. Hermes (UUCP-
package) lets me do almost everything without having to move my hands
from the keyboard. This is a big advantage and I could bet just about
anything that it is much faster than a mouse-oriented approach would be!

> Why is it that when some enterprising programmer writes some useful software
> for the Atari to use the net, it's written to suit the net, not the Atari?
> _I_ don't mind paying reasonable fees for good software; I resent paying a
> small fortune for crap.

It's simply because it's the easiest and cheapest way to go. There's
not enough money in the Atari market for developers to spend the extra
time and money needed to give their programs a top of the class
interface. Besides, with the SCD-situation you can't afford to put
much extra code into a program if you want the whole userbase to be
able to run it.

[snip]
> All I am trying to say is that we MUST get up to date. Changing from GEM to
> UNIX is not the way to go, IMHO. Hiding the UNIX may be.

And IMHO you are wrong! :-) Mixing Unix and GEM is the way to go!

> ps: you mentioned using the minix setup with MultiTOS;

No, I didn't! I mentioned using MiNT and MinixFS with TOS. The difference isn't big, but quite important. I like MTOS, but I wouldn`t recommend anyone to use it because of the way it hogs the machine. Better just use MiNT and TOS. It doesn`t give you the possibility to multitask GEM-applications, but it is fast and gives you the opportunity to use MinixFS.

> can I use it with Geneva?

To use MinixFS you need to use MiNT. I'm not sure if Geneva works with MiNT, but if it does you should be able to use it.

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it's not a job for soldiers, but only soldiers can do it!"|

3070. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 13:15:00 UTC
From: Martin_Reitzlein@gi.maus.de
Message-ID: <199502251515.a4200@gi.maus.de>
Source record: 170707

JR>Forget it.

pity for you are telling this - any other i wouldn't put faith in, till i'll not have seen the wonder-machine at the fair ;-)

gruss, martin .

3071. Re: Monitor port on ST....

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 14:15:43 UTC
From: josk@stud.unit.no
Message-ID: <3ine2f$e0v@due.unit.no>
Source record: 170653
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Stephane Acounis (acounis@lpnhp3.in2p3.fr) wrote:
: I maintain what I said, pin 2 of the monitor connectors carries a composite
: synchronisation signal (I saw it on a scope [the ST is a MegaST1]).
:
Well I've had some ST's during the past, and on all of them pin 2 contains
a composite *video* signal, with picture information. I've actually used
this pin to connect some of my ST's to a videorecorder.

On old ST's without RF-modulator pin 2 is not used. This is at least correct
on a old 1040STF I'm looking at this very moment. Don't know about Mega ST1,
but since this was the lates Mega ST I guess it has a modulator and therefore
a composite video on pin 2.

However this signal can be used as composite sync with most monitors and TV's.
My old Grundig colour-TV didn't have separate sync-lines on it's SCART-port,
so I used pin 2 to feed the composite sync-line. This worked fine for several
years. I have a Falcon now, but I occasionally hook up an STE to my TV using
this old cable, and it works fine.

***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk
Tlf.: 73 93 52 76 (Tr.heim) 57 87 33 84 (Olden)

"Pils, hamburger og saccosekk."

3072. Re: GDOS-Fonts for NVDI

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 14:24:06 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950225Z142406.543barheath@heathen.demon.co.uk>
Source record: 170656

In article <d93rkr.793582067@txfs1.hfb.se>
d93rkr@t.hfb.se "Robert Krenn - HFB T d93" writes:

>
> Actually I'm searching for a program to edit GDOS-fonts with!
>
> Anyone know of one... PD/SW/Comercial????
>
>
> //Robert
What you want is Fontkit Plus. I've got FP4, but I believe 5 may now be out.
With this you can edit GDOS fonts, convert Calamus and Mac fonts, compress,
clip and do just about anything you need to. It's commercial, and about
ukp19.00

Available from:
FaST Club,
7, Musters Road,
West Bridgford,
NOTTINGHAM NG2 7PP
UK

Phone (44) 115 945 5520

Last time I heard, they did not accept credit cards, and had no e-mail
address, so I'm afraid your phone bill is going to go up.
Ask me nicely and I'll call Paul (the boss) for you. It's only a local call
for me.

bazza
--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

3073. Re: Help...real quick question...

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 14:29:53 UTC
From: agoold@cix.compulink.co.uk
Message-ID: <D4K89t.BGM@cix.compulink.co.uk>
Source record: 170666
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In Article: 49354 of comp.sys.atari.st abstract@wam.umd.edu (Some guy)
said:

>Does anyone know about the compatability (sp?) of ST games on the Mega?
>Thanks in advance!
>--Lunatic

I switched from an STe to a Mega STe. I found that some games wouldn't
work at first. If I switched the cache of or switched it back to 8mhx in
some cases that most games would work.

The only game I regularly use(d) which I still can't get to work is
Championship Manager '93, a soccer management game published in the UK by
Domark.

Al
(agoold@cix.compulink.co.uk)

3074. Re: What should I do?

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 14:41:38 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950225Z144138.051barheath@heathen.demon.co.uk>
Source record: 170657

In article <3ijnq0$cng@cville-srv.wam.umd.edu>
abstract@wam.umd.edu "A statistic" writes:

> GRAHAM CORNELIUS (gccornelius@its.dundee.ac.uk) wrote:
> : > I have a 1040STfm, and I think it's about time to upgrade. I
> : >want to stay with ATARI, I think they're the best computers available,
> : >but I'm not sure if I should perhaps switch to the PC world. Help, please!
>
> : > --Lunatic
> <clipped>
>
> : Arc's don't have any software
> Sorry if this seems a stupid question, but what is an Arc?

It's an Acorn gizmo. I believe it uses RISC chips, claims to be all
things to all men, and nobody much (ouside a dedicated band of exBBC Micro
users) is interested. It's also bloody expensive.

> : Falcons look a dead end
> I hope not
So do I - but a MegaFalcon would be better
> : Amigas are boring and the software is just games
> A friend of mine has an Amiga...yup, all he has is games
>
> : I'm going to wait to see if the Atari PowerPC rumours are true. If IBM are
> : developing it, it could be quite good, with proper support.
>
> We can only hope... ;-)
>
Unfortunately, on Atari's past record, that may be all there is for us to
do. They do tend have tended to be big on promises and small on delivery...

oh well,

bazza
--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

3075. Re: ST Formats email address (was Re: ATARI ST STINKS!!!!)

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 14:48:20 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950225Z144820.915barheath@heathen.demon.co.uk>
Source record: 170658

In article <D4IovE.K6y@cix.compulink.co.uk>
agoold@cix.compulink.co.uk "Alasdair Goold" writes:

> >Does anyone have ST Formats email address ?
>
> You can also get them via
>
> stformat@cix.compulink.co.uk
>
> Frank Charlton is the main user.
>
> Franks has only been on CIX for a few days but appears to be logging on
> regularly.
>
> Al
> (agoold@cix.compulink.co.uk)
>
>
>
Probably explains why he hasn't answered any demon.support mail for the last
couple of weeks...
--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

3076. Re: Bio Hazard

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 15:00:04 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950225Z150004.003barheath@heathen.demon.co.uk>
Source record: 170659

In article <9502241444.AA06206@ilmen.lanl.gov>
hutch@ilmen.lanl.gov "Hutch" writes:

> In a previous article, self-proclaimed pirate gloganwr@is.dal.ca (Gabriel
> Logan-Wright) wrote:
>
><clipped>
>
> So, if some kind
> >soul out there has a registered version and would care to send it to me,
> >I'd be forever in their debt. Also, if there are similar games, I'd be
> >interested in finding out about them...
>
>
> What is so gosh darned imperative about a game, ANY game, that makes you
> want to place a public post asking for an illegal copy. Sure, some will
> say it's -only- a shareware product so it's no big deal. But it -is- a
> big deal... at least to the author of the software and those of us who
> are mature enough to recognize the damage that piracy can inflict.
>
> I sympathize with you because (a) you are so flat broke that you cannot
> afford whatever the measly registration fee is for this game and (b) you
> evidently have so little self-respect since you don't care what others
> may think of you. Sorry, I can't think of any game worth that!
>
> Take your request to the pirate BBS's. Anywhere but here, please.
> Software developers and authors visit this newsgroup too and contrary
> to popular opinion, we have feelings too.
>
> Grrrrr.....
>
> -Hutch- @ Fair Dinkum Tech
>
Whoa, Hutch, slow down half a second.

What this twonk actually asked for is for someone to "send it to me". Not a
copy, but the game. If that's correct, it strikes me that that is no worse
than selling on a game you've finished with. If, on the other hand he
really MEANT "send me a copy" then I agree entirely with every word you say.

Can't say fairer than that, can I?
bazza
--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |

```
* working from ____ 8 * Look for the Trademark *
| the spare room ) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
*=*=*=
```

3077. Re: Sick and tired

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 15:12:28 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950225Z151228.861barheath@heathen.demon.co.uk>
Source record: 170660

In article <3ik293$li@btmplq.god.bel.alcatel.be>
hofman%31.30.dnet@god.bel.alcatel.be "Peter Hofman" writes:

> Yes, you read the title correctly!
> I get sick and tired of all those people who tell other people what software
> to use to meed their needs, BUT...
>
> ..DO NOT TELL WERE IT IS.
>
> So I will ask ALL of you kindly, to provide the following information:
>
> FTP site name
> full path/file name
>
>
>

Why should we?
In my case, I know of much software (PD/free/share and commercial) but much of my knowledge was gained before I hit the net. I know that most of it will be on the various ftp sites, but not necessarily precisely where. Which would you prefer - to know the name of the program and approximate location so that you only have to do a limited search, or not to know the name of the program at all?

Don't forget, someone else has had to trudge through the archive finding the thing in the first place. If they are generous enough to share their efforts with you, the least you can be is grateful.

Sheesh!

bazza
--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

3078. Re: Help wanted with memory management/expansion

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 15:18:08 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950225Z151808.851barheath@heathen.demon.co.uk>
Source record: 170661

In article <712@swallow.ukc.ac.uk> cy4@ukc.ac.uk "Chris Young" writes:

> I am trying to run WAM Prolog 68 on my 520STfm. It takes up
> a lot of room. The only way I can release enough memory to get it to
> run is to unplug my hard disk and run it from the floppy. This is
> very slow.
>
> Does anyone know how to release more memory for non GEM based programs
> to use ? If GEM isnt running does this make any more memory
> available ?
>
> Is it possible to expand the memory of a 520STfm ?
>
> Many Thanks
>
> Bye, TschuSS, A bientot,
>
> Chris Young
>
>
I always thought that .TOS progs didn't load GEM anyway, but I may be wrong.
STfm memory can be expanded. Marpet Developments do a SIMMs based board up
to 4meg. Call The Upgrade Shop in Macclesfield 01625 503448, System
Solutions in Windsor, 01753 832212 <ssolutions@cix.compulink.co> or
Gasteiner 0181 345 6000
Plenty of other advertise in ST Format

bazza
--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

3079. Re: ATARI Works black page syndrome

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 15:57:54 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.gdZaOpMmSsY@semprini.waterloo-rdp.on.ca>
Source record: 170708

In <3ic4l4$c4a@golem.wcc.govt.nz>, Roger Sheppard.. writes:
>In article <3hvs6qEffu@uni-erlangen.de>, mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>>
>>I just installed works here at the university on the Mega ST2. I never
>>had problmes with it on any printer, but with that HP Laserjet III,
>>there always apears a black page when printing. no matter if I use
>>the LJ or DJ driver.
>>
>>Obviously, that's the black page syndrome. Does anybody know how to
>>solve the problem?
>
>Lack of memory is the cause, they do state that the minimum
>is now 4 megs...

That doesn't guarentee success. I have 4M, Speedo 4.1, and the last
AtariWorks release, and an HP Deskjet 500. 90% of the time when I
print, even with just one font, I get 2-4 bombs, and crash out.

As far as I can tell, AtariWorks isn't even usable for casual word
processing; IMHO it's totally unsuited for anything. :-(

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

3080. Re: Editors for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 16:00:52 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Bk47YpalZe2@semprini.waterloo-rdp.on.ca>
Source record: 170709

In <3icd3p$fgi@whitbeck.ncl.ac.uk>, Craig Graham writes:
>In article <H.ekBL.f9D04FrJ1Fg@icon.pp.se>, root@icon.pp.se (Daniel Eriksson) writes:
>>
>>GNU emacs on a virtual console is _very_ fast!
>>
>
>But virtual consoles is an absolute bastard to get working.....
>I got X11 running in an hour or so, I've been messing with vconsoles
>for two weeks and it still doesn't bloody work........

I had no problems at all, but I already had MiNTos running fine.

>"Huh....cann't open /dev/console?"

I get this sometimes, but I just ignore it; the virtual consoles work
fine anyway when I get "can't open /dev/console".

>On the subject of editors, 7UP is a very nice GEM editor, fast & smooth.
>Edith is a lovely comercial product, but can be a little slow at times,
>mostly 'coz of all it's bells & whistles.

I absolutely love MicroEMACS; I just wish it had folding like Origami
does.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

3081. Re: Un-Zipping .gz

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 16:10:52 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.2DOm71&9keE@semprini.waterloo-rdp.on.ca>
Source record: 170710

In <mnb20.5.0011E6E5@cam.ac.uk>, Mark Baker writes:
>In article <950218Z134826.060barheath@heathen.demon.co.uk> barheath@heathen.demon.co.uk
(Barry Heath) writes:
>
>>Just HOW do I go about unzipping a .gz file? I know it needs a program
>>/module that I don't have at present (else I wouldn't have to ask) but what
>>is it, and what is the procedure? I assume I can get it from one of the
>>regular sites.
>
>You get the latest gzip, then type
>
>
>

Uh, hmm, well... you'd actually type:

gzip -d filename.gz

Or, if you've run gzip.ttp from the desktop:

-d drive:/path/to/filename.gz

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

3082. Re: Pascal to C converter ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 16:10:53 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3inkqd$11bv@sat.ipp-garching.mpg.de>
Source record: 170715

Sebastian Tkocz (stkocz@ci3ux.ci.pwr.wroc.pl) wrote:
> Any pascal to C converter known ?

For *nix there is p2c, don't know if there is an Atari port...

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

3083. Re: Falcon-speed, was: Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 16:15:41 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3inl3d$11bv@sat.ipp-garching.mpg.de>
Source record: 170716

```
[Long list of comparison between PC and Falcon (with favourable results
for PCs) deleted ...]

Hendrik, what's going on? Recently got brainwashed? :-)

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */
```

3084. WWW-Browser for MiNT uploaded !

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 16:34:52 UTC
From: theo@mailmak.ping.de
Message-ID: <950225172@mailmak.ping.de>
Source record: 170721
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello netters !

I've just uploaded an executable version of the WWW-Browser "Chimera"
for MiNT-X to ftp.germany.eu.net and ftp.uni-muenste.de.

Enjoy and Happy Browsing Theo

--
_____________________________Theo Janssen _____________________________
Internet: theo@mailmak.ping.de, tj@ais-gmbh.de | MausNet: Theo Janssen@UN
--------------------Don't force it, use a bigger hammer !--------------------

3085. REQUEST: Info about EPSS

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 17:12:59 UTC
From: szoli@ludens.elte.hu
Message-ID: <1995Feb25.191259.10090@ludens>
Source record: 170671

Hi there,

There was a letter about EPSS recently in this newsgroup, here is a short explanation about it.

EPSS is a Standard MIDI File player for the STE.

Unfortunately, I lost the contact address of the developpers but I'm looking for it.

If anyone knows anything about the matter, please drop me a mail!

Thanks in advance.

Zoltan Sebestyen

3086. Re: Bio Hazard

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 17:42:30 UTC
From: ma2ljg@bath.ac.uk
Message-ID: <D4KH6v.Hvr@bath.ac.uk>
Source record: 170712

In the referenced article, gloganwr@is.dal.ca (Gabriel Logan-Wright) writes:
>I'll probably get flamed to the Nth degree for asking for a registered
>s gloganwr@is.dal.cahareware game, (I've found Atari users much more
>defensive over that)
>but I'm going to ask anyway. We've had our 1040STf for a long time now,
>and I quite enjoy using it. Recently, I found a demo for a really cool
>game called Bio Hazard based on the Alien movies. Needless to say, I was
>impressed. Trouble is, I can't afford to register it. So, if some kind
>soul out there has a registered version and would care to send it to me,
> Thanks in advance,
>
> Gabriel Logan-Wright "Think of it as evolution in action."

When reading posts like the above , I wonder if it's worth even
supporting the ST. What are authors supposed to think when they
read crap like this? The ST shareware market is small as it is,
without people blatantly advertising for free registered copies
of programs.

If you really are that hard up, may I suggest that you order a
full copy from LAPD in the UK who have a license to sell the
registered version of Bio Hazard for 3 uk pounds.

Les Greenhalgh

Bio Hazard author

3087. Spectrum analyzer (Sound)

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 17:53:27 UTC
From: jrg@cldc.howard.edu
Message-ID: <3inqqn$ciq@sulu.cldc.howard.edu>
Source record: 170713

I thought I posted this the other day,..... It appears to be gone.
I'm looking for Replay version 3 (Actually a program that came with
Replay version 3- sound bar graph (full screen)).

Thanks.

--
.....
. Julius R. Grant .
. .
. "Don't forget to remember, to remember never to forget!" .
; ;
,,,

3088. Re: ST sharing PC hard disk

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 18:03:16 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBZSFDVEUP@galaxy.teuto.de>
Source record: 170733

In <3ifefd$9eg@m1.cs.man.ac.uk> Anthony Jacques wrote:

>(a huge 20 Megs!!) onto my falcons, for reformating.... I cannot be bothered
>with floppies...

What is the problem of making a 20meg backup on floppies?

Hendr!K

3089. Re: WANTED Maxon EPROM Programmer software.

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 18:58:00 UTC
From: Martin_Reitzlein@gi.maus.de
Message-ID: <199502252058.a4203@gi.maus.de>
Source record: 170714

PK>Does anybody have a copy of the Atari Maxon EPROM programmer
PK>software(English)

try this: (also german, but maybe it is more "intuitiv".)

PINATUBO unterstuetzt den
Junior-Prommer, Easyprommer und den 'Vesuv' von Rossm*ller.
Pinatubo unterstuetzt bei allen Prommern Megabit- und 16-Bit-
Eproms (mit passendem Adapter).
Download: ftp.informatik.rwth-aachen.de:/pub/atari/util
Archiv: PINATU18.LZH

it is "full working" shareware.

gruss, martin .

3090. Re: HSModem

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 19:02:08 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBZTEJUUUP@galaxy.teuto.de>
Source record: 170744

In <FBSBBHUUUP@dksoft.ping.dk> Kim Andersen wrote:

>>Sorry for interrupting, but doesn't transfers get better when HSModem
>>is installed?
>It sure does, and even better than Connect as well.

Yep!

>It seems like there is a fault in Connect. I tested a 28k8 modem a few weeks
>ago with Connect running 115.000 baud on the serial port of my Falcon. I

Nah, CoNnect isn't the faulty part. The original TOS-routines are.

>After i installed Hsmodem i reached about 11300 cps.

Neat, isn't it? And there you see, CoNnect makes perfect use of the
HSMODEM-routines.

CoNnect's Z-modem-bargraph looks like a fast peak-meter, when one uses EISDN
at 64 kbit :-))) (>7500 cps for packed stuff ;-)

Hendr!K

3091. Re: HSMODEM6 ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 19:05:04 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBZTEJUXUP@galaxy.teuto.de>
Source record: 170743

In <FBSOAGUWUP@dksoft.ping.dk> Kim Andersen wrote:

>There is. But first i would like you to either dump Hsmodem6 and get Hsmodem5
>or get the updates, cause there seem to be a problem with hsmodem6.

Err, I'm getting somewhat dizzy here!

Did you get your figures mixed up a little? Dump *5* and get *6*, only the
MFP* drivers of V. 5 were faulty. SCC* worked fine, and have not changed since
then.

Hendr!K

3092. Is there a vt100 as fast as TAZ vt52?

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 19:10:58 UTC
From: jws4p@fermi.clas.Virginia.EDU
Message-ID: <D4KLAA.71n@murdoch.acc.Virginia.EDU>
Source record: 170734

I have a very basic ST system (520STfm w/ 1 meg, 8Mhz 68000, TOS 1.0). I have no screen accelerator or anything to improve my computer's speed. For communications I usually use Flash 2.2 for its 100% compatible vt100 terminal, but it is VERY slow. I have a 14.4 Hayes Accura modem and want a terminal program that can keep up. TAZ, a shareware VT52/ANSI program (available at HENSA and Merit) is the best, and fastest, program that I have ever seen. It was created with the goal of being very fast even on a basic system like mine, written entirely in assembler, and does not use GEM, so it really flies. It can keep up with the modem very well- when I connect to my school mainframe the screens are updated almost as fast as on the networked computers right in the school. However, I need a VT100 to do much of my telecommunications. Flash just wasn't designed for an 8Mhz unaccelerated Atari. Anyway, my question is: Does anyone know of a vt100 program out ther that can compete with TAZ's speed on a basic system? Also, when I downloaded TAZ, the docs said that eventually there would be true VT100 compatibility (not just ANSI). This was one year ago. Has anyone heard of a new version since then, or progress towards one? I can't really use TAZ now but if it had a VT100 I would definitely register and pay a million zillion dollars. Hmm...

-John Stanmeyer

--
John Stanmeyer/jws4p@virginia.edu/504 Rugby Rd Ch'ville VA 22903/804-979-5457

3093. Re: Need more memory!

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 19:15:04 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBZTEJVAUP@galaxy.teuto.de>
Source record: 170745

In <3ifg40$hqf@ccshst05.cs.uoguelph.ca> Theodore L Hopman wrote:

>1) Get a "kludge" memory board which will allow me to upgrade to 8 or 12

The multiboard will do just about that. Fits into the MegaBUS and gives you up to 8 megs of alternate RAM. Plus TOS 2.06 (necessary for ALT-RAM), and a possible ET-4000 VGA.

>kludgy, may not suit my needs (i.e. will TeX take advantage of the extra
>memory if I set the memory usages large enough), need TOS 2.06.

Can be used by all applications capable of ALT-RAM. Shouldn't be a problem nowadays.

>well as virtual memory. Disadvantages: Need weird monitor, expensive.

Get a used one. In Germany the TTM 19x were sold for as little as 500,-- DM only recently.

>Disadvantages: Installation, possible compatibility problems, possibly
>vapourware memory board, cost.

Sorry? The FRAK is being sold for a couple of months now. Nothing about to be vapourised there! As for compatibility, the PAK gives you better mileage then the TT in some cases!

You're right about some possible edges during installation. One should know on which side the soldering iron get hot ;-))

>I'd like to know is what I can expect to pay for each of the options (in
>US or Canadian dollars), or if there are any other (cheaper) possibilities

THAT I cannot tell you. Ask the dealers on your side of the pond. TOAD possibly, or others.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

3094. Re: [Q] RSC ed. for Colour Icons (aes 4)

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 19:46:00 UTC
From: Martin_Reitzlein@gi.maus.de
Message-ID: <199502252146.a4204@gi.maus.de>
Source record: 170717

MB>I can't afford now to buy interface 2 from Compo :-(

the icon-editor of interface 2 is available seperately. the name is "zoom" and should be about $35.

gruss, martin .

3095. Re: Where is Karsten Isakovic?

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 19:56:40 UTC
From: ki@cs.tu-berlin.de
Message-ID: <3io21o$bpr@news.cs.tu-berlin.de>
Source record: 170718

In article <1995Feb22.161624.1728@cathy.ijs.si>,
Matija Grabnar <matija.grabnar@ijs.si> wrote:
>At the end of November 1994, I sent money to Karsten Isakovic to register
>sysmon. (I sent it from Germany).

I just looked though the 'done stack' of letters and found your letter -
unopend... Sorry for that!

>When I didn't get a key from KI, I sent an e-mail to his "opal" adress.
>The mail did not bounce, I but I got no reply.

I didnt get your email - we had some mail problems on our machine.
I will send your the key via PMail.

Greetings,
Karsten

FR 3-3, Computer Graphics, Technical University of Berlin

3096. Re: Changes to HENSA Access...

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 20:15:35 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3io357$qc@golem.wcc.govt.nz>
Source record: 170719

] >I hope this makes a lot of you happier about the situation. Sure makes
] >me feel better. Roger? You around?

] How come its so late, the last time I was there is got dark in winter night
]
] What about week-ends..?? or don't you have week-ends any more there..??

If it exists, he'll complain about it! :)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.
Maintainer of the Generation-X FAQ.
"Follow the rules we've demonstrated, or else you'll end up mutilated"

3097. Re: What should I do?

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 20:35:10 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FBZUFIVMUP@galaxy.teuto.de>
Source record: 170672

In <9502221642.AA05872@ilmen.lanl.gov> Hutch wrote:

>>I'm going to wait to see if the Atari PowerPC rumours are true.
>Hahahhahahaaaaaa... don't hold your breath, mate. :)

He would be one dead Atari-enthusiast O:-)

>-Hutch- @ Fair Dinkum Tech

-Hen- @ home

3098. DUET Docs -- English Version?

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 20:37:10 UTC
From: mwasinge@nyx.cs.du.edu
Message-ID: <3io4dm$ev7@nyx.cs.du.edu>
Source record: 170739

Has anyone seen the documentation for Duet 1.00 in English?
I have the German version, but my Deutsch is not very good.

If someone out there has installed DUET successfully, could
they post a brief English summary of the installation procedure
and operating instructions?

Thanks.
Mike

3099. Re: Is there a vt100 as fast as TAZ vt52?

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 20:48:34 UTC
From: diehl@bonk.io.org
Message-ID: <3io532$797@ionews.io.org>
Source record: 170720

John Stanmeyer (jws4p@fermi.clas.Virginia.EDU) wrote:
: I have a very basic ST system (520STfm w/ 1 meg, 8Mhz 68000, TOS 1.0). I
: have no screen accelerator or anything to improve my computer's speed.
: For communications I usually use Flash 2.2 for its 100% compatible vt100
: terminal, but it is VERY slow. I have a 14.4 Hayes Accura modem and want
: a terminal program that can keep up. TAZ, a shareware VT52/ANSI program
: (available at HENSA and Merit) is the best, and fastest, program that I
: have ever seen. It was created with the goal of being very fast even on a
: basic system like mine, written entirely in assembler, and does not use
: GEM, so it really flies. It can keep up with the modem very well- when I
: connect to my school mainframe the screens are updated almost as fast as
: on the networked computers right in the school. However, I need a VT100
: to do much of my telecommunications. Flash just wasn't designed for an
: 8Mhz unaccelerated Atari. Anyway, my question is: Does anyone know of a
: vt100 program out ther that can compete with TAZ's speed on a basic
: system? Also, when I downloaded TAZ, the docs said that eventually there
: would be true VT100 compatibility (not just ANSI). This was one year
: ago. Has anyone heard of a new version since then, or progress towards
: one? I can't really use TAZ now but if it had a VT100 I would definitely
: register and pay a million zillion dollars. Hmm...

ANSITerm 1.90 can easily compete with TAZ in terms of speed ... and
additionally, you don't get that irritating flicker that you get in full
ANSI mode in TAZ. (ANSITerm works in low resolution using a compressed 4x8
font... hard to read if you're on a television set, but I have no problems
reading it on my colour monitor) ANSITerm doesn't suport VT100 -- not
fully, anyway; Lynx is still a bit screwy, but I can use IRC, NCFTP, Telnet
and a host of others just fine with it.

:
: -John Stanmeyer

: --
: John Stanmeyer/jws4p@virginia.edu/504 Rugby Rd Ch'ville VA 22903/804-979-5457

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

3100. Re: ATARI ST STINKS!!!!

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 21:03:26 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.M_YUXEke2sY@semprini.waterloo-rdp.on.ca>
Source record: 170722

In <D4DC1t.3BF@bath.ac.uk>, J S W Chan writes:
>Has anyone noticed that their ST stinks?
>This was a while ago, but I was on typing away at my program late one night,
>and I had the misfortune of getting my head near the keyboard, and it
>stank, of a warm rubbery smell, really horrid. Anyway, I swapped my STE
>for an STFM (+ cash), and that smelt quite bad too. Does anyone else ST
>keyboard smell badly? Is it the keyboard itself, or is it years of sweat
>poured over the keyboard?
>I room was quite well ventilated (Had loads of draft in that student
>room!), so it wasn't stuffiness.

My 1040STf (bought mid-Feb.86... 9 years old!) doesn't smell, and it's
had LOTS of nasty stuff done to it, including pouring a full mug of hot
chocolate onto the keyboard (good thing the design makes everything pour
out the front instead of onto the chips), and dumping a bowl of oatmeal
onto the keyboard. I've also got three cats, and lots of cat-hair.

About half of my keys are a different colour now, either from use
(acids and sweat from my fingers?) or just from the plastic aging.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

3101. Re: Please answer a stupid question...

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 21:11:17 UTC
From: whitema@chekov.cig.mot.com
Message-ID: <3io6dl$cn6@delphinium.cig.mot.com>
Source record: 170740

```
In article <D4DMC6.53H@cix.compulink.co.uk> "Roland Givan" writes:
>In message <D42CDw.qA5@ns1.nodak.edu>, goos@badlands.NoDak.edu said:
> > Someone please answer a question for me. What is the difference
> > between the various ST models I see mentioned here (ST, MegaST, STe,
> > TT, Falcon)? Are all of these models compatible with the same
> > software?
>
>The're all software compatible to a large extent.
>
>From best to worse (in terms of raw CPU power):
>
>TT
>Falcon
>MegaSTE
>MegaST
>STE
>ST(F)(M)
>
>Though the Falcon is better than the TT for graphical/sound applications
>- and the STE is better than the MegaST for the same reasons.
>

A Mega ST better than an STE? At what? Remember that all STEs have a built
in Blitter. No expansion cards either - you're talking CPU power.

Mike
whitema@cig.mot.com
```

3102. Re: Magic? Benchmarks?

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 21:17:42 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Ph894tRuf1E@semprini.waterloo-rdp.on.ca>
Source record: 170723

In <1995Feb22.132514.84@genrad.co.uk>, Paul Hills writes:
>Subject: Magic? Benchmarks?
>
> As a follow up to my other post about SPECmarks, I've just read that
>Motorola/IBM have released their projected new SPECint92 marks for the PowerPC:
>
> PPC620 - 330 SPECint92
> PPC604 - 225 SPECint92
> PPC603 - 160 SPECint92
> PPC602 - 50 SPECint92
> PPC601 - 125 SPECint92
>
> And I assume the SPECfp92 marks are fairly impressive too, although
>they weren't listed.

These numbers are totally meaningless without a Mhz rating for the chip.
A 60Mhz PPC601 gets about 60-61 SPECint92 (60Mhz Pentium gets about
58-60). These are also "best-case" numbers; Pentium systems get
anywhere from ~70-95% of the "best-case" SPECint numbers, depending on
the system and how it's built.

> If those rumours of a "PowerST (!)" are true, then if it used a
>PowerPC620 at full whack that would silence the PC brigrade for good!

A PowerPC-based Atari system running TOS would be about as fast as a TT,
which would be totally pointless, unless the system could run AIX, or
Windows NT, or MacOS. Given Atari's previous adherence to industry
standards, you can bet it'd be TOS-only. Using such a system would be a
massive waste of computing power; the operating system and 100% of
applications (with the possible exception of Papyrus, Connect, GEM-View
and the dozen other apps that are still getting work done on them) would
be run in emulation like a snappy 25Mhz 68LC040 instead of a screaming
PowerPC-whatever.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

3103. Re: Need more memory!

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 21:22:28 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.G6HXiQg2pTA@semprini.waterloo-rdp.on.ca>
Source record: 170724

In <3ifg40$hqf@ccshst05.cs.uoguelph.ca>, Theodore L Hopman writes:
>The subject really says it all...I've got 4 megs in my Mega ST, and I
>find it's not enough, since TeX keeps running out of memory even when I
>have the largest possible mem_size setting under CS-TeX. (20 page
>doument with lots of large tables just won't fit.) As I see it, I have a
>number of options:

[...]

>Of course, all of these are going to cost a certain amount of money. What
>I'd like to know is what I can expect to pay for each of the options (in
>US or Canadian dollars), or if there are any other (cheaper) possibilities
>(Getting a PC is not one.). I don't know how serious I actually am about
>upgrading, but depending on whether my job works out this summer, I may do
>so.

Another option would be to buy a 68040-based Macintosh, and run MagicMac
or Mac-MiNT (depending on how GEM-ized your favourite TeX is). I have a
strange feeling that this would be *much* cheaper for a Canadian than
finding/buying a TT or PAK or ST RAM expansion. Then again, Macs are
still overpriced up here (though not nearly as bad as UNIX
workstations).

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

3104. Re: Walnut Creek Catalogue

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 21:26:56 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.L6MRotATPZQ@semprini.waterloo-rdp.on.ca>
Source record: 170725

In <3ie0ke$djh@dux.dundee.ac.uk>, Rod McCall writes:
>Can anyone tell me where I can get the latest Walnut creek catalogue.

If you've got World-Wide Web access:

http://www.cdrom.com/

Or, if you've got FTP access:

ftp.cdrom.com

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

3105. Re: Magic & TOS errors

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 21:48:07 UTC
From: jwatkins@cix.compulink.co.uk
Message-ID: <D4KsK7.n3@cix.compulink.co.uk>
Source record: 170662

```
>Can anybody please tell me what TOS error 69 is. I'm trying to run several
>programs using MagiC and they come up with this err. One of the progs is UVK
>and Niall Mc' has been informed but as yet hasn't got back to me.

From the Mag!C header file...

/* GEMDOS Error Codes */

#define EBREAK -68L /* user break (^C) KAOS 1.2 */
#define EXCPT -69L /* 68000- exception ("bombs") KAOS 1.2 */
#define EPTHOV -70L /* path overflow MAG!X */

>Is there anything I can do? Putting MagiC into tos compatibity has no effect

Probably not...

--
John Watkins.
jwatkins@cix.compulink.co.uk
```

3106. Re: Connect.lzh file

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 21:55:32 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0riURt-0005ttC@black.csi.cam.ac.uk>
Source record: 170726

In article <3ij33v$rb3@Kaos.deepcove.com>, joseecek@deepcove.com (Josef Palacek) wrote:

> waste your time. Connect is NOT good and in fact is useless. Intention of
> a programmer was good - to use GEM-TOS environment to it's maximum, but
> then he "overkill" it so much that menus are popping out everywhere
> unexpectedly and on wrong places. Very difficult for any user to even get
> used to it. There is a lot of gimmicks (like spinning coursor etc). I've
> looked at it, tried it, and trew it away....

I like it. I agree that some parts of the user interface are not as simple as they could be but it doesn't take long to learn and it's got some nice features. I wouldn't recommend it for the ST though, it's a bit expensive on screen area.

> testing time - one needs that much just to learn it. Fully operational
> version sets you back 60 deutch marks - all for something what looks like
> a gimmicky toy...

I agree the registration is a bit steep, but I can't agree with your other comments. The user interface may look 'gimmicky' but it doesn't get in the way.

> If you looking for comm prog than you should look at Stalker with it's 'Mac'
> like logic = commands lined up on top with drop down menus.

I must admit I haven't tried STalker, I hardly use any terminal software these days.

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Windows. From the company that gave you edlin **

3107. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 22:13:25 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0riUfW-0005u0C@black.csi.cam.ac.uk>
Source record: 170727

In article <3ijbvg$qji@henry.interlink.no>, vegard@henry.interlink.no
(Vegard Hofsoey) wrote:

> Now, about to release another shareware program, I would like to hear
> some opinions regarding crippleware. How much is *too* much? Should I
> just release an unrestricted version and hope for the best? What do *you*
> think?

You want the released version to work and do everything necessary, but
lack some interesting, useful, and/or fun features. What you hope is that
people will start to use it all the time until they feel guilty enough to
register.

> BTW, the program in question is called FrontEnd, and can be described as
> a kind of GEM based "visual GFA basic". I'll post more when I upload...

Sounds interesting.

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Windows. From the company that gave you edlin **

3108. Re: Bidirectional protocols

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 22:16:37 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0riUl6-0005u0C@black.csi.cam.ac.uk>
Source record: 170728

In article <D4IqCD.5L2@utu.fi>, mitala@utu.fi (Mikko Tapio Larjava) wrote:

> Is there any other bidirectional protocols than Jekyll?

There's one called Hydra used for (fidonet type) network mailers. I've never seen it used for other purposes although there's no reason why it shouldn't be - except the Jekyll already exists.

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Windows. From the company that gave you edlin **

3109. Re: Un-Zipping .gz

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 22:22:14 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0riUo3-0005u4C@black.csi.cam.ac.uk>
Source record: 170729

In article <3ilbll$hqq@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz wrote:

>] You get the latest gzip, then type
>
> The missing bit is
>
> -d [filename]

Er, cheers Steve. I'm not sure what happened to that message but thanks
for finishing it for me!

BTW this will replace the original file. If you want to put the output
somewhere else use -c and output redirection, eg.

gzip -cd /floppy/archive.gz >/tmp/archive

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Windows. From the company that gave you edlin **

3110. How to make res-independent RSC's ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 22:31:33 UTC
From: mnb20@hermes.cam.ac.uk
Message-ID: <Pine.SUN.3.91.950225222934.3127A-100000@puce.csi.cam.ac.uk>
Source record: 170730

Sorry this is in the wrong group; our local news server doesn't let me
post from here and Demon's mail to news server doesn't know
comp.sys.atari.programmer, which is where this message originally came from.

christian.mittendorf@ostkupan.ct.se wrote:

> I've got a little question regarding resolution independent RSC-File design.
> How do I have to built a RSC which can be used in ST-Low, ST-Medium and lots
> of other resolutions?
>
> I know that rsrc_obfix() is used. The Compendium writes:
> "All objects in '.RSC' Files have their coordinates based on character
> positions rather than screen coordinates to allow an object tree to be shown
> in any resolution. This function converts those character coordinates to pixel
> coordinates based on the current screen resolution."
>
> But using this command doesn't seem to be enough. Any better ideas or tips?

What it should have said was that all objects use character positions
where possible. If you make sure everything is character snapped you will
get a resource file that works in all resolutions but this limits you a
lot and tends to result in ugly dialogues.

If you stick to entirely pixel coordinates then everything would be in the
right place relative to each other but the text would be too big or too
small if you viewed it in the wrong mode. If, as normal, you use a mixture
of character and pixel snaps, you tend to get a horrendous mess if you use
the wrong resolution.

The only solution I know of is to use your own resource fixer that takes
into account the resolution it was created in - ie if you create one in
high res and display it in medium, anything 8 pixels tall will be counted
as half a character and hence made 4 pixels tall. The resource file code
in GEM++ does this, or you could do it yourself.

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Windows. From the company that gave you edlin **

3111. T28 and T36 Compatibility List

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 22:47:19 UTC
From: Rich Thurow <72717.2141@CompuServe.COM>
Message-ID: <3ioc1njuq1@mhadf.production.compuserve.com>
Source record: 170732

Anyone using the new T28 and T36 accelorators in their ST's. ☐☐How compatible are they? I am wondering if they would work well with Logic atari. Also MagiC. Anyone?

3112. Comm Programs (was Re: Connect.lzh file)

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 23:15:32 UTC
From: ba186@freenet.buffalo.edu
Message-ID: <D4KwLx.J7s@freenet.buffalo.edu>
Source record: 169902

I find this conversation very interesting concerning comm programs. I am currently playing with a unregistored version of ConNect 2.46. It works ok on my 1040STe, but my biggest problem is the terminal window, where I have to scroll back to get lines which went off screen. I suppose I could fix that with come config changes at my site of connection, but would rather not. Plus, the Script files I find confusing. I did like Storm 1.02 because it reminded me alot of Flash v1.60 (which I am trying to replace), but it had too many problems. And, with ConNect, I agree, the price is high. How good is STalker? What is the latest version and going price? And is there a demo somewhere? Thanks,

Theron

3113. My monitor is interfering with the soundon my Mega STe

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 23:26:54 UTC
From: shunt@sb.dcs.uga.edu
Message-ID: <3ioebu$g83@hobbes.cc.uga.edu>
Source record: 170735

For some reason, whenever I route the sound from the RCA ports on the Mega STe into a stereo, the most hideous buzz overwhelms what little sound comes out. I notice that whenever I remove my monitor cable from the computer, it goes away, and the sound is wonderful. What is wrong here? The sound on my monitor (SC1224) does not work anymore, so using the ports is the only way for me to get sound. Help!

--
shunt@moe.coe.uga.edu ! !
shunt@ah.ucns.uga.edu ! Stephen Hunt !
shunt@phoenix.cs.uga.edu! "And if the Universe should decide to stop, !
myelin@music.cc.uga.edu ! what then....?" -- Current 93 !

3114. gemulator

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 23:28:39 UTC
From: shunt@sb.dcs.uga.edu
Message-ID: <3ioef7$g83@hobbes.cc.uga.edu>
Source record: 170736

On what FTP site can I find this program?

--
shunt@moe.coe.uga.edu ! !
shunt@ah.ucns.uga.edu ! Stephen Hunt !
shunt@phoenix.cs.uga.edu! "And if the Universe should decide to stop, !
myelin@music.cc.uga.edu ! what then....?" -- Current 93 !

3115. HP550 Driver for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 23:29:38 UTC
From: lamarth@delphi.com
Message-ID: <p8z7EJ6.lamarth@delphi.com>
Source record: 170737

I'm thinking of getting a HP550 Deskjet and I was wondering if there was a driver available that would work on the Falcon. Does anyone know?

Thanks in advance....

David (lamarth@delphi.com)

3116. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-25 23:58:14 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3iog6m$k73$2@mhadf.production.compuserve.com>
Source record: 170738

>You'll spend all your time messing with stupid text-based configuration
>files trying to get a stable system or squeeze a few k of RAM out of that
>massive 640K area.

Only if you're a complete moron, or a totally inept computer illiterate who
wouldn't be able to figure out UNIX anyway.

You think all the millions of people in the world who use PCs spend all their
time messing with configuration files..? Yeah, right...

>Add in a new card.. (blah, blah, blah)

You put in a new card, adjust everything to match the new card, and you get
on with doing what you do with your computer, but with increased capability.

You make it sound as if PC owners are slobbering idiots who spend all their
time plugging and unplugging expansion cards just so they have to change
IRQs and tinker with configuration files.

It makes for cute 'net converstation, but has nothing to do with the way the
real world works...

BobR

3117. ACE '95 #14/2

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 00:04:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <5ce_9502262056@tor250.org>
Source record: 170668

[Continued From Previous Message]

Airport is only 15 minutes away! Toronto Transit
subway access is direct, too - there's a subway
stop at the Civic Center!
==========
BOOK YOUR HOTEL & YOUR TICKETS IN ADVANCE! Call
or e-mail for info ... for INDIVIDUALS, USER GROUPS,
ORGANIZATIONS, DEVELOPERS & DEALERS! The Show Site
(North York Civic Center, Memorial Hall Exhibition
Facility) has hotel, shoppping, restaurants and more!
NOVOTEL: $89 Cdn PER NIGHT
(single OR double occupancy)
** Call Novotel direct @ 416-733-2929 and ask for
a room with the Toronto Atari Federation GROUP! **
ACE'95 TICKETS: $6 PER DAY
$10 WEEKEND PASS
CALL 416-752-2744 FOR HOTEL & TICKET RESERVATIONS
==========
Meet Dan Wilga, Darek Mihocka, Bob Luneski, Peter
Zalesak, John Trautschold, Craig Harvey, Nathan
Potechin, Mario Georgiou, Greg Kopchak, Al Fasoldt,
Rick Ladage, Jim Fouch, David & Jennifer Troy,
Michael Burkley, Roger Burrows, DARLAH, Craig
Carmichael, Tom Harker, Chris Krowchuck, Jim
Collins, Ralf Dowich, Shawn Tedder, Mike Wilhelm,
Mike Hohman, Christian Ernst, Michael Snape, Ray
Williams, Stuart Watt, Stephen Christian, Steve
Cohen, Jeff Neveu, Sonny Ang, Bill Annand and
plenty more of the greatest dealers, developers
& supporters Atari users have ever seen!
==========

CALL US 416-752-2744 or 416-225-5823 *CALL US*

ACE'95 is being held at:
North York Civic Center
Memorial Hall Exhibition Facility
5110 Yonge St. (at Parkhome Ave.)
Toronto, Canada
April 1-2, 1995
Saturday 9AM - 6PM
Sunday 9AM - 5PM

~~ Howard Carson, ACE'95 Chief Organizer ~~~

E-Mail: GEnie - H.Carson1
Atarinet - Howard. Carson@51:5/6
Internet - h.carson1@genie.geis.com
howard.carson@canrem.com
hcarson@io.org
TAF Online - Howard. Carson

... VERY FUNNY, Scotty! Now BEAM UP MY CLOTHES!
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

3118. ACE '95 #14

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 00:04:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <5cd_9502262056@tor250.org>
Source record: 170669

```
**** SPECIAL FEATURE ****

******************************************************
NEWS RELEASE 14: THE TORONTO ATARI FEDERATION PRESENTS - ACE '95!!
******************************************************

_/_/_/
```

accelerator for the TT, the spectacular
Cyrel Sunrise video card, and a host of
other amazing Atari products designed to
bring the most incredible creative results
out of your Atari computer. Cybercube will
demonstrating & selling their entire line of
Atari hardware and software at ACE'95, along
with a couple of exciting new products! Do
yourself a favor, check out the Cybercube booth!

The *GREATEST* ATARI EXHIBITION in *YEARS* is happening on April
1st & 2nd, 1995, in TORONTO!! We've EXPANDED our ACE '95
Exhibitors List again!!

LLLL Gribnif Software!
LLLLL TOAD Computers!
LLLLLL Branch Always Software!
LLLLLLL Cybercube Research (Cyrel)!
LLLLLLLL DMC Publishing!
LLLLLLLLL Scarborough Computers!
LLLLLLLLLL Missionware Software!
LLLLLLLLLLL ICD INC/4Play/Black Cat Designs!
LLLLLLLLLLLL It's All Relative!
LLLLLLLLLLLLL ABC Solutions!
LLLLLLLLLLLLLL Esquimalt Digital Logic (OMEN)!
LLLLLLLLLLLLLLL GEnie Information Services!
LLLLLLLLLLLLLLLL Suzy B's Software (& CDs)!
LLLLLLLLLLLLLLLLL chro_Magic!
LLLLLLLLLLLLLLLLLL Clear Thinking!
LLLLLLLLLLLLLLLLLLL Schauzmoll Software (The first GUI BBS)!
LLLLLLLLLLLLLLLLLLLL Anodyne Software (ExtenDOS)!
LLLLLLLLLLLLLLLLLLLLL Oregon Research Associates!
LLLLLLLLLLLLLLLLLLLLLL Computer Direct! (DirecTT030 & an
LLLLLLLLLLLLLLLLLLLLLLL enormous lineup of Atari products!)
LLLLLLLLLLLLLLLLLLLLLL Binary Sounds!
LLLLLLLLLLLLLLLLLLLLL Fine Tooned Engineering (MIO2, Sweet 16)
LLLLLLLLLLLLLLLLLLL Compuworld (Service, Parts, Upgrades!)
LLLLLLLLLLLLLLLLLL Encore Music (Falcon MIDI systems!)
LLLLLLLLLLLLLLLLL Wizztronics (The Falcon Rack, Barracuda!)
LLLLLLLLLLLLLLLL Steinberg/Cubase (everybody knows what they do!)

... shhh! don't tell anybody, but the c-lab falcon mkII
is going to be at ace'95, too ...

We're looking forward to CGS Computerbild's presence too, as well
as COMPO, Migraph, Best Electronics and a few more!!

****
FEATURE EXHIBITOR > DMC Publishing of Markham, Canada
****
Nathan Potechin and his brilliant
accomplices Mario and Shawn, will be

occupying 2 booths in order to show off the
spectacular POWER of Calamus SL, Outline
Art, Invision Elite and all of the other
incredible products distributed and sold by
DMC. Nathan will be featuring some stunning
Calamus demos, unbelievable sale prices and
DMC's usual (and legendary) level of
CUSTOMER SUPPORT. Do NOT miss the DMC booths!

The next ACE'95 News Release will feature still more debuts and
exciting product announcements: how'd you like to use the
GROLIER'S ENCYCLOPEDIA on your Atari .... hmmm? Stay tuned,
because SARA-CD for Grolier's will be debuting at ACE'95! It's
Great!!

=-=-=-=-=-=-
ACE'95 will feature continuous, hour-on-the-hour SEMINARS and
LECTURES. We'll be posting a Seminar schedule on March 15th!!

=-=-=-=-=-=-
A fabulous lineup of Door Prizes, Creativity Contest Prizes
.... and the ACE'95 Grand Prize!

=-=-=-=-=-=-
MIDI, DTP, Wordprocessing, Graphics, Power Computing, Software
Libraries, Utilities, Accessories, Databases, Spreadsheets,
Custom Solutions, Games, Educational, Internet, BBS, Networks,
Accelerators, Emulators, JAGUAR Stations, User Group Center,
INCREDIBLE SALE PRICES, Software, Hardware, and EVERYTHING you
need to get the VERY BEST out of your Atari!

=-=-=-=-=-=-
More ATARI USERS in one place than is particularly sensible - or
safe. Windows users .... beware ....

==========
Getting to ACE'95 is *easy*. Toronto is directly
accessed by Highway 401 or the Queen Elizabeth Way,
or Highway 400/69. Crossing the US/Canada border
at Detroit, Buffalo, Niagara Falls, Ft. Erie,
Ogdensburg, Kingston, etc., will lead you directly
to Highway 401 or the Queen Elizabeth Way. Take the
Yonge St. Ramp north off the 401 and drive to 5110
Yonge St. (5 lights) If you take the Queen Elizabeth
Way, follow the signs to get to highway 401. *ANY*
AAA or CAA or other Motor League can provide you with
a map of Toronto, Ontario & Canada. Please call us
if you have any trouble! Pearson International

[Length Exceeded - Message Split by Mountain Reader II]
--
| Fidonet: Dan Dreibelbis 1:250/422

| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

3119. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 00:37:07 UTC
From: kulabocca@aol.com
Message-ID: <3ioifj$cvs@newsbf02.news.aol.com>
Source record: 170741

Sasa, please tell us more about TOS on the PPC. This is very interesting!

Kula Bocca

3120. Re: MEDUSA T60

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 01:10:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950226020152.17871A-100000@mars>
Source record: 170742

On Thu, 23 Feb 1995, NORMAN S L wrote:

>
> : there are only VERY few 68060 Medusa's out there with the main
>
> Very unlikely as they said they would not be developing/producing
> anything higher than the 050

Some years ago Motorola announced that the 68050 was cancelled because the 68060 was nearly completed (They work on the next and next_next generations in paralel). Something similar happened long time ago to Intel's 80186

/Jens M. Andreasen

3121. Freedom Demo..

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 01:17:16 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3iokqs$30o@golem.wcc.govt.nz>
Source record: 170748

When I run the Freedom Demo how come my slider
is on the right side and not as shown or quoted..??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3122. Re: Changes to HENSA Access...

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 01:28:26 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3iolfq$30o@golem.wcc.govt.nz>
Source record: 170749

In article <3io357$qc@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (steve wells) writes:
>] >I hope this makes a lot of you happier about the situation. Sure makes
>] >me feel better. Roger? You around?
>
>] How come its so late, the last time I was there is got dark in winter night
>]
>] What about week-ends..?? or don't you have week-ends any more there..??
>
>If it exists, he'll complain about it! :)

Hey Steve I was asked I think for some feed back, so I gave my 10c worth,
far better than these chaps that only give thier 2c worth....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3123. Re: Softlogik and Atari...

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 03:09:09 UTC
From: dpj@delphi.com
Message-ID: <xl96kh9.dpj@delphi.com>
Source record: 170663

Alfred Radauer <h9250467@idefix.wu-wien.ac.at> writes:

>Pagestraem. On the Amiga, Pagestream has no real competition
>(BTW, why do you think don't they bother to do a PC or MAC version and
>stick to a computer whose manufacturer has gone belly up?)

The reason that Soft-Logik is doing an Amiga version is because it had already been started when the decision to _not_ do an Atari version was made. They had already invested time and money into the Amiga version.

As to a PC and Mac version, S-L has already announced that both are being done. They feel these markets will make them some money, to put it simply (and realistically).

Dana @ STReport International Online Magazine

3124. Atari 1040 ST System For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 03:45:21 UTC
From: ATAY10A@prodigy.com
Message-ID: <3iotgh$leg@usenetp1.news.prodigy.com>
Source record: 170670

The following Atari 1040 ST system is for sale:

1. 1040 ST internal Drive
2. Atari Monitor
3. Epson LX-90 Printer
4. External 3.5 drive
5. 150+ disks (Software on most)
6. Other purchased software with documentation
7. Trackball, Joystick, Mouse
8. Hardware device used to copy protected software for your personal backups.
9. 2400 baud modem
10. All Cables

I am looking for best offer plus shipping. I am located in NJ so the shipping
will vary. If you have any questions, just send me E-mail.

Thanks,
Jim

3125. Atari Hardware Software For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 04:16:00 UTC
From: mike.hill@cccbbs.cincinnati.oh.us
Message-ID: <8A43574.0833001BEC.uuout@cccbbs.cincinnati.oh.us>
Source record: 170688

Software and Hardware for Sale.

Hardware:
GCR: Complete, latest software and roms $100
Replay 4 Cartridge with Replay Software and Drum Beat Software $ 20

Software (Applications):
Minix for Atari ST. Comes with 480 page reference manual, disks $ 5
MVG $ 5
Abacus Forth $ 10
Holmes and Duckworth H&D Base (Database) $ 10
Beckmeyer Development Tool. Tools, C-Shell, and Make $ 5
Image Cat $ 10
Warp 9 3.70 $ 10
Pro Sprite Designer $ 5
Hippo Computer Almanac $ 5
Super Directory $ 5
Take all these Applications (shipping paid for by me) $ 50

Software (Games):
Orge (Also includes Box) $ 2
Borrowed Times $ 2
Renegade $ 2
Transylvania (Disk Only no docs) $ 2
Gato $ 2
ST Wars $ 2
Karate Kid Part II $ 2
Balance Of Power (Also includes Box) $ 2
Amazon $ 2
Perry Mason: The case of the Mandarin Murder $ 2
Farenheight 451 $ 2
Nine Princes In Amber $ 2
Time Bandits $ 2
Mean 18 $ 2
ST Karate $ 2
Hacker $ 2
Arena $ 2
ST Protector $ 2
Space Station $ 2
Hex $ 2
Match Point $ 2
Take all these games (shipping paid for by me) $ 30

Take all the games and applications (shipping paid for by me) $ 80

Books
Modern Atari System Software. Hisoft programming book. Lots of
Good info on Falcon 030 and AES4 $ 10

Take everything here (GCR, Replay, Book, Games, and Apps)
shipping paid for by me. $180

Besides the packaged options, you pay shipping. Everything will be shipped
COD or you can prepay.

Make me an offer if you don't like the prices. I want to sell it as as
complete package and will entertain those offers before piecing it out.

Mike Hill

m.hill13 (Genie)
mike.hill@cccbbs.cincinnati.oh.us (Internet)

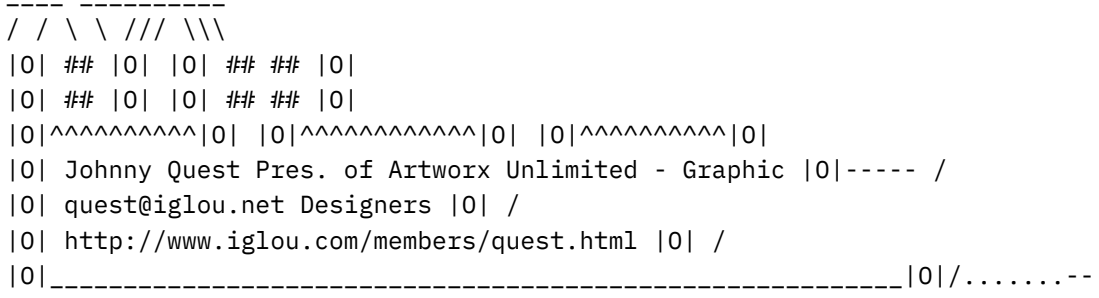
3126. Some help with MiNT

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 05:41:03 UTC
From: quest@iglou.iglou.com
Message-ID: <D4LEGF.AGA@iglou.com>
Source record: 170673

I had a few questions about running MiNT. I tried setting it up a
while back and just caused myself major hastle of blowing away my hard
drive and ending up with problems and never finished getting installed.
Here is what I am wanting to do:
Run a Slip/PPP system with a Un*x system on my Atari.
Also use a portion of the hard drive for GEM software.
Here is what I have system wise:
1040STe w/ 4 Megs
120 Meg HD. w/ ICD Link - ICD software

Can anyone give me some help deciding if I have enough system to do
this and if it is worth the trouble to set up? I could use a lot of
guidance getting started and I would really appriciate it.

Thanx,
.\\ike



3127. Re: Atari Portfolio

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 07:32:28 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3ipaqc$ruf@status.gen.nz>
Source record: 170682

Cory Downey (JBPT63A@prodigy.com) wrote:
: We have an Atari Portfolio, and the serial interface for it. Am
: unfamiliar with the unit. Would like to use it to run a DOS program in
: the field. How can I load this to it?
: Any suggestions would be appreciated.

The Portfolio is perfect for this, though depending on the application,
it may not fit into the portfolio's memory. Most Portfolio's have 128K of
RAM, but this can be expanded to 640K, and you can get 512K memory cards.
You can plug in a HDD or FDD too with the right card.

Anyhow, to the point.

If your portfolio does have enough RAM, the next thing you will need is
some kind of file transfer software. My Serial interface from Compax had
Slave plus transfer software with it. If you have Slave +, just set a
terminal on your ST up to the same configuration as Slave + displays on
loading. Then just follow the prompts on your ST Screen.

Of course you will need a null-modem cable, my Interface came with one.
If your's didn't then the Serial Interface manual tells you how to make one.

I cannot help much more than that, so good luck!

-- Mario Becroft (mbecroft@iconz.co.nz)
--

3128. Re: gemulator

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 08:33:20 UTC
From: jws4p@fermi.clas.Virginia.EDU
Message-ID: <D4LMFK.MGF@murdoch.acc.Virginia.EDU>
Source record: 170684

You will not be able to find the GEMulator on any FTP sites for 2 reasons:

1) It is not PD or shareware- it is still sold for profit. You can get
it from Toad computers and other atari retailers if you're interested.

2) It is not exclusively software- It includes also a card that includes
a Motorola 680X0, TOS roms, etc., that slides into an expansion slot on
your ibm or clone.

Sorry to disappoint you,
John Stanmeyer
--
John Stanmeyer/jws4p@virginia.edu/504 Rugby Rd Ch'ville VA 22903/804-979-5457

3129. Re: Connect.lzh file

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 09:03:06 UTC
From: joseecek@deepcove.com
Message-ID: <3ipg4a$asa@Kaos.deepcove.com>
Source record: 170685

Sabbath@leprosy.demon.co.uk (Sabbath) writes:

>All of which proves (I suppose) that there are different opinions to be
>expressed about Atari terminal software and as Connect's shareware at
>least you can try before you buy.

>Graeme

....and Josef Palecek replies (to all inclusive original post):

I agree that my comment was too harsh... Greame is right: yes, go ahead
get unLZH prog, look at Connect how it works, see for yourselves if it is
something one would need. After all, thanks to programmers like Wolfgang
who make programs available to TRY before we buy. We also must mention
what are we using comm progs for? Do we really want to do all those
elaborate automatic connections? Running around usenet groups, Internet,
BBS's, FTPs, is really no trouble and that is what I meant in my original
comments. No intention to compare two progs - even the Stalker is with
lots of bugs in it and I will NOT upgrade it for any price they might ask,
what I've got is enough and it does it's job well. There simply isn't
perfect prog.. on market. But I must stand behind my comment about 'pop
out' windows. I could not get used to it even in those 30 hours.

Josef

josef.palecek@deepcove.com

3130. Oh, what have I done?

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 09:50:02 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D4LpzF.9CG@cix.compulink.co.uk>
Source record: 170686

Well, it's finally happened. After owning nothing but Ataris since 1981, I have just sold off my Falcon with the PC now taking the role of main machine. <Sigh> I feel depressed.

What's worse is finding out how so much of my treasured kit and software is worth bugger all. I've spent 6 months slowly selling bits off and most of it went for 10-30% what I paid for it :-(

Most stuff isn't even worth the postage on sending it to people so it ended up in the bin. :-(:-(

I want my Atari back, even though it just sat there gathering dust.

Iain

3131. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 10:41:25 UTC
From: richcsst@crash.cts.com
Message-ID: <D4LsD2.8z4@crash.cts.com>
Source record: 170674

: Again, I have to wonder out loud, _why_ would anyone bother running TOS
: on a PowerPC chip? 100% of software (including system software, unless
: somebody wants to port the large sections of TOS that are still 680x0
: assembly to PowerPC assembly or C) would have to run in emulation, which
: means your snappy new PowerPC system would run about as fast as a 25Mhz
: 68040 system... and if you're going to do that, it'd make more sense to
: run a 68040 system.

Well, you see, if TOS were "improved" to be multicompliant like Apple's PowerMAC System 7.5, then you could run multimode software on that there PowerPC. Software that says "Accelerated for Power Macintosh" doesn't necessarily has 100% native PPC code. It does, however, have mixed code. The routines can be multilingual. So, if a PowerPC TOS were to be created, then both 680x0 TOS programs could be run as well as "Accelerated" PPC TOS programs. This means cross platform compatible software.

Picture this, a program that runs on both machines (680x0 & PPC), but when it is executed on a PPC it loads a special "plugin" that recognizes it's run on a PPC and executes the code in native PPC code. That is how Apple designed the interface and how TOS could also be modified.

Also, the system routines would be in native PPC code. Have you ever seen a PPC native program run? I have, and I have a PowerMAC (in addition to my ST) and it is unbelievably fast! Keep in mind, this processor can emulate, in software, a 25MHz 68030 easily (remember PC Ditto on your ST? Slowwww). Now, that's faster than a "native" running Falcon! So, if it is so fast emulating, then think how fast it is native code. The difference is phenominal.

Besides, now that Apple is slowly moving to the PPC line, they will use less and less 680x0 chips. That means Motorola will eventually have to discontinue development in the series (remember 6809?) as there will not be a market for them. Atari is not enough to give Motorola an incentive for further development and manufacturing.

Remember when the shift was made from 8 bit to 16 bit? There is a current market of 32 processors. However, the PPC (a 64bit CPU mind you) is the next step in technology. Soon the older designes will be phased out. Technology moves on. Sure, the 68060 is the state of the art for the 680x0 series, but I will bet it is the last of the line for that series. Motorola will just use its "integer unit 'CPU 32'" in their microcontroller line when all is said and done. Incedently, the 68060 uses the same technology as the PPC, but with a CISC based execution unit instead of a RISC one.

One last thing, what's wrong with combining a 68060 and a P603 (PPC) in the same motherboard???

Rich

3132. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 10:43:57 UTC
From: richcsst@crash.cts.com
Message-ID: <D4LsHA.920@crash.cts.com>
Source record: 170675

sasa (sasa@xs4all.nl) wrote:
: No it was not a Gemulator. It was a PowerPc running TOS!!!

: The guy who brought you the rumour.

That would be funny, however, a PPC emulating an IBM emulating an ST and still being fast! Hmmmm....I wonder how Gemulator would work with my Windows emulator on my PowerMAC? :) Nah...

Rich

3133. Re: Atari ST Hack in progress....

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 10:58:39 UTC
From: richcsst@crash.cts.com
Message-ID: <D4Lt5s.9tn@crash.cts.com>
Source record: 170676

```
Hrafnkell Hlodversson (freyr@diku.dk) wrote:
: richcsst@crash.cts.com (Richard John Kelsch) wrote:
: >
: > JACKDETH (Jackdeth@voyager.cris.com) wrote:
: > : Claus Brod (clausb@PROBLEM_WITH_INEWS_GATEWAY_FILE) wrote:
: >
: > : : Get TOS 2.06. If you cannot affort it now, get at least FATSPEED
: > : : from atari.archive.umich.edu. TOS 2.06, however, is much preferable
: > : : especially since you intend to upgrade your ST with "a faster chip"
: > : : which may well be a 68020 or 68030. TOS 1.04 won't work with
: > : : anything else than a plain 68000.
: >
: > : Can you just pull the 68000 out and pop a 68030 in the ST? And it will still
: > : run fine as long as you swap to the TOS 2.06 roms? Also, if you did this kind
: > : of an upgrade how much would it speed up the computer and how would it expand
: > : its capabilities?? oh, and how much do the 68030 and TOS 2.06 roms cost at
: > : this time...?
: >
: > : Jack Deth
: > :
: > Absolutely, positively NOT. The 68020 and 030 and 040 are vastely
: > different processors. They are all true 32 bit processors with lots more
: > pins, instructions, and timings. Frankly, it's like droping a jet engine
: > in a Yugo. It's a most difficult project. The ST bus requires extremely
: > strict timings which the 8MHz happens to follow precisely. The other
: > processors do not work (timing wise) the same as the original 68000.
: > Besides, they have a 32 bit data bus and a 32 bit address bus and the
: > 68000 only has a 16 bit data bus and 24 bit address bus. Besides, the
: Sorry to "dissapoint" you but the 68000 is a 16/32 bit processor, not 16/24,
: as you say..

Get a brain pal, Of course the 68000 has a 32 bit INTERNAL (let's read
carefully) data bus and a 16 bit EXTERNAL bus. Also, if you would have
actually read the paragraph you flamed, then you will see it says "16 bit
data bus and a 24 bit address bus". Hey stupid, that's exactly what it
has! Just because it has 32 bit internal data and address REGISTERS does
not mean it has a 32 bit BUS! The 68000 has a 16 bit data BUS INTERFACEJ
and a 24 bit ADDRESS BUS INTERFACE. So, pull your foot out and shut up.

: > big processors would just step all over the critical timings of the MMU,
: > GLUE and shifter chips. They are not handshake friendly.
: >
: > The trick is to fool the ST bus into thinking it still has an 8MHz 68000
: > plugged in and not a "Ferrari". That takes lots of logic chips or a few
: > well programmed PAL/GALs. You also need to have a a minimum of TOS 2.06
```

: > to use the big processor. The 020 etc. have a vastly different
: > supervisor mode with a much larger stack frame. TOS 2.06 recognizes this
: > and adjusts appropriately.
: >
: > Now, 68030 upgrades are available and I can understand their minimum
: > price of $300. In my opinion $300 is a bargain.
: >
: > Rich
: >
: But as for the rest... I approve...

: -Hrafnkell Freyr Hlodversson

Moron!

Rich

3134. Re: Quicktime Player wanted!/AIF

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 11:03:00 UTC
From: sven.bornemark@p56.dada.ct.se
Message-ID: <ftn_2.200.136.56$fidonet.org_2f506091_Sven.Bornemark@p56.dada.ct.se>
Source record: 170677

Hi Christian,

> And what kind of player do I need to play sound's with the extension
> AIF?

Cubase Audio uses this format. It's the only Atari program that uses
this rather unusual extension, but I think you can use Zero-X to convert
it into more common formats.

Ha't

-Sven-

__ __ __ __ __ __ __ __ __ __ __ __ __
/_ / //_ / / /_// //_// //_ ////_//_//_/ //// //_ //_/
__/ \//_ / / /_//_// |/ //_ / // // |/ | / //_/__/// |

---- Lergodsv 79, S-238 40 OXIE. Tel +46-40 54 54 54 ----
---- Internet sven@dada.ct.se / Fidonet 2:200/136.56 ----
---------------------- S W E D E N ----------------------

(UUCP Dialup connection)

3135. Re: Monitor port on ST....

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 11:05:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199502261305.a44985@m4.maus.de>
Source record: 170678

> "I can get an I.C. from Maplins that will extract composite
> sync from the composite video output, but it costs about 5
> quid, and 'cause I'm a tight git, I'm trying other ways first!"
>
>Here's a cheap solution that has been used successfully in the past:
>Put a 330 ohm resistor on each of the two sync lines, and tie them
>together at the point past both resistors. (Imagine a "Y"). The
>resulting single line will work as composite sync for most monitors.

...and just using Composite Video as CSYNC also works for most monitors. No extra boxes or soldering needed.

3136. Re: Is Atari Alive???

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 11:10:59 UTC
From: richcsst@crash.cts.com
Message-ID: <D4LtqC.Av9@crash.cts.com>
Source record: 170689

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
: In <D476M9.23E@crash.cts.com>, Richard John Kelsch writes:
: >Don't get me wrong I still have my ST (and am using it now), but man
: >would it be nice to see TOS running on a PPC. 8-O!

: I was chatting in email last week with somebody who knows a fair bit
: about MagicMac (sorry, I've forgotten your name!)... Anyway, he was
: telling me how Apple was contacting lots of _Atari_ developers (!) to
: make sure their product would work with MagicMac! VERY interesting.

: Also, they are apparently very opposed to a PowerPC version of MagicMac,
: and intend to fight the production of such a thing. :-(

: --
: ------------------==----------------
: ||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
: / | \ DO THE MATH Chris Herborth
: Backwards-compatibility is crippling the computer industry in the 90's.

You mean kinda like recently when Bill Gates wrote Apple a letter TELLING them to stop manufacturing competing products? Besides, telling a company to not sell an emulation product would piss off Insignia (they make the Windows emulator). Besides, Apple has no legal basis or pull for trying to enforce a patent and copyright that they do not own, Atari owns the rights to TOS. Besides, development rights on Atari's version of GEM was signed over "lock-stock-and-barrel" by Steve Jobs right before they threw him out. This means Atari has always had a license to Apple's "look and feel". You see, Jobs had personal copyright to the original System and Finder "technology" and signed that technology over to Atari. This was done out of spite and anger towards the Apple executives (and so was starting the NeXT corporation). This is why Apple could not sue him for his NeXT graphical interface. He owned the original technology copyrights (in conjunction with Apple). This is why Atari has never been sued by Apple.

So don't worry, it's just blowing smoke up a tree.

Rich

3137. Re: SLM804 & ICD HA problem

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 11:14:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199502261314.a44986@m4.maus.de>
Source record: 170679

>As I recall, from the days when I, myself, owned an SLM-804, the printer
>MUST be last in the chain, because the controller doesn't have a DMA
>passthrough. If the printer is first in the chain, then technically,
>it's the ONLY thing in the chain. Your autobooter is crashing because,
>as far as it's concerned, there's no hard drive in the chain.

No, just the other way round. The SLMC804 controller HAS a DMA-out connector,
but since it's a non-buffering device, it has to be FIRST in the chain.

bye, Peter

3138. Re: Bio Hazard

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 11:20:22 UTC
From: richcsst@crash.cts.com
Message-ID: <D4Lu5z.Bou@crash.cts.com>
Source record: 170690

Hutch (hutch@ilmen.lanl.gov) wrote:
: In a previous article, self-proclaimed pirate gloganwr@is.dal.ca (Gabriel Logan-Wright) wrote:

: >I'll probably get flamed to the Nth degree for asking for a registered
: >shareware game, (I've found Atari users much more defensive over that)
: >but I'm going to ask anyway. We've had our 1040STf for a long time now,
: >and I quite enjoy using it. Recently, I found a demo for a really cool
: >game called Bio Hazard based on the Alien movies. Needless to say, I was
: >impressed. Trouble is, I can't afford to register it. So, if some kind
: >soul out there has a registered version and would care to send it to me,
: >I'd be forever in their debt. Also, if there are similar games, I'd be
: >interested in finding out about them...

: What is so gosh darned imperative about a game, ANY game, that makes you
: want to place a public post asking for an illegal copy. Sure, some will
: say it's -only- a shareware product so it's no big deal. But it -is- a
: big deal... at least to the author of the software and those of us who
: are mature enough to recognize the damage that piracy can inflict.

: I sympathize with you because (a) you are so flat broke that you cannot
: afford whatever the measly registration fee is for this game and (b) you
: evidently have so little self-respect since you don't care what others
: may think of you. Sorry, I can't think of any game worth that!

: Take your request to the pirate BBS's. Anywhere but here, please.
: Software developers and authors visit this newsgroup too and contrary
: to popular opinion, we have feelings too.

: Grrrrr.....

: -Hutch- @ Fair Dinkum Tech

Speaking as a shareware developer myself, "Way to go Hutch!" Hey, maybe this guy would like to give me one of his paychecks? Heck, he seems to think that working for free is ok. He must think that programmers exist just to increase the size of his software library.

So Gabriel, I hope a real nasty power surge fries your ST and makes those RAM chips glow a nice bright orange! Stop being so damned cheap and pay the programmer for his hard work and show your appreciation for his/her well written program. The registration couldn't cost more than a box of disks!

Rich - (a four letter word)

3139. Re: HSMODEM6 ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 12:09:44 UTC
From: kim@dksoft.ping.dk
Message-ID: <FB1MAAUVUP@dksoft.ping.dk>
Source record: 170680

In <FBZTEJUXUP@galaxy.teuto.de> Hendrik Mylius wrote:

HM> In <FBSOAGUWUP@dksoft.ping.dk> Kim Andersen wrote:
HM>
HM> >There is. But first i would like you to either dump Hsmodem6 and get Hsmodem5
HM> >or get the updates, cause there seem to be a problem with hsmodem6.
HM>
HM> Err, I'm getting somewhat dizzy here!
HM>
HM> Did you get your figures mixed up a little? Dump *5* and get *6*, only the
HM> MFP* drivers of V. 5 were faulty. SCC* worked fine, and have not changed since
HM> then.
HM>

I've been informed that there was a problem with the some of the drivers in
version 6, (could be it was only the midi driver), and there has been
an update of the faulty driver after version 6. I havnt' seen an update
though. And i still need to try version 6 as well. I'm using version 5 here
and the MFP is working just fine.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

3140. Re: HSModem

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 12:13:26 UTC
From: kim@dksoft.ping.dk
Message-ID: <FB1MAAUYUP@dksoft.ping.dk>
Source record: 170681

In <FBZTEJUUUP@galaxy.teuto.de> Hendrik Mylius wrote:

HM> >It seems like there is a fault in Connect. I tested a 28k8 modem a few weeks
HM> >ago with Connect running 115.000 baud on the serial port of my Falcon. I
HM>
HM> Nah, CoNnect isn't the faulty part. The original TOS-routines are.

Perhaps thats the reason. I wouldn't know.

HM> >After i installed Hsmodem i reached about 11300 cps.
HM>
HM> Neat, isn't it? And there you see, CoNnect makes perfect use of the
HM> HSMODEM-routines.

Sure is, cause i need a high DTE rate.

HM>
HM> CoNnect's Z-modem-bargraph looks like a fast peak-meter, when one uses EISDN
HM> at 64 kbit :-))) (>7500 cps for packed stuff ;-)
HM>

Thats what i need my high DTE rate for. I should be having my ISDN modem in
a few weeks now. Although i may have a small problem running bundle
channel 2x64Kbit.
Btw, i've just been informed that Hsmodem v.6 can go up to 230.000 on the
serial port. This is what i need for my ISDN.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

3141. Re: SCSI Floppy, other questions

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 12:45:30 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950226Z124530.419barheath@heathen.demon.co.uk>
Source record: 170683

In article <macdonald.176.000F22F1@cfcsc.dnd.ca>
macdonald@cfcsc.dnd.ca "Ken Macdonald" writes:

> Rich.Tietjens@f6969.n106.z1.fidonet.org (Rich Tietjens) writes:
> >LGselector is not freeware or shareware. Try Selectric - it's a German file
> >selector that is shareware, and quite nice.
> Hmmmm....
> I sent in some money for LGFS. It CAN be found on most sites: LGS18d.lzh if I
> remember correctly, but I don't use it any more as I am running Geneva and
> using its file selector.But I am pretty sure it IS shareware!
> -ken
>
I've got LGSelector, though I don't use it (Geneva again) but according to
the docs it is _definitely_ shareware; in fact Charles puts in quite a large
notice asking for people to tekae notice of the work that shareware authors
put in.
It's a toss-up (no pun intended) between LGS and Selectric for capability,
though Selectric also has a cpx to control/call/modify it.

bazza
--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

3142. Re: Falcon: SCSI chip questions/ Akzente INFO?

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 13:45:26 UTC
From: contacts@mits.mdata.fi
Message-ID: <3iq0lm$k0s@prime.mdata.fi>
Source record: 170687

In article <D4FG8q.3Br@cix.compulink.co.uk>,
BARRY WILSON <wilsontjb@cix.compulink.co.uk> wrote:
>In message <3i7f6r$ark@prime.mdata.fi>, contacts@mits.mdata.fi said:
>
>>A friend of mine just got a new Falcon from Akzente (Ulm), and it's
>>SCSI bus is not working (even pre-formatted (in my Falcon) disk give
>>grabage as ID-text, and bootup locks. Luckily he's 0.5 Gb Quantum
>>Maveric was not damaged by testing, and he has 170Mb IDE in Falcon
>>as well. But: no SCSI means no Cubase Audio! :-(
>
>Is his SCSI drive correctly terminated?

Yes it is. I formatted it in my system, and it worked fine.

>>2. How do you really know that the problem is the SCSI-chip, and
>> not the SCSI-kit tower-extension card?
>
>Before opening the Falcon, suggest you try it with a good SCSI
>drive with termination, and good cable, (ie. disconnect the SCSI
>kit at the Falcon SCSI2) and connect the 'good SCSI'.

I tried it with an external cable & my own *working* SCSI drives: nada.
We'll try it without the SCSI-extension board next week. I hope the
fault is in the extension kit, because it's not really needed.

>>3. If you know any Atari dealer, who sells there SCSI-chips, please
>> let me know ASAP.
>
>You could try Best Electronics in USA, fax USA 408 243 8274.

Thanks, but I suppose (and hope) this is not needed any
more (see next chapter).

>Good luck, (I would send the machine back)

I just got a message from my friend that he managed to make a deal with
Akzente, that they'd send the parts and we'll send the repair bill to
them. Anyway, this is really annoying.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!

```
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
--------------------------------------------------------------------
```

3143. Re: ICD Time Setting

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 14:04:09 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Feb26.140409.12305@bradford.ac.uk>
Source record: 170692

On 23 Feb 1995 08:23:32 GMT, Roger Sheppard.. wrote:
: In article <1995Feb20.191240.13298@bradford.ac.uk>, S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
: >
: >Could someone please Email to me (UUe or Mime) or place on ftp.brad.ac.uk
: >in incoming directory the program ICDTIME.PRG from the ICD (NOT Pro)
: >utilities. It is PD, and anyway I used to have it until I reformatted the
: >master disk.
: >
: >I need it at long last because my clock is now about 45 mins out!

: Get a better clock like a Dallas one, all ICD stuff is not PD at all,
: some of it is allowed on some USA commercial sites like GEnie...

My clock's just fine thanks. When it has ben set... The ST club still carry/used to carry ICD utils (not PRO)

: Don't you keep back ups, I keep at least 2 copies of major software....

All backup systems go wrong sometimes, rog. I bet hardly anyone here backs up as often as they'd like to.

Oh and thanks to everyone who has sent it me or offered to do so. I have a copy now, and the clock works great again!

--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \

3144. Re: Bio Hazard

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 14:22:29 UTC
From: ma2jswc@bath.ac.uk
Message-ID: <D4M2LH.1q4@bath.ac.uk>
Source record: 170691

In the referenced article, gloganwr@is.dal.ca (Gabriel Logan-Wright) writes:
>I'll probably get flamed to the Nth degree for asking for a registered
>shareware game, (I've found Atari users much more defensive over that)
>but I'm going to ask anyway. We've had our 1040STf for a long time now,
>and I quite enjoy using it. Recently, I found a demo for a really cool
>game called Bio Hazard based on the Alien movies. Needless to say, I was
>impressed. Trouble is, I can't afford to register it. So, if some kind
>soul out there has a registered version and would care to send it to me,
>I'd be forever in their debt. Also, if there are similar games, I'd be
>interested in finding out about them...
> Thanks in advance,

It's quite a good game, but asking for a registered copy, is no better
than the people on comp.sys.ibm.pc.games asking 'Could someone please
post me a copy of DOOM registered?' It's a blatant call for piracy.
Internet access isn't cheap these days. It's a surprise for anyone with
internet access claiming that they can't afford $7 for a game.
It's people like this who put the final nail in the coffin for the ST. I
released a game called Space Wars 2000 for the ST last year, and although
it was well received, I made the mistake of relying on the ST community's
honesty, and I released the registered version out front, and asked for
donations from people who enjoyed the game. Needless to say, I only got 2
registrations. I believe there are more than two people out there who
played the game for a length of time. I have since moved away from the ST
scene.

3145. TEST

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 14:51:16 UTC
From: Adrian.Gruber%239@satlink.oau.org
Message-ID: <ef1_9502262336@satlink.oau.org>
Source record: 170614

```
Test

Testing header change on octo63Alpha16
--
|Fidonet: Adrian Gruber%239@satlink.oau.org 1:363/239
|Internet: Adrian.Gruber%239@satlink.oau.org
|
| Standard disclaimer: The views of this user are strictly his own.
| From C.F.Satlink +1-407-240-7781 (ANSI or Vt-100 _required_).
```

3146. TEST

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 14:54:08 UTC
From: Adrian.Gruber%239@satlink.oau.org
Message-ID: <ef2_9502262336@satlink.oau.org>
Source record: 170615

```
Testing OctopusV63 alpha16, header and address change functions.
--
|Fidonet: Adrian Gruber%239@satlink.oau.org 1:363/239
|Internet: Adrian.Gruber%239@satlink.oau.org
|
| Standard disclaimer: The views of this user are strictly his own.
| From C.F.Satlink +1-407-240-7781 (ANSI or Vt-100 _required_).
```

3147. NVDI Problems Again!

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 16:13:02 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95057.111302STIRRE31@MAINE.MAINE.EDU>
Source record: 170693

Okay, I still haven't gotten NVDI to print properly. But, apparently,
I never will. So, here's another problem to ponder. Why does my
system crash when trying to change the resolution into medium?
Two bombs, btw. Other resolutions (even True Color) now work (it
was a conflicting accessory).
Another related question: how much of a graphical improvement does
Warp 9 offer? I am thinking of swtiching to this program. Is it
compatible with Speedo and AtariWorks?
-scott tirrell

3148. Re: ST, hard drives, software for sale

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 16:20:58 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95057.112058STIRRE31@MAINE.MAINE.EDU>
Source record: 170694

I tried replying to this post but the mail was undeliverable.
Any suggestions?
-scott tirrell

3149. Ultimate Arena

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 16:29:22 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95057.112922STIRRE31@MAINE.MAINE.EDU>
Source record: 170695

Has anyone gotten this game to run on the falcon? If so, how?
I get the loading screen and then get an error -034 messege.
Can someone help? Thanks.
-scott tirrell

3150. Re: Sick and tired

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 16:35:25 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3iqakd$1i71@sat.ipp-garching.mpg.de>
Source record: 170696

Peter Hofman (hofman@31.30.dnet@god.bel.alcatel.be) wrote:

> Yes, you read the title correctly!
> I get sick and tired of all those people who tell other people what software
> to use to meed their needs, BUT...

> ..DO NOT TELL WERE IT IS.

There is this wonderful thingy called "archie". Unfortunately, for archie
you need to know how your program/file is called. Then, you can ask
archie for the location.

So, the most important thing is *what's its name*, and location comes
only second.

If you have no idea about archie, drop me a mail.

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

3151. Re: MagicMac Demo ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 17:03:00 UTC
From: "Christian Mittendorf"
Message-ID: <ftn_2.203.202.11$fidonet.org_2f50b496_Christian.Mittendorf@ostkupan.ct.se>
Source record: 170697

In a message of <19 Feb 95 15:00:00>, Dirk Michel (2:200/427.1) writes:

C>> The number could be found in one of the last ST-Computer.)
DM> ^^^^
DM> latest ;).

Ab nach Oberlehrer!

Hoppas du har det roligt daer! ;-)

mvh,
christian

+++
C. Mittendorf
Mejerigatan 2-1333
41276 Goeteborg/Sweden
Internet: chris@ostkupan.ct.se

(UUCP Dialup connection)

3152. Searching Network

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 17:46:30 UTC
From: Koos_Kuil
Message-ID: <2f50bfb6@f397.n282.z2.fidonet>
Source record: 170698

Hi guys!

I have the following environment:

- Atari 520 ST+, Hypercache 16+, 2,5 Mb memory + TOS 2.06
SCSI Cd-Rom, Quantum drives
- Atari Falcon 030 (unmodified)
- Atari Stacy with 4 Mb + Mag!C
- PC 386 SX16 with 2 Mb & 250 Mb jumbo streamer (no SCSI).

What i want is connect this to eachother so i can use my streamer
in the PC for my backups. Currently the easyest thing i know is
make use of SmartNet, this small & cheap network can connect ST/TT/Falcon
to the PC using the printer port.

Who can tell me if there are other cheap & fast solutions so that i
can copy files to my PC or other ST without moving floppys?

GhostLink, Midi-Com & all other Midinetworks are not good & fast
enough. What i want is a fast link with a minimum of approx 50 Kb/s.

Buying ethernet cards or ANS or Bionet networks is to expensive, does
anyone have experiences with SmartNet 2.5 here?

Greetings,
Koos

--- JetMail 0.99beta9
* Origin: Willie's Atari BBS, Octopus Developement, Fido/NeST/FAN (2:282/397)

3153. Re: Is Atari Alive???

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 17:50:45 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950226094944.3698K-100000@PEAK.ORG>
Source record: 170699

On Tue, 21 Feb 1995, Chris Herborth wrote:

> In <D476M9.23E@crash.cts.com>, Richard John Kelsch writes:
> >Don't get me wrong I still have my ST (and am using it now), but man
> >would it be nice to see TOS running on a PPC. 8-O!
>
> I was chatting in email last week with somebody who knows a fair bit
> about MagicMac (sorry, I've forgotten your name!)... Anyway, he was
> telling me how Apple was contacting lots of _Atari_ developers (!) to
> make sure their product would work with MagicMac! VERY interesting.
>
> Also, they are apparently very opposed to a PowerPC version of MagicMac,
> and intend to fight the production of such a thing. :-(
>

Why would they be opposed to this to the point of fighting it??? :(

3154. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 17:51:32 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0rin3i-0005uDC@black.csi.cam.ac.uk>
Source record: 170700

In article <D4LsD2.8z4@crash.cts.com>, richcsst@crash.cts.com (Richard John Kelsch) wrote:

> Besides, now that Apple is slowly moving to the PPC line, they will use
> less and less 680x0 chips. That means Motorola will eventually have to
> discontinue development in the series (remember 6809?) as there will not
> be a market for them. Atari is not enough to give Motorola an incentive
> for further development and manufacturing.

They will continue to make 680x0 processors to satisfy what is and always has been their largest market - embedded systems. Apparently the 68000 is the best selling processor ever for this reason.

> out. Technology moves on. Sure, the 68060 is the state of the art for
> the 680x0 series, but I will bet it is the last of the line for that
> series.

Motorola have already said it will be, of course.

> One last thing, what's wrong with combining a 68060 and a P603 (PPC) in
> the same motherboard???

Nothing, except that both are fairly expensive.

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Windows. From the company that gave you edlin **

3155. Re: MEDUSA T60

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 18:02:12 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0rinEP-0005uDC@black.csi.cam.ac.uk>
Source record: 170601

In article <Pine.ULT.3.91.950226020152.17871A-100000@mars>, Jens Andreasen
<jens-and@dsv.su.se> wrote:

> Some years ago Motorola announced that the 68050 was cancelled because the
> 68060 was nearly completed (They work on the next and next_next generations
> in paralel). Something similar happened long time ago to Intel's 80186

The '186 was released, and it was used in PCs made by RM and bought by
lots of UK schools who then found they wouldn't run a lot of software
written for normal PCs. Some would run if you switched to a compatibility
mode which when wouldn't run RM's basic or logo (not that either was much
good).

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Windows. From the company that gave you edlin **

3156. Re: Newbie questions...

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 18:05:00 UTC
From: whitema@chekov.cig.mot.com
Message-ID: <3iqfsc$qhg@delphinium.cig.mot.com>
Source record: 170602

In article <950222Z095552.901barheath@heathen.demon.co.uk> barheath@heathen.demon.co.uk writes:
>In article <D4CysK.4K0@cs.vu.nl> epdouden@cs.vu.nl "Ouden de EP" writes:
>
>> The "f" means that the computer has an internal 720kb drive. Later versions
>> of the ST-series have an 1.44Mb drive.
>
>BON-N-N-G-G-G Wrong answer. Well, right in that it has a 720k drive. Wrong
>because later ones didn't have 1k44. Only the Falcon has that
>

BON-N-N-G-G-G yourself. Some Mega STes came with 1.44 MByte floppy drives.

Mike
whitema@cig.mot.com

3157. Re: Atari/SCSI HD question, Please advise...

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 18:09:57 UTC
From: whitema@chekov.cig.mot.com
Message-ID: <3iqg5l$qhv@delphinium.cig.mot.com>
Source record: 170603

In article <1995Feb23.135246.17230@blaze.trentu.ca> jprice@ivory.trentu.ca writes:
>Advice would be greatly appreciated. I have an Atari SH204 jard drive and a
>Dynatek SyQuest 45 Meg removable SCSI drive. What hardware/software would be
>best for me in order to be running both on my STe/4 Meg? I also want to
>eventually run a SCSI CD-ROM drive on the Atari as well. Anyone out there
>have any experience/recommendations that would be helpful? (BTW, that's
>hard drive, not jard drive) See you at Ace '95. Thanks in advance.

I think the only solution is an ICD Link.

Mike
whitema@cig.mot.com

3158. Re: MEDUSA T60

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 18:19:14 UTC
From: whitema@chekov.cig.mot.com
Message-ID: <3iqgn2$qmh@delphinium.cig.mot.com>
Source record: 170604

In article <1995Feb23.140131.13250@city.ac.uk> cc103@city.ac.uk (NORMAN S L) writes:
>ysiu@lexicor.com (Lexicor@world.std.com) wrote:
>: Norman,
>
>: there are only VERY few 68060 Medusa's out there with the main
>: manufacturer and some developers, they have sent some to Medusa and the
>: board is in itself already ready, just need Motorola to be able to produce
>: and ship those.
>
>Very unlikely as they said they would not be developing/producing anything higher than the
050
>

050? No such processor.

Mike
whitema@cig.mot.com

3159. Re: How do you get the MagicMAC Demo to work

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 18:34:06 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FB1SAJVTUP@galaxy.teuto.de>
Source record: 170506

In <johan.nordlander-2302951211550001@nod.eng.umu.se> Johan Nordlander wrote:

>I think MagicMac needs an FPU to work.

Nope, a *PMMU* is required!

>that it works OK. In fact I get the feeling that my Mac acctually gets
>MUCH faster when running MagicMac, but that may of course be due to the

That's what most people say ;-)

>I will most definitely buy MagicMac when it becomes available for us
>non-German residents.

I'm pretty sure ASH sells it to other countries as well. Contact
100067.3712@COMPUSERVE.COM for details.

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

3160. Re: Magic incompatibility list

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 18:35:28 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FB1SAJVWUP@galaxy.teuto.de>
Source record: 170507

In <3ihu47$541@m1.cs.man.ac.uk> S94 wrote:

[some stuff deleted]

>Eh ? So how come Medusa at *64 MHz* is only 26 ??
^^

Not again :-/

Hendr!K

3161. Re: Connect.lzh file

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 18:40:32 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FB1SAJVZUP@galaxy.teuto.de>
Source record: 170508

In <3ikhbd$eep@dscomsa.desy.de> Philipp Oelwein wrote:

>>(like spinning coursor etc)
>What is that? I can imagine a block cursor, either blinking or not. Spinning, you
>say? Which axis?

He probably meant the rotating-disc. I. E. the busy indicator when one starts
CoNnect.

>>It gives you 30 hours testing time - one needs that much just to learn it..
>Obviously not everybody - only some.

That jerk won't get it in 30 *years*!

>Get a life,

Ooops, Philipp, that one is (c) by Roger ;-))

He'd rather get a brain!

Hendr!K

3162. Re: CD-ROMS on the ST

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 18:49:44 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FB1TEFURUP@galaxy.teuto.de>
Source record: 170509

In <ftn_2.203.202.11$fidonet.org_2f4a18e1_Christian.Mittendorf@ostkupan.ct.se> Christian Mittendorf wrote:

>different collections are available now. Hopefully could we see a Linux.68k
>Distribution in the future. Has anybody infos about this projekt?

It is coming soon.

> Dieter Lohrum: 1. Tigerstarke Software
> " 2. Drachenstarke Software
> " 3.

Actually it is *Bernd* Lohrum, and "Bï¿½renstarke Software" is the name of the third one. I don't like those too much. They are _all_ short of an index!

> ? Gemini CD

Walnut Creek: info@cdrom.com

> Whiteline Alpha CD

Nice one. Another one, the *gamma* is coming soon, too.

> ? Bingo
> ? Wow

Both from Software Service Seidel. IMHO, don't bother.

Bye.

/Hendr!K/

3163. Re: Looking for program to limit memory.

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 18:51:54 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FB1TEFUUUP@galaxy.teuto.de>
Source record: 170510

In <D4G2rH.Ax3@cs.vu.nl> Ouden de EP wrote:

>: is that he has too much ram and must get a program to make the OS believe it
>: only has 2M. They said there were lots of these programs available in the
>Never seen such a program, but I know it's quite simple in assembly. If you
>give me a few days, I can make & compile it for you.

Why not install a 2 meg RAM-disk and see what happens?

Hendr!K

3164. Re: MEDUSA T60

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 19:03:41 UTC
From: dkocher@exodus.valpo.edu
Message-ID: <1995Feb26.140341.1@exodus.valpo.edu>
Source record: 170605

And the 80186 is also still in use, in the top-selling HP 100 and HP 200 palmtops.

3165. ST version BBS ExpressPRO

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 19:28:28 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <e46_9502270105@flight.org>
Source record: 170625

I understand that an ST version of BBS ExpressPRO was released. Where can one acquire a copy of that program?

```
* TheEdit v2.00g3
---------------------------- -//- ----------------------------
Internet: Michael.Fitzpatrick@flight.org
| FlightLine BBS 612.544.5118 <> note: the views of this |
| airline-generl.aviation-flsim <> user are strictly his own. |
---------------------------- -//- ----------------------------
```

3166. Re: How to make res-independent RSC's ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 19:51:05 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3iqm39$pmg@status.gen.nz>
Source record: 170606

Mark Baker (mnb20@hermes.cam.ac.uk) wrote:
: christian.mittendorf@ostkupan.ct.se wrote:

: > I've got a little question regarding resolution independent RSC-File design.
: > How do I have to built a RSC which can be used in ST-Low, ST-Medium and lots
: > of other resolutions?
[...]

: What it should have said was that all objects use character positions
: where possible. If you make sure everything is character snapped you will
: get a resource file that works in all resolutions but this limits you a
: lot and tends to result in ugly dialogues.

Not necassarily - I use character snap all the time with no problems.
It's only when you want to get fancy using lines a few pixels apart or
whatever that char snap is no good.
The problem I have is that any kind of bitimage (image,icon,cicon) will
come out all tall in medium rez. as rsrc_obfix() has no way of squishing
bitimages... To get around this, I draw two bitimages, and if I am in a
low vertical resolution (with 8pixel high fonts) I just point the ob_spec
field of the image to another image draw squashed.

Also remember that when you call rsrc_load() it automatically rsrc_obfix().

-- Mario Becroft (mbecroft@iconz.co.nz)
--

3167. Re: Pascal to C converter ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 21:02:26 UTC
From: paul@xciv.demon.co.uk
Message-ID: <793832546snz@xciv.demon.co.uk>
Source record: 170607

In article <3inkqd$11bv@sat.ipp-garching.mpg.de>
krasel@alf.biochem.mpg.de "Cornelius Krasel" writes:

> > Any pascal to C converter known ?
>
> For *nix there is p2c, don't know if there is an Atari port...

I'm sure there is, and I think it was done by Warwick.

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk (home), paul@xexos.com (work) */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* "The smoke cleared, the dust settled, no-one knew how many had died, */
/* all around were broken men, they'd said it was safe, they'd lied." */

3168. Re: Bidirectional protocols

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 21:10:54 UTC
From: paul@xciv.demon.co.uk
Message-ID: <793833054snz@xciv.demon.co.uk>
Source record: 170608

In article <m0riUl6-0005u0C@black.csi.cam.ac.uk>
mnb20@cam.ac.uk "Mark Baker" writes:

> > Is there any other bidirectional protocols than Jekyll?
>
> There's one called Hydra used for (fidonet type) network mailers. I've
> never seen it used for other purposes although there's no reason why it
> shouldn't be - except the Jekyll already exists.

I believe Hydra was originally an external file transfer protocol, much like
a normal comms program addon like SZ/RZ, Jekyll, etc.

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk (home), paul@xexos.com (work) */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* "The smoke cleared, the dust settled, no-one knew how many had died, */
/* all around were broken men, they'd said it was safe, they'd lied." */

3169. 3D-Calc/ST-Club, England

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 21:27:44 UTC
From: tdcflcn@infinet.com
Message-ID: <3iqrog$b3h@horus.infinet.com>
Source record: 170609

I am looking for anyone from the ST_CLUB in England.

E-Mail address: stclub@cix.compulink.co.uk

I have just received an update to 3D-Calc from 2.?? to 3.04, and I
am having some problems with some functions.

Hisoft gave me this E-Mail address and informed me that they now support
3D-Calc, if this is true I hope they can help.

The problems I am having are as follows:

When an area is defined for "HIDE", "PROTECT", "ITALIC", etc. and the
"Set Attrabutes" is selected and "OK" is clicked, the area defined is
cleared of all data in the defined area, this is NOT GOOD! I use this
for my bookkeeping for a small business.

When you try to remove the any of the "Atrrabutes" the same thing
happens.

Also the "Merge file" functions does nothing!

Is there something I am doing wrong?
Is this the latest version?
Can I get an older version that WORKS!!?

Is there a program to convert 3D-Calc files to Lotus 123, any version?

I really need to get this corrected if possable or move the files to
another program if possable.

Please responed with E-Mail to the address below.

Thank you for any help.

Thomas (Tom) Chamberlain, tdcflcn@infinet.com
==========
Member of: | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
| P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *
==========
Also a IBM AS/400 RPG/COBOL Programmer/Analyst/Software Consultant

3170. Re: A.A. Not Working...

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 22:22:21 UTC
From: jfergie@xmission.xmission.com
Message-ID: <3iquut$427@news.xmission.com>
Source record: 170611

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
: In <3hprqd$eps@golem.wcc.govt.nz>, Roger Sheppard.. writes:
: >Does any one know if the Atari Archive is up and working..??
: >
: >I have not bee able to access for a few days, even at different times...

: I've been accessing it almost daily for about a week and a half ("Oh
: yah, I need XXXXX, too...") via gopher
: (gopher://gopher.merit.umich.edu:7055/ or something like that) with no
: problems.

: Maybe it's a local problem:

The archive has worked fine for me. I can never get the files I
download from gopher to work though...weird...

Leech!@#$
jfergie@xmission.com

"Gee your Honor, I don't know where that shotgun came from." -Al Bundy

3171. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 22:35:39 UTC
From: jfergie@xmission.xmission.com
Message-ID: <3iqvnr$427@news.xmission.com>
Source record: 170612

BobR (76702.1466@CompuServe.COM) wrote:
: >You'll spend all your time messing with stupid text-based configuration
: >files trying to get a stable system or squeeze a few k of RAM out of that
: >massive 640K area.

: Only if you're a complete moron, or a totally inept computer illiterate who
: wouldn't be able to figure out UNIX anyway.

: You think all the millions of people in the world who use PCs spend all their
: time messing with configuration files..? Yeah, right...

: >Add in a new card.. (blah, blah, blah)

: You put in a new card, adjust everything to match the new card, and you get
: on with doing what you do with your computer, but with increased capability.

: You make it sound as if PC owners are slobbering idiots who spend all their
: time plugging and unplugging expansion cards just so they have to change
: IRQs and tinker with configuration files.

: It makes for cute 'net converstation, but has nothing to do with the way the
: real world works...

: BobR

You're right, in the real world most PC users don't know how to
change the configuration files or their IRQ's.
"My son thought the mouse's tail was to long, so he cut it."

Leech!@#$
jfergie@xmission.com

(The above quote was from a packard bell customer.)

3172. Mac does ST!

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 22:49:45 UTC
From: Mark Santora <santora@delphi.com>
Message-ID: <RO3ZNeJ.santora@delphi.com>
Source record: 170613

Well folks, while I was on GEnie the other day I noticed a new file. It
was a ST EMULATOR for a MAC! No shit. Really. I didn't dl it as I own
an ST, but it did intrigue me. Has anyone used it or heard about it?
I am planning to get a Pentium later this year and a Gemulator wo use
Calamus(I wont use Windoze Nice Try). But if I can get a Mac instead...
The possibilities are endless...

Mark "Stingray" Santora
-->
- Video/Film Production Services ------------------------------------->
- Screenwriting Services ---------------------------------->
- Special Effects and Make Up ---------------------------------->
--aeo.4@genie.geis.com-->
---Santora@delphi.com-->

3173. Re: DUET Docs -- English Version?

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 22:56:08 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FB1WFAUQUp@warpcon.ersys.edmonton.ab.ca>
Source record: 170610

In <3io4dm$ev7@nyx.cs.du.edu> Mike Wasinger wrote :

>Has anyone seen the documentation for Duet 1.00 in English?
>I have the German version, but my Deutsch is not very good.
>
>If someone out there has installed DUET successfully, could
>they post a brief English summary of the installation procedure
>and operating instructions?
>
I am in the process of translating the text file (I am not
particularly good at translating text files - .RSC files are easy)
for Duet, and am around half-way done so far. I am burning the
midnight oil to do it, so please be patient. It is coming, and some
of it may or may not be exactly accurate (the parts that are
necessary will be as accurate as I can make it).

Leslie

(After this, I'm going to try to do the program files)

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?
-- --

3174. Re: Serial Mouse Driver

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 23:01:00 UTC
From: Martin_Reitzlein@gi.maus.de
Message-ID: <199502270101.a4268@gi.maus.de>
Source record: 170368

MB>Does anyone know where I can get a Serial Mouse driver for an
MB>ST/TT030/Falcon etc? (I already know of Mousetricks

look for "wrapmous". was shareware, but is for free now.

gruss, martin .

3175. Re: Quicktime Player wanted!/AIF

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 23:20:00 UTC
From: sven.bornemark@p56.dada.ct.se
Message-ID: <ftn_2.200.136.56$fidonet.org_2f510cbd_Sven.Bornemark@p56.dada.ct.se>
Source record: 170616

Hi Christian,

> And what kind of player do I need to play sound's with the extension
> AIF?

Cubase Audio uses this format. It's the only Atari program that uses
this rather unusual extension, but I think you can use Zero-X to convert
it into more common formats.

Ha't

-Sven-

__ __ __ __ __ __ __ __ __ __ __ __ __
/_ / //_ / / /_// //_// //_ ////_//_//_/ //// //_ //_/
__/ \//_ / / /_//_// |/ //_ / // // |/ | / //_/__/// |

---- Lergodsv 79, S-238 40 OXIE. Tel +46-40 54 54 54 ----
---- Internet sven@dada.ct.se / Fidonet 2:200/136.56 ----
---------------------- S W E D E N ----------------------

(UUCP Dialup connection)

3176. help with syslogd program

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 23:24:23 UTC
From: tkk@uclink2.berkeley.edu
Message-ID: <3ir2j7$b21@agate.berkeley.edu>
Source record: 170637
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've managed to set up Mint, MintNet, and X with Xterm a while back, but I had to hold off for a while. I'm trying to start a SLIP connection using DIP and I know I have to be running syslogd program to do this. I got syslogd and syslog.conf from the mintosbn.tgz file and stuck the syslog.conf file in the /etc directory and syslogd in the /bin directory. But now when I execute syslogd with say -d parameter, I get a bunch of path not found errors like:

syslogd: /var/adm/messages path not found
syslogd: /var/adm/lpd-errs: pathnot found

etc, etc.
How does one set up this syslogd program, and what about syslog.conf. In what directories do these have to be in? And do I need to change anything in syslog.conf?

tkk@uclink2.berkeley.edu

3177. Bad Computer test?

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 23:48:34 UTC
From: egg@yolk.demon.co.uk
Message-ID: <793842514snz@yolk.demon.co.uk>
Source record: 170640

I ran a test on my Atari 520St, 4Meg ram the other day. Everything is running at 100% except for the Gemdos File which is running at 75%. Could it be, because I accidentally tried to load a Tos 2 disk which somebody gave me? When I did this it crashed. After that, I noticed the machine took a long time to boot up the main screen whenever I turned it on. So, I ran the test and was bitterly disappointed because my machine used to run at better than 100% (sob) What have I done? Is there anything I can do? :-(Suggestions greatly appreciated.

--
The Egg
Replies to:
egg@yolk.demon.co.uk

3178. Re: Oh, what have I done?

Newsgroup: comp.sys.atari.st
Date: 1995-02-26 23:59:05 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3ir4k9atc5@mhade.production.compuserve.com>
Source record: 170639

All you need is a GEMulator card in your new PC, and it will run a lot of that good old ST software... dunno about any Falcon specific stuff, but then again, was there much of that anyway..?

Makes the transition a little easier...

BobR

3179. Re: GIF-->Jpeg Converter Needed

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 00:04:38 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3ir4um$e5k@golem.wcc.govt.nz>
Source record: 170504

In article <xC7bMxW.santora@delphi.com>, Mark Santora <santora@delphi.com> writes:
>
>
> Subject says it all. I have a ton of Jpeg's I can't look at on a standard
> Mega ST without them looking like crap! I do have a really nice GIF viewer
> that allows upto 4096 in a HAM mode. So if I can convert them, I will
> be somewhat happier.

Yes get hold of JPEG5ABN.ZOO...

Try cs.tu-berlin or uni-muenster.de

WARNING don't get the othere versions that you will find on the net,
they are all buged...

You will need lots of Ram, a 4 meg machine would be minimum and run it bare..

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3180. Re: Quicktime Player wanted!

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 00:07:30 UTC
From: georg@dorea.sh.sub.de
Message-ID: <FB1XEEVDUP@dorea.sh.sub.de>
Source record: 170617

In <ftn_2.203.202.11$fidonet.org_2f4d14a6_Christian.Mittendorf@ostkupan.ct.se> Christian Mittendorf wrote:

>Hi!
>
>Today did I got a gratis CD from a friend. Logically it's for WindoZe and Mac.
>But I _want_ to see those 400 MByte Quicktime Movies on my Falcon!
>Is anybody working on that? Any idea?

Dieter Fiebelkorn (GemView) is working on that, also on an AVI-player

>And what kind of player do I need to play sound's with the extension AIF?

525.PRG does know this format (it's a converter)

.
george

--

/////////////// \\\\\\\\\\\\\\
>>>>>>>>>>>> <<<<<<<<<<<<
\\\\\\\\\\\\\\ ///////////////

3181. Where's the Barracuda ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 00:19:28 UTC
From: nat@zumdick.rhein-main.de
Message-ID: <FB2AACUWUP@zumdick.rhein-main.de>
Source record: 170618

Anyone got any new info on the Barracuda 040 board by Wizztronics ?
I have been waiting now one year to get an accelerator board.
OverScan is apparently incapable of producing one (Afterburner),
but I have still hopes for the Wizztronics solution.

Actually does anyone know why it is so complicated to produce
a 040 board for the Falcon ? I would naively assume that one puts
a CPU with local RAM (keeping the original RAM as 'ST'-Ram) on a small
board, slows access to the Falcon bus to the piddling 16 Mhz and
that's it. (Yup I am no hardware expert...). And all this (w/o the RAM)
shouldn't cost more than 1000.-DM (or $500).

Nat!

------------------"Bang that bit that doesn't bang"---------------

And I love to talk philosophy / but I gotta take a piss
Man, that philosophy / runs right thru you

David Lee Roth

3182. Re: TIF Compressed

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 00:20:14 UTC
From: georg@dorea.sh.sub.de
Message-ID: <FB1XEEVGUP@dorea.sh.sub.de>
Source record: 170619

In <3iluqo$ise@status.gen.nz> Mario Becroft wrote:

>Rob S. Rice (rrice@ccat.sas.upenn.edu) wrote:
>
>: Hello! Does anybody know of an art program or a picture program or any
>: sort of graphics utility that would allow my friend and dentist (a good
>: combination) to load TIF compressed files from his CD-Rom's? Many
>: thanks--we have tried (and registered) GEMView, and ST Convert. No luck
>: so far,
>
>That's wierd, a friend who has registered GEM-View has had no problems
>loading TIF Compressed files from CD ROM. My only suggestion is that the
>CD ROM driver might be at fault. Does the CD ROM work OK for other
>things? Try mailing one of the problem images along with your GEM-View
>version to the Author of GEM-View, and ask him what he thinks.

Dieter Fiebelkorn (GemView) doesn't have an e-mail adress, sorry

but: what are you told in GVW-Log-window trying to load that TIF?
or do you know, what kind of compression is used? (what does the
TIF-Header say?)

.
george

--

////////////// \\\\\\\\\\\\\
>>>>>>>>>>>> <<<<<<<<<<<<
\\\\\\\\\\\\\ //////////////

3183. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 01:13:48 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950226165505.5795F-100000@PEAK.ORG>
Source record: 170512

On 25 Feb 1995, BobR wrote:

> >You'll spend all your time messing with stupid text-based configuration
> >files trying to get a stable system or squeeze a few k of RAM out of that
> >massive 640K area.
>
> Only if you're a complete moron, or a totally inept computer illiterate who
> wouldn't be able to figure out UNIX anyway.

Give me a break. I'm sure that at least half of PC users don't know about all that. The most they can do is type "memmaker" from the DOS prompt and hope that DOS6 takes care of them. I've had it create a CONFIG.SYS that locks up the machine on many occasions. Sometimes it's taken nme a few to figure out why....like the SCSI driver or Enhanced IDE driver has to go first. Memmaker doesn't know this...so memmaker can't be used. In other words, loading high that driver, and ANSI.SYS, and CD-ROM BUS driver, and MSCDEX driver, and MOUSE driver, and HIMEM.SYS, and EMM386.EXE must all be loaded according to how I have typed up my autoexec.bat/config.sys files. No, I am not new to this. I don't have to be to know that it SUCKS. Think about someone you know who is not "computer literate" - like your mother or a relative. They can click a mouse, which is all they should be able to do to run a computer. The cannot (and in most cases, don't feel they should have to) get into the practice of editing CONFIG.SYS files and resolving conflicts.

They should just have to operate the power switch, mouse, and keyboard for entering data within their application. THIS IS NOT THE CASE. Juggling around the 640K is NOT EASY, and just because someone doesn't want to do it, THEY ARE NOT A COMPLETE MORON. I'd say the MORON is the at the center of the folks who have required this tedious process to continue for a decade and a half.

>
> You think all the millions of people in the world who use PCs spend all their
> time messing with configuration files..? Yeah, right...

No... (1) Millions of people use a system with as a dedicated machine (word processor, etc) that comes up with a batch file or easy menu to guide them to their application. God help them when it comes time to change the configuration, however. (2) Millions of others "call the techie" to come over and do things for them. No telling how many "techie" jobs will be lost when something (PowerPC of the future running GUI of choice) fixes all that. (3) Millions of others have the ability to juggle device drivers and modify .SYS files....but that doesn't mean they have to like it, or that #1 and #2 can be called "MORONS."

>
> >Add in a new card.. (blah, blah, blah)
>
> You put in a new card, adjust everything to match the new card, and you get
> on with doing what you do with your computer, but with increased capability.
>
> You make it sound as if PC owners are slobbering idiots who spend all their
> time plugging and unplugging expansion cards just so they have to change
> IRQs and tinker with configuration files.

Gasp!!!! In your first above paragraph, you reduce the most difficult process of installing a PC card to "adjust everything to mathc the new card"...and then get on doing what you do..... HA HA!!!! And in your immediately-following paragraph, finally state the WHOLE ENCHILADA of troubles changing IRQs and modyfing config files.....and DISMISS the whole thing (which you called "adjusting everything to match the new card") as if it was some complete absurdity!!!! Hey man...if it wasn't for doing those very things there wouldn't be a problem to begin with!!! You wouldn't need to "adjust everything to match the new card." I don't see how you could make those related, contradictory posts, and not notice it.

Have you ever tried to install a network card in a system that has a Sound Blaster and scanner with a bus interface card, and other devices? "adjusting everything to match the new card" (as you so eloquently put it), is a real BEAR, in many cases.

>
> It makes for cute 'net converstation, but has nothing to do with the way the
> real world works...

You must be talking about easily "adjusting everything to match the new card" here.....that certainly is cute 'net conversaion, but is SUUUUUUURE ain't how things work in the real world....if you're talking PC. On the other hand, if you can operate a toaster oven or hook up a TV antenna, you can network a Mac and add a scanner.

James

3184. Re: Sick and tired

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 01:37:19 UTC
From: richcsst@crash.cts.com
Message-ID: <D4Mxu9.3Jz@crash.cts.com>
Source record: 170620

Peter Hofman (hofman@31.30.dnet@god.bel.alcatel.be) wrote:

: Yes, you read the title correctly!
: I get sick and tired of all those people who tell other people what software
: to use to meed their needs, BUT...

: ..DO NOT TELL WERE IT IS.

: So I will ask ALL of you kindly, to provide the following information:

: FTP site name
: full path/file name

: Regards,

: --
: ---
: Peter Hofman
: ---
: 1) Do not make someone curious, and then not give all information
: 2) Do not send replies, only followups, because more people might have the
: same question

So Peter,

Is it easy for you to memorize the Internet?? Didn't think so...

Rich

3185. Re: Chimera/PBM/MintX

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 01:44:44 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.5JYiJulOjw6@semprini.waterloo-rdp.on.ca>
Source record: 170621
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In <D4FDDv.7n0@watserv3.uwaterloo.ca>, Samy Mesbah writes:
>Hey all,
>
>I downloaded the source for Chimera for X11R5 but I am I nowhere near
>having it compiled. I haven't yet compiled anything sucessfully bacause
>every single version of gcc I've tried (with anything, not just Chimera)
>gives me bus errors. Anyway, is NETPBM or PBMplus alreasdy compiled
>for the atari? The source distribution includes files for coverting
>Degas and Spectrum pictures so I assume some atari user has already got
>those tools compiled.

I ported NetPBM (I think it was one version behind the latest, which is
March '94) to MiNT a while back; I'd do a much nicer version (a "merged"
binary, if you've read the NetPBM docs) if I had more RAM. Shared
libraries would be nice, too.

Anway, my port of NetPBM is on atari.archive.umich.edu and mirrors in
Mint/Graphics/Netpbm/* or something like that. There's plain 68k
versions, and 680x0 (x >= 2) w/FPU if I remember correctly.

>As well, it seems that Chimera (BTW, for those who don't know Chimera
>is a graphical WEB browser for X11 that doesn't need motif) requires
>a utility called xmkmf, which I assume is a make utility of X based systems,
>and all its makefiles are called Imakefile. I really don't know
>what I'm doing so if anyone has any suggestions for me they would
>be greatly appreciated - if anyone really knows what they're doing
>compiling X/network applications maybe you could e-mail me.

xmkmf isn't really needed; you can usually create a proper Makefile by
hand. I know this because our systems at work are not set up properly,
and xmkmf fails miserably.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

3186. Re: File at UNI-KL.DE..

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 02:02:34 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.wS8pPsV36Ok@semprini.waterloo-rdp.on.ca>
Source record: 170622

In <950222Z093602.213barheath@heathen.demon.co.uk>, Barry Heath writes:
>In article <3idmd5$q58@sat.ipp-garching.mpg.de>
> krasel@alf.biochem.mpg.de "Cornelius Krasel" writes:
>
>> Barry Heath (barheath@heathen.demon.co.uk) wrote:
>> > Take a nice simple operation, selecting a file on a UNIX setup:
>> <clipped as irrelevant!>
>> How much simpler to type (and faster!)
>> - cd /to[TAB]/su[TAB]/su[TAB]/su[TAB] <rtn>
>> - cp <whatever>
>>
>Is it? Not after the first time, I'd bet; Anyway ,you still have to learn
>the language...
>
>> Get a reasonable shell with file name expansion and you are lots faster
>> than a mouse clicking person when you are used to type. No worries about
>> speling, since you have to get only the first few characters right (depends
>> on the number of similar filenames in a directory).
>
>With a good GUI, you don't NEED the characters - they are put in for you.

Guys, quit it. This flame war has been raging in comp.sys.unix.advocacy
for about six months now. It's basically come down to everyone agreeing
that:

1) CLI-only systems are hard to use unless you're very experienced but
allow you to do some complex actions easily.

2) GUI-only systems are very easy to learn but can be awkward for
complex actions.

3) The best system is one with *both* (witness the existance of
scripting software for the Mac, such as AppleScript and Frontier). This
gives the ease-of-use of a GUI with the power of a CLI where needed.

>Maybe it's me being stupid, but I cannot for the life of me see the point of
>having an intuitive, logical, graphical interface, then dropping it in
>favour of an awkward command line system.

rm -f `find / -name *.bak -print`

That will easily destroy *.bak (usually backup files of some sort) on
the system under UNIX, or my OS/2 box at work, or my ST. That operation
is not as easy under GUIs. Granted, this can also be done under a
well-designed GUI (like the Mac), but under a badly-designed one (ie,
Windows) it's less than obvious.

Being able to do it both ways would be ideal. With the GUI method, anyone could do it, and with a shell, you could put it in a script (maybe as part of a script to clean up your system and free up some disk space before doing a backup).

>I have to admit to being a little confused by terminology here, too. I
>always thought that a shell was a device to make the launching of programs a
>sight easier than command lines. I'd cite the shell used around LHARC as an
>example, while the GEM Desktop and its improved variants are really the
>logical conclusion (as far as technology will let us). What you seem to be
>saying is that a shell is just another term for CLI.

CLI is a TLA (Three-Letter Acronym) for Command-Line Interface, aka a shell.

>As for the Mac Fileselector, I can't comment as I've never moved in such
>circles ;-)

Much better designed than the one in Windows or OS/2. I prefer the fileselector on the Atari, which has the drawback of being unable to select a directory instead of a file; this isn't a common operation though.

>However, the original point I made still stands; why do we
>insist that we are improving the interface by going backwards? I'll bring

The point is that it's *not* going backwards; adding a shell (or scriptability) to a GUI system makes it much more flexible for the skilled power-user. Otherwise, you reach a point where the GUI is limiting you.

>it closer with another analogy. When was the last time you bought a car
>with a starting handle, manual ignition advance, and hand pumped
>lubrication? To use as Transport, not as a hobby, that is. Same with

When was the last time you bought a mouse-controlled car? :-)

>computers. The computer is a device to make certain activities easier,
>quicker and in some cases viable; why should the user be FORCED to disable
>half of it's labour saving facilities because users of another make don't
>have them? It's like saying you must take the central locking system and
>auto transmission off of your Mercedes saloon because Ford trucks don't use
>it.

You seem to think that it's one or the other, CLI or GUI. To refute that, just look at a UNIX system running X... it's a GUI that's usually used to run xterm, a little window with a shell in it. Then again, all the applications are horrendous... ;-) On the other hand, look at NEXTSTEP, perhaps the best GUI available today; it's also got CLI/shell windows (called Terminal). Best of both worlds.

>If you want to use a CLI environment because you find it easier, fine; but
>why should I (and everyone else) be required to follow suit? "Because it's
>done that way" is not an answer either. If that were the case we'd still be
>writing on stone tablets with flint.

One-or-the-other is not good enough, otherwise you wouldn't find shells
for GUI systems and GUIs for text-only systems (like UNIX).

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

3187. ST Conference?

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 02:11:37 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1995Feb27.021137.11208@bradford.ac.uk>
Source record: 170623

After talking to Steve Taylor tonight, I was just wondering if anyone would be interested in some sort of Atari Conference here in the UK. I'm not really talking about a show, more a meet where people could turn up, see other people, have a look around other people's systems, maybe display their own if they wanted to and possibly have a few guest speakers attending. Obviously I'd say have it Manchester since I live their but I have a feeling the general trend would be based further south although I could be wrong.

Would anyone be interested? Like I say, it's just something Steve mentioned and I thought it would be quite good (better than 2 hours at a Gasteiner show saying 'oh, Hisoft ain't here...' anyway ;@)).

Followup refusals, arguments, suggestions and stuff to here ;-).

Flames to me ;-).

Cheers,

Paul.

--
\|/ ____ \|/ Paul Anthony Booth \|/ ____ \|/
@~/ ,. \~@ Department of Electronic and Electrical @~/ ,. \~@
/_(__/)_\ Engineering, University of Bradford, England. /_(__/)_\
__U_/ Email: P.A.Booth@Bradford.ac.uk __U_/

3188. Re: Newbie questions...

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 02:20:10 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950227Z022010.679barheath@heathen.demon.co.uk>
Source record: 170624

In article <3iqfsc$qhg@delphinium.cig.mot.com>
whitema@chekov.cig.mot.com "Michael A. White" writes:

> In article <950222Z095552.901barheath@heathen.demon.co.uk>
> barheath@heathen.demon.co.uk writes:
> >In article <D4CysK.4K0@cs.vu.nl> epdouden@cs.vu.nl "Ouden de EP" writes:
> >
> >> The "f" means that the computer has an internal 720kb drive. Later versions
> >> of the ST-series have an 1.44Mb drive.
> >
> >BON-N-N-G-G-G Wrong answer. Well, right in that it has a 720k drive. Wrong
> >because later ones didn't have 1k44. Only the Falcon has that
> >
>
> BON-N-N-G-G-G yourself. Some Mega STes came with 1.44 MByte floppy drives.
>
> Mike
> whitema@cig.mot.com
>
Dunno about you, but I ain't never seen a Mega STe(f). We were discussing
an STf or fm as I remember. It was also wrong because some STf and fm
models had only a 360k drive. Ta to whoever pointed that one out, too; I
have to admit I always thought the 360k was only fitted to STfs and that the
fm had 720k as standard - but, never having checked every one, I _could_ just
be wrong...:-)
I put it the way I did because I (and others I have met) consider the MegaST
range to be a tad off the mainstream "single box" ST (yeah, I know the
earliest ones had a separate drive)

bazza - slightly pink and cringing in embarrassment
--
==*=*=*=*=* Views herein are my responsibility, no-one else's *=*=*=*=*=*=*
| Barry Heath O o o o | The original and genuine |
* working from ____ 8 * Look for the Trademark *
| the spare room) |_^__!_ | Accept no imitations |
* a private Internet site |________| * Contains no artificial additives *
| barheath@heathen.demon.co.uk ()()()o | No refunds without receipt |
=

3189. FTP site for TOS v1.00

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 05:37:25 UTC
From: hlyr_any@ecc.tased.edu.au
Message-ID: <1995Feb27.153725.758@ecc.tased.edu.au>
Source record: 170626

Does anyone know where I can download Tos v1? I've seen it in a PD library but I'd prefer to download it.

3190. Experience with ST-Oberon?

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 09:23:23 UTC
From: dietz@lirmm.fr
Message-ID: <3is5mb$b0r@lirmm.lirmm.fr>
Source record: 170636
Cross-posted to: comp.sys.atari.st,comp.lang.oberon

Hello!

I have heard about an Oberon implementation for Atari ST computers.
Does anybody have practical experience using ST-Oberon? Is it a
full Oberon-2 implementation? How about support? Is it shareware,
public domain or commercial?

Thanks in advance.

Andreas

3191. Re: DeskToppers?

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 10:00:18 UTC
From: andrew@minster.york.ac.uk
Message-ID: <793879218.4@cs.york.ac.uk>
Source record: 170627

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: : The main DeskTopper box looks really tacky, though.

: I'd agree, mind you the new Gasteiner box looks quite smart. I just hope
: they sell it at a price where DM= ukp, I mean as near to the proper
: exhange rate and NOT 1 to 1.

I quite like the DeskTopper box actually. I think is rather smart.
(I have to say this since I just spent L100.00 on one and enjoyed every
minute of putting my Falcon into it.)

From Gasteiner's reputation I don't
think I'd ever buy anything from them. Are they a better company than they
were about 2-3 years ago?

--

Andrew Hague -- Researching Motivation in Human-Computer Interaction
Department of Computer Science. University of York, YORK. YO1 5DD
Tel: (+44/0)1904 432762 E-MAIL: andrew@minster.york.ac.uk
<Atari Falcon030, LynxII and Jaguar Owner and Prospective Developer>
Experimental WWW page: http://dcpu1.cs.york.ac.uk:6666/andrew/

3192. Re: [Q] Serial Mouse Driver

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 10:01:19 UTC
From: josk@stud.unit.no
Message-ID: <3is7tf$shu@due.unit.no>
Source record: 170628

In article <3ik6ip$cb2@status.gen.nz>, mbecroft@iconz.co.nz (Mario Becroft) writes:
|> Does anyone know where I can get a Serial Mouse driver for an
|> ST/TT030/Falcon etc? (I already know of Mousetricks from ST CLub, but I
|> know there are Some PD ones. However they are hiding from me at the FTP
|> sites ;-(
|>
|> Thanks for any help
|> -- Mario Becroft (mbecroft@iconz.co.nz)
|> --

There's a program for the Falcon called PCMOUSE. I found it on
ftp.cnam.fr
in the
pub/Atari/Falcon
directory (I think...)

***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk
Tlf.: 73 93 52 76 (Tr.heim) 57 87 33 84 (Olden)

"Pils, hamburger og saccosekk."

3193. Re: Softlogik and Atari...

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 10:09:25 UTC
From: lais@cs.man.ac.uk
Message-ID: <3is8cl$hab@m1.cs.man.ac.uk>
Source record: 170629

In article <3iho3h$cia@holly.cc.uleth.ca>, brenjb@hg.uleth.ca writes:
|> In article <hE56UlH.dpj@delphi.com>, dpj@delphi.com writes:
|> >Roger Sheppard.. <sheppard_r@kosmos.wcc.govt.nz> writes:
|> >
|> >>Well I was having look at the Softlogik stuff on
|> >>GEnie, one Big thing that I did noticed was the number
|> >>of dnloads of Atari Patches versus Amiga one, its sort
|> >>of 2:1 in Ataries favour, funny that..
|> >
|> >
|> >Well, if I remember correctly, the Atari patch(es) have been available
|> >for a much longer time than the Amiga version (2.2 came out on Atari
|> >first). That could account for it. What are the dates of each of those
|> >files? Hmmm.
|> >
|> >Regardless, Soft-Logik had already committed to the Amiga new version.
|> >From what I've heard in recent months, the Amiga version was selling much
|> >better than the Atari version could dream of - hence SL's further
|> >commitments to it, and lack of an Atari commitment. It all boils down
|> >to sales. How many new copies of Pagestream do you think Soft-Logik could
|> >sell today? Not upgrades, _new_ packages. Very few, I'd surmise.
|>
|> That's probably true. On the Atari, Pagestream has competition
|> (Calamus
|> SL) that even the Amiga PS can't touch.

Precisely what I say.

S.Lai

3194. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 10:12:29 UTC
From: lais@cs.man.ac.uk
Message-ID: <3is8id$hf4@m1.cs.man.ac.uk>
Source record: 170630

In article <3ia789$o3n@rs18.hrz.th-darmstadt.de>,
mcp@rbg.informatik.th-darmstadt.de (Malte Plath) writes:
|> On Mon, 20 Feb 1995, <cs2ev@herts.ac.uk> wrote:
|> >
|> stuff deleted ...
|> >
|> > As far as wordprocessors go the ST has some of the best around, againg
|> > the pc has a better interface for these and is more powerful but, isn't
|> > it the output quailty that people look at? Using the same printer I bet
|> > people wouldn't be able to tell the difference between an atari doc and a
|> > pc doc.
|>
|> Just for the record, I can usually tell a Word-for-Windoze printout from
|> the output of TeX or Signum! Sadly, Signum2 doesn't quite beat WinWord, but
|> Signum3 certainly does - not only in output quality. Working on a 33MHz
|> 486DX WinWord is about as fast as Signum3 on a 16MHz MegaSTE (68000 !) -
|> where does all that 486 computing power go?
|>
|> (No Signum3 advocacy meant here, I just happen to have worked with both
|> programs.)
|>

Signum 3 ?? Who made this program ? I thought it had stopped
development ages ago... (v2 was the last I heard)

S.Lai

3195. Re: Length of .....

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 10:14:32 UTC
From: lais@cs.man.ac.uk
Message-ID: <3is8m8$hhb@m1.cs.man.ac.uk>
Source record: 170631

In article <199502191411.a44579@m4.maus.de>, Peter_Missel@m4.maus.de (Peter Missel) writes:
|> >I _think_ it's about 3 metres, 'cos the ST uses the YM2149 to drive the
|> >parallel port and it's way underpowered. If you want to site them
|> >_really_ far apart you'll need line drivers.
|>
|> At work, our Falcon 030 drives a HP Laserjet IV+ through a non-buffered 20
|> meter long cable, and the throughput is at 35000 cps without _any_ glitches.
|>
|> bye, Peter

Really ? That sounds intereting. What does your company do ?

S.Lai

3196. FORSALE: Jaguar System

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 10:15:17 UTC
From: DOMINGO@news.delphi.com
Message-ID: <3is8nl$cmp@news2.delphi.com>
Source record: 170632

*** Jaguar System for sale ***

I have an extra Jaguar System for sale. I bought it to play networked games, but they don't seem to be coming out very fast. So instead of sitting on it, I've decided to let somebody else enjoy it.

Here is what I have for sale:

Jaguar core system (RF box, controller, AC adapter)
Second Controller
Cybermorph
Trevor McFur in Crescent Galaxy
Raiden

I have the boxes and manuals for everything except Raiden (manual only).

Price? $215 shipped to your door.

I also might sell Zool2 and an S-video cable. Add $25 for Zool2 and $12 for the cable.

Please e-mail me if you are interested.

Dom

3197. Re: Help...real quick question...

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 10:15:52 UTC
From: jfergie@xmission.xmission.com
Message-ID: <3is8oo$3g5@news.xmission.com>
Source record: 170633
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Alasdair Goold (agoold@cix.compulink.co.uk) wrote:
: In Article: 49354 of comp.sys.atari.st abstract@wam.umd.edu (Some guy)
: said:

: >Does anyone know about the compatability (sp?) of ST games on the Mega?
: >Thanks in advance!
: >--Lunatic

: I switched from an STe to a Mega STe. I found that some games wouldn't
: work at first. If I switched the cache of or switched it back to 8mhx in
: some cases that most games would work.

: The only game I regularly use(d) which I still can't get to work is
: Championship Manager '93, a soccer management game published in the UK by
: Domark.

: Al
: (agoold@cix.compulink.co.uk)

I have a Mega STe as well, the only software I've really had any
trouble with are ones that are compiled in some way or another...I guess
the compiling algorithms aren't quite compatible or something...other
than that, mostly just demos don't work. (Which is, once again, probably
because of the above problem). So in the end, try to see if it's
compiled. Some of the older compilers do not work and do strange things
to your machine.

Leech!@#$
jfergie@xmission.com

"You say I'm crazy, eh? Well take off hoser!"

3198. Re: ATARI ST STINKS!!!!

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 10:17:44 UTC
From: lais@cs.man.ac.uk
Message-ID: <3is8s8$hn9@m1.cs.man.ac.uk>
Source record: 170503

In article <Ru34she.jongleur@delphi.com>, John Steinmetz <jongleur@delphi.com>
writes:
|> J S W Chan <ma2jswc@bath.ac.uk> writes:
|>
|> >Has anyone noticed that their ST stinks?
|>
|>
|> One possible solution:
|> Get a Falcon! A new one smells like leather. Even the manual smells good.

What ??! We got some nutters here !

S.Lai

3199. Zmodem

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 10:25:38 UTC
From: josdb@xs4all.nl
Message-ID: <2f51a8aa12200f0@xs4all.nl>
Source record: 170634

Does anyone know a zmodem program for the ST that works properly with
Unix sz/rz AND under MiNT? I'm using XYZ now, which works terrifically
well with Unix sz/rz, but not under MiNT.

Please reply by private email.

--

```
-------------------------------------------------------------------------
| | vertaler | translator | traductor |
| Jos den Bekker |Engels en Spaans|English and Spanish|espaï¿½ol e inglï¿½s|
|<josdb@xs4all.nl>|-----------------------------------------------------|
| | WWW: http://xs4all.nl/~josdb |
-------------------------------------------------------------------------
```

3200. Re: GIF-->Jpeg Converter Needed

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 10:31:20 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <3is9lo$jpm@nyheter.chalmers.se>
Source record: 170505

In article <xC7bMxW.santora@delphi.com>,
Mark Santora <santora@delphi.com> wrote:
> Subject says it all. I have a ton of Jpeg's I can't look at on a standard

Uh, that's the opposite to what the subject says actually, but I guess
you mean what you write on the line above.

> Mega ST without them looking like crap! I do have a really nice GIF viewer
> that allows upto 4096 in a HAM mode. So if I can convert them, I will
> be somewhat happier.

MGIF 4.4 can load JPEGs and save GIFs among lots of other things. It
may not be quite as fast as some other programs at those two operations,
but it's FreeWare.
The latest beta version can be found at my ftp site, rand.thn.htu.se.
(It should have been in general release by now, but I've not had much free
time lately.)

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

3201. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 11:31:40 UTC
From: i0080108@ws.rz.tu-bs.de
Message-ID: <3isd6s$s5t@ra.ibr.cs.tu-bs.de>
Source record: 170635

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
: In <vdleij-1602951033230001@ana-dyn-18.mac.phil.ruu.nl>, Joost van der Leij writes:
[..]
: I've got to wonder about DOS, too, unless it was running on SoftPC; DOS
: is 100% 8088 assembly AFAIK (gathered from Microsoftie comments on the
: 'net) and would be in a similar emulaton state...

Thats why the new MPC 615 will have an 8088 emulator in hardware.
DOS is a superior system and every OS needs a DOS box or something
like that.
(Or can you imagine someone who is porting the edlin to OS/2 or Linux
or $SYSTEM_OF_YOUR_CHOICE ? :-)

--
Axel Kielhorn

The blue wizard

i0080108@ws.rz.tu-bs.de

3202. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 11:57:29 UTC
From: mike@medsun.unige.ch
Message-ID: <1995Feb27.115729.18510@news.unige.ch>
Source record: 170638

Chris Herborth said:
"Again, I have to wonder out loud, _why_ would anyone bother running TOS
on a PowerPC chip? 100% of software ... would have to run in emulation, which
means your snappy new PowerPC system would run about as fast as a 25Mhz
68040 system... and if you're going to do that, it'd make more sense to
run a 68040 system."

I would be very happy with a "040/25" Atari, which could also run
PC software :)

Mike

****
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

3203. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 12:15:08 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3isfoc$k56$1@mhadg.production.compuserve.com>
Source record: 170511

1)...It's not as difficult as you make it sound, and

2)...Once it's set up there's no reason to play with it incessantly.

The typical "giggle HA HA HA" description of PC users is that they're constantly having to tinker with CONFIG.SYS and AUTOEXEC.BAT files...

That's stupid... you set it up once and leave it alone.

By the way, have you ever had to explain to someone why their Atari ST won't boot because an AUTO file program is in the wrong order..?

It seems computers are computers, no matter what brand name is on the outside of the case...

BobR

3204. Atari ST 4 sale

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 12:54:01 UTC
From: firefox@byron.apana.org.au
Message-ID: <3isi1s$li6@hack.byron.apana.org.au>
Source record: 170641

FOR SALE : STfm 520 computer system.
Upgraded to 2.5 megs of RAM,EXT power supp,TOS 2.6,
TOS 1.4 with switch,40 meg IDE harddrive.

Extras that come with it - MV16 sound card,TAC 2 joystck,
mouse and pad.

Software - NVDI,Neodesk,HD tools,Textpro,STOS,Devpac 2,LDW power,
Protex,Ansiterm and many more.

Games - Bat,Terapods,Skyfox and many more.

For the complete system,extras and software Im asking $500 Aust.
Contact me on (08)49 2436 or E-Mail to firefox@byron.apana.org.au.

3205. help with tos 2.6

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 13:01:15 UTC
From: firefox@byron.apana.org.au
Message-ID: <3isife$lm8@hack.byron.apana.org.au>
Source record: 170642

Hi I have got a IDE HD that Ive been using on my old Stfm but I would like
to know if I can use it on a STE.
The HD is conected to a tos 2.6 board that lays inside the old fm.
Is there a way to place the same board in a ste.
If so could you explan how to goabout doing it thanks.
Mike

3206. Re: connect atari st to pc ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 13:39:11 UTC
From: erik@cp.tn.tudelft.nl
Message-ID: <erik.793892351@draconis.cp.tn.tudelft.nl>
Source record: 170643

erik@cp.tn.tudelft.nl (Erik Kooijman) writes:

>I don't know if this is the right group for this, but I have (a) question(s).

>Can you hook up an ATARI-1040STF to a PC (486DX2) so that I can use the
>harddisk of the PC for both machines?

>Is there a program for the atari that will give me the ability to select
>a c:-drive (next to a an b) in the file-open selection and that the c:-drive
>is the harddisk of the pc?

>Maybe it all sounds very stupid to ask but I was just wandering if this could be
>realized. It could speed up things for my atari and also a lot less trouble
>with all the floppydisks.

>I hope someone can answer my questions or put me in the right direction
>to look. It would be very appreciated.

>Many Thanx in Advance.

>erik@sirius.co.tn.tudelft
>

erik@sirius.co.tn.tudelft has to be --> erik@sirius.cP.tn.tudelft
^

3207. [Q] Serial Mouse Driver

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 13:41:04 UTC
From: baade@saphir.physik1.uni-rostock.de
Message-ID: <3iskpg$4e9@taiwan.informatik.uni-rostock.de>
Source record: 170513

In article <3ik6ip$cb2@status.gen.nz>,
Mario Becroft <mbecroft@iconz.co.nz> wrote:
>Does anyone know where I can get a Serial Mouse driver for an
>ST/TT030/Falcon etc? (I already know of Mousetricks from ST CLub, but I
>know there are Some PD ones. However they are hiding from me at the FTP
>sites ;-(
>
>Thanks for any help
> -- Mario Becroft (mbecroft@iconz.co.nz)
>--

Hello Mario,

there are mouse22.lzh at ftp.cs.tu-berlin.de and and wrapmouse (don't know name
or suite).

Bye T34.

3208. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 14:02:48 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3ism28$aup@matrix.fwi.uva.nl>
Source record: 170644

BobR <76702.1466@CompuServe.COM> wrote:

:1)...It's not as difficult as you make it sound, and
:
:2)...Once it's set up there's no reason to play with it incessantly.
:
:The typical "giggle HA HA HA" description of PC users is that they're
:constantly having to tinker with CONFIG.SYS and AUTOEXEC.BAT files...
:
:That's stupid... you set it up once and leave it alone.
:
:By the way, have you ever had to explain to someone why their Atari ST
:won't boot because an AUTO file program is in the wrong order..?
:
:It seems computers are computers, no matter what brand name is on the
:outside of the case...
:
:BobR

very well said!

--
Martijn Dekker | PFF: http://www.fwi.uva.nl/~mdekker/pff.html
University of Amsterdam | or finger -l mdekker@turing.fwi.uva.nl
Math department | E-mail: mdekker@fwi.uva.nl

3209. Re: [Q] Serial Mouse Driver

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 14:06:30 UTC
From: Hrafnkell Hlodversson <freyr@diku.dk>
Message-ID: <3ism96$sqr@odin.diku.dk>
Source record: 170645

mbecroft@iconz.co.nz (Mario Becroft) wrote:
>
> Does anyone know where I can get a Serial Mouse driver for an
> ST/TT030/Falcon etc? (I already know of Mousetricks from ST CLub, but I
> know there are Some PD ones. However they are hiding from me at the FTP
> sites ;-(
>
> Thanks for any help
> -- Mario Becroft (mbecroft@iconz.co.nz)
> --
I'd like to know too. As I can't get any Atari-mice here in Copnehagen

Triple Thanks
-Hrafnkell Hlodversson (freyr@diku.dk)

3210. Re: MEDUSA T60

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 14:16:46 UTC
From: chainxor@kom.auc.dk
Message-ID: <3ismse$443@news.iesd.auc.dk>
Source record: 170646

Well, let me tell you something here....

First of all, the Medusa T60 (with 68060 processor) was presented and demoed on the ProTOS Atari-messe in Bonn-Hennef in Germany late November. So it`s VERY likely to find a Medusa with a 68060 !!

One of my friends was there and tried the Medusa T60, by the way it`s violently FAST!! :-) It runs at 100 MIPS at 32/64 Mhz.

Second I have a issue of the "MC" magazine, a german magazine, where it contains a 7 page article about the 68060. I remember that the issue is from june or july 1994.

The 68060 was released last year!!!!!!!!!!!!!!!!!!!

Anyway where are you getting your "news" from ???

Keep Cool and Flying...

ChainXOR...

3211. Re: Setting up X (is there a FAQ?)

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 14:18:09 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3ismv1$ie5@whitbeck.ncl.ac.uk>
Source record: 170647
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In article <D4JB98.Lnw@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan") writes:
>I'm pretty sure you need to run 'twm' or another window manager. However
>when I run twm from either the default shell - or the xterm I start from
>.xconfig - twm just compains about colours - and runs white on white. It
>does run though and starts up other programs. I don't know twn enough to
>do anything useful 'blind'!

Have you forgotten to put .fvwmrc in your home directory ? Just a thought...

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

3212. Re: MEDUSA T60

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 14:20:22 UTC
From: chainxor@kom.auc.dk
Message-ID: <3isn36$443@news.iesd.auc.dk>
Source record: 170648

In article <D4FG8u.3CC@cix.compulink.co.uk>, wilsontjb@cix.compulink.co.uk ("BARRY WILSON") writes:
> In message <3ichta$aul@m1.cs.man.ac.uk>, lais@cs.man.ac.uk said:
>
> >|> Very interesting that Motorola only made a prototype of the 68060 and never
> >|> published any information on it, so finding a Medusa with that processor in
> >|> it could be very hard.
> >|> --
> >
> >
> >So what processor did the Medusa T60 shown at ProTOS have ? A pretend one ?
>
> A buggy prototype 68060.
>
> Barry wilsontjb@cix.compulink
>

Oohhh please!

Do you really think Motorola would give Medusa Computer Systems a buggy PROTOTYPE of a processor to use in a computer-design ??????????

Come on - get real, will you ??

Keep Cool and Flying...

ChainXOR...

3213. Atari Web Pages Update!

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 14:26:44 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3isnf4$erh@mserv1.dl.ac.uk>
Source record: 170649

```
Atari Web Pages Latest News
~~~~~ ~~~ ~~~~~ ~~~~~~ ~~~~

Version 1.0
~~~~~~~ ~~~

Date 27/2/95
~~~~ ~~~~~~~

by

Mark Stephen Smith
~~~~ ~~~~~~~ ~~~~~

4th Update
~~~ ~~~~~~

================================================================================

Foreword
~~~~~~~~

Hello and welcome to the news item on the Atari Web pages. This document
will describe the Atari Web pages as provided by Mark Stephen Smith and will
inlcude a list of the latest updates for the month. Each month I hope to update
this text with the very latest additions and news on the Atari Web pages.

Hopefully these pages will provide an invaluable service to their users, but
they are still at an early stage and developing all the time. As such any
feedback and support you may have for these pages is more than welcome, it is
infact encouraged. The more input I get from its users the better, as then I
will know what is good and bad about these pages and can change them
approproately in the hope of increasing their value to their readers.

Now on with the show.

================================================================================

News and Changes
~~~~ ~~~ ~~~~~~~

Well since the original description a lot has happened. I'm now involved in
several projects, and submit work to several Internet and diskmag sources for
inclusion. I have also officially took over the maintenance of the Atari FTP
list from Hallvard Tangeraas of which there have been a couple of updates.

New items in this document since the last copy will be marked with **, updates
will be marked with a U. All new items are also listed below according to the
date they were added.
```

The new items this month are:

27/2/95 -- Towers II : Plight of the Stargazer Update!
27/2/95 -- Falcon Owners Group Magazine No.8.
23/2/95 -- Atari FTP List Update
22/2/95 -- HENSA Atari TOS Newsletter Volume 8. No.4
22/2/95 -- HENSA Atari Falcon Newsletter Volume 8. No.2
22/2/95 -- HENSA Atari MiNT Newsletter Volume 8. No.2
22/2/95 -- MIDI Grid Review by Andy Curtis
8/2/95 -- Utopus Two player shootem' up (STE) 231K
8/2/95 -- Downloadable files in Falcon/ST sections now have file sizes listed
7/2/95 -- Hyper Image pages link (contains Hover Hunter news)
7/2/95 -- Mail to me directly using this link
7/2/95 -- New inlined Atari logo for Web pages by Frank Charlton
7/2/95 -- AEO Newsletter Volume 4. Issue.2 in text and ZIP format
6/2/95 -- Pinball Dreams and Llama Zap Falcon News
6/2/95 -- News and Announcements section added
6/2/95 -- HENSA Atari TOS Newsletter Volume 8. No.3
2/2/95 -- Lynx FAQ updated
2/2/95 -- Jaquar FAQ updated
2/2/95 -- Connect Review by Frank Charlton
2/2/95 -- Zero 5 Review by Frank Charlton
1/2/95 -- Atari FTP List Update
31/1/95 -- AtariNOS FAQ
30/1/95 -- CAIN Newsletter Volume 2. No.1

==========

What are the Atari Web pages?
~~~~ ~~~ ~~~ ~~~~~ ~~~ ~~~~~

These are a collection of pages covering all formats of the Atari. In these pages may be found the latest news, reviews, software for downloading, and various other information and links to other places of interest to Atari users.

I have tried to make the structure of these pages easy to follow and as intuitive as possible but there is still a lot of work to be done yet.

==========

How do I access them and what is the Web?
~~~ ~~ ~ ~~~~~~ ~~~~ ~~~ ~~~~ ~~ ~~~ ~~~

First of all I shall look at what the Web is or to use its full name the World Wide Web. The Web is new way of accessing the Internet, unlike previous methods where you were required to enter commands into the program you were using the Web uses a more user driven method of getting around the Internet. This method is much more graphical than former methods and as such is much easier to get to grips with.

When using a Web browser (the name given to a program used to access Web pages) the control method usually consists of a point and click operation. A Web page will consist of text and graphics which are sometimes highlighted in some way to indicate that they are selectable and link to more information or a particular

piece of data.

Such a link is reffered to as a hyperlink. In fact the whole system is a variation on hypertext and uses a script to create each page. Each script is written to a HTML (HyperText Markup Language) standard which contains the main body of text in the page and a few command tags for the browser as to how to format the page and what to do with links, etc.

Web pages may contain text, graphics, sounds, and animations, although the later two are normally supported through external software. It is also possible using the Web to gain access to newsgroups, ftp sites, and gopher services all through the one program. As such this makes this a very powerful tool for Internet access, and coupled with its ease of use this has suddenly became the big thing in the recent Internet explosion into the media.

Browsers can handle all properly written HTML scripts but may vary in operation when scripts are incorrect or contain mistakes. Browsers can be divided into to distinct types, graphical and text only. Popular graphical browsers include NCSA's Mosaic and the recent new browser NetScape. On the text side Lynx is the most popular textual browser (NOTE: text browsers don't show any form of graphics).

To access the Web you must either use one of the above mentioned browsers on a machine such as a Sun, PC or Mactintosh, or if you want to access it via your Atari you will need a copy of the Lynx browser as unfortunately there aren't any graphical browsers YET for the Atari.

Next month I will give full details on how to access the Web using the Atari.

==========

Where do I find the Atari Web page?
~~~~~ ~~ ~ ~~~~ ~~~ ~~~~~ ~~~ ~~~~

From your Web browser choose to open URL and enter the following address:

http://www.dl.ac.uk/MISC/ATARI/atari.html

If you can store a hotlist of addresses or something similar on your browser then it may be worth including this address for quick access in the future.

Once you've done that you should see my main page so I hope you enjoy it, and don't forget to write with your thoughts.

==========

U What you will find in the Web pages every month.
~~~~ ~~~ ~~~~ ~~~~ ~~ ~~~ ~~~ ~~~~~ ~~~~~ ~~~~~

From the main menu you have several links available to you, some under miscellaneous and others specific to a particular machine, or collection of machines. It is now possible to mail me directly from the Web pages, special thanks also to Frank Charlton for the new Atari Logo. First I will look at what will be in the Miscellaneous section.

****

Atari Related links, Documents, FAQ's and Newsletters
~~~~~ ~~~~~~~ ~~~~~ ~~~~~~~~~ ~~~~~ ~~~ ~~~~~~~~~~~

First in the list are "Atari Related Links", these links are to other sources of Atari information or data (such as files, etc.).

There is a link to many of the major Atari holding FTP sites on the Internet. Links to several Web pages by different people on the Atari. This will grow as worthwhile sites come up. At the moment you can visit:

- HENSA to download Atari files (Moderated by Denesh Bhabuta)
- ZFC's Atari Pages by Annius V. Groenink. This has links to various Atari related places, along with talk of his own work on Edith and his new Drive U Project. Annius is also working on a version of the Mosaic browser for the Atari and the best of luck goes to him on that.
- Christer Gustavsson's Atari Gem Programmers Page. Very useful information for programmers grapling with Gem and the operating system. Also offers help via his questions answers page. Some links can be found to Atari related places.
- CAIN Atari Pages. CAIN is the Central Atari Information Network and they create a newsletter which is updately monthly on all things new to do with the Atari. There are also links available here.
- Martin Maisey's Atari Pages. Contains information (downloadable) on programs written by himself for the Atari. Again there are links to other Atari places.
- Toad Computers Pages. Stockiest and retailer of many Atari goods.
- ST Format Pages. Information and previews of ST Format issues.
**Hyper Image Pages. Contains Hover Hunter Jaguar news.

This section will have a page dedicated to it this month as over 30 new Atari related links are added.

Documents
~~~~~~~~~

Useful documents will appear in here. At the moment there is:

U Atari FTP List by Mark Stephen Smith (essential for the latest news on who provides Atari FTP sites).
- Atari TOS Desktop Survival Kit by Thomas J Hopper. An essential guide to getting the most out of your DESKTOP.INF and NEWSDESK.INF files.
- Recommended list of software for the Atari by Denesh Bhabuta. List compiled by Denesh for me of his best software for the Atari (updates coming soon). Mostly PD and Shareware, this list contains links to download most of the software mentioned.
- Information on picture formats by Dave Bagget. Lots of information on the format of different picture files for the Atari.

FAQ's (Frequently Asked Questions)
~~~~~ ~~~~~~~~~~ ~~~~~ ~~~~~~~~~

Useful FAQ's will appear here. At the moment there is:
~~~~~

- Atari ST SLIP FAQ. This is a guide to connecting your Atari to a network. All you want to know about networks and the Atari.
- Atari CD FAQ. Information on getting and using CD's on the Atari. Regular updates to this can be found in my pages.
- GDOS FAQ by Gerd Castan. Got a question on GDOS then this is the place to look.
- MiNTNet FAQ by Christer Gustavsson. Everything you wanted to know about MiNTNet.
**AtariNOS FAQ by Frank Charlton. Answered questions and information on NOS.

Newsletters
~~~~~~~~~~~

Although there may be more to come the following newsletters are updated promptly as I receive them. These have been re-organised to make it easier to keep track of. At the moment there is:

U CAIN Newsletter containing the latest Atari news.
U HENSA Newsletter containing the latest updates to the HENSA Atari archive.
U AEO Newsletter containing the latest Atari news.

Newsgroups
~~~~~~~~~~

Atari related newsgroups. Send updates. The currently supported news are:

comp.binaries.atari.st
comp.sys.atari.advocacy
comp.sys.atari.announce
comp.sys.atari.st
comp.sys.atari.st.tech
comp.sys.atari.programmer
rec.games.video.atari
alt.games.lynx

****

Questions and Answers
~~~~~~~~~ ~~~ ~~~~~~~

Submit your questions to here and get them included in this page. Answers are open to anyone who has something valid to say, and help is provided to me on Programming and Music questions by several knowledgeable sources. Please support this section, only by your interaction and questions will it survive. All answers are included in this page for anyone else with the same question and answers are also sent back to the person who submitted the question for those without Web access.

If you feel you have an expertise in a particular area concerning the Atari and would be willing to answer questions on that area when and if I submitted them to you, then please let me know and you can join the team. Programming and Music are fairly well covered and I can cover Graphics programs, help with Technical questions would be appreciated.

****
~~~~~~~~~

Reviews
~~~~~~~

Here I hope to include reviews of Atari products both new an old. So far I have the following reviews:

- Kobold review by Andy Curtis (ST Format)
- Flash 2 review by Frank Charlton (ST Format)
- Edith Professional review by Frank Charlton (ST Format)
- MagiC review by Andy Curtis (ST Format)
- Stello v2 review by Mark Stephen Smith (Myself)
- Sportster Modem review by Frank Charlton (ST Format)
- Storm Tracker review by Andy Curtis (ST Format)
**Connect review by Frank Charlton (ST Format)
**Zero 5 review by Frank Charlton (ST Format)
**MIDI Grid review by Andy Curtis (ST Format)

There are several reviews on the way by the above mentioned people aswell as some by myself (finishing review of Apex Media for the Falcon). This section is now growing well.

Again if you feel you would like to submit reviews for inclusion then please write to me. Please note these pages don't include Lynx and Jaguar Reviews, as they are contained within their own pages.

****

**News and Announcements Pages
~~~~ ~~~ ~~~~~~~~~~~~~ ~~~~~

Latest Atari news, and announcements from the Atari World. Currently contains the following:

**Universal Virus Killer Book Announcement

****

Updates and Information on these Web Pages
~~~~~~~ ~~~ ~~~~~~~~~~~ ~~ ~~~~~ ~~~ ~~~~~

All updates and news on the Atari Web pages goes in here. Previews of whats to come soon are included and new items or updates to the pages are listed according to date with the most recent being first. Most updates contain links to the new material for instant access.

Other things to be found in here are the number of accesses to the Atari pages. Unfortunately the way the logs are now stored prevent me from calculating the number of accesses to these pages in the future.

****

This now concludes the Miscellaneous section. Now onto the Other Pages. These pages are specific to a particular machine, or collection of machines. These are going to go through some major changes and you can expect a fair number of changes to be made to these in the next month or so.
~~~~~~~

****

Falcon Page
~~~~~~ ~~~~

This will contain information and files relevant to the Atari Falcon, currently
this page is divided into the following areas:

News and Previews
~~~~ ~~~ ~~~~~~~~

In here expect to see any news or previews that come my way, whether they be
small descriptions or full features with pictures. At the moment there is:

**Pinball Dreams and Llama Zap News.
- Apex News. This contains some information I got on Apex Media for the Falcon
when I spoke to Douglas Little on the phone a few weeks back. Not very
detailed unfortunately, but I'm waiting on my copy of Apex to give a full
review so expect that to be rectified soon.
- Dextrous News. Small description of some of the features of Dextrous with a
picture. Only at an early stage of development, if I hear more it will go in
here.
- Towers II : Plight of the Stargazer. Pictures and description of this great
looking Falcon only sequel to Towers. Expect the demo soon.
**Towers II : Plight of the Stargazer Update! The latest news on developments.
U Newsletters from HENSA on Falcon section of archive.

Misc
~~~~

Miscellaneous information on the Falcon, including:

- Falcon Demo FAQ. List of Demos for the Falcon, including some form of
information on each.
- Compatibility list of games with Falcon.
- Compatibility list of applications with Falcon.
- Falcon Specifications and Information compiled by Rod McCall.

New Software
~~~ ~~~~~~~~

The latest Falcon/enhanced software available for download. Major revisions to
be done with updates here. All files now list there size so you can see how large they are
before downloading. At the moment the following software is
included, with more to come:

- Super Bomber Man (freeware)
- Play MPEG v0.70 by M.D.Griffths (shareware)
- Speed of Light v3.5 (shareware picture viewer)
- Scape a planetary landsacpe generator.
- Digital Tracker demo of commercial version.
- Obsession 1 level demo.
U FOG issue 8 diskmagazine for Falcon.

Other software worth having
~~~~~ ~~~~~~~~ ~~~~~ ~~~~~~

Software worth using on the Falcon.

- Backward v2.52. For compatibility with the ST. Please send any versions
which are newer than this.
- MultiBlow. Configurable overscan utility.
- Starball. Excellent pinball game (Falcon enhanced).
- Berzerk. Excellent version of Berzerk (Faster on Falcon).
- FOG issue 7 diskmagazine for Falcon.
- FOG issue 6 diskmagazine for Falcon.

****

Atari ST/STE/TT/Mega STE Page
~~~~~ ~~~~~~~~~~~~~~~~~~ ~~~~

This will contain information and files relevant to all the above mentioned
Atari formats, currently this page is divided into the following areas:

News
~~~~

In here expect to see any news or previews that come my way, whether they are
small descriptions or full features with pictures. At the moment there is:

U Newsletters from HENSA on TOS section of archive.

New Software
~~~ ~~~~~~~~

The latest (most recent versions) software available for download. Major
revisions to be done with updates. All files now list there size so you can see
how large they are before downloading. At the moment the following software is
included, with lots more to come:

- Speed of Light v3.5 (shareware picture viewer).
- ST Zip v2.6. Latest version of ST Zip.
- Obsession demo. 1 level of this great pinball game.

Other Software worth having
~~~~~ ~~~~~~~~ ~~~~~ ~~~~~~

Software worth having on the Atari.

**Utopus. Two player shootem' up (STE only).
- Ozone. Good platform/puzzler.
- Starball. Excellent pinball game.
- Berzerk. Excellent version of Berzerk.

****

Lynx Page
~~~~ ~~~~

All the latest news and reviews on the lynx, along with cheats, etc. This page is divided in to the following areas:

News
~~~~

News on the Lynx and related material. At the moment there is:

- Lynx Summer Steal Deal Extended to the Fall. News of price reductions for a limited period.

Reviews
~~~~~~~

Reviews for just about every Lynx game ever released will appear in here. All reviews are by Robert Jung. At the moment the following reviews are included:

APB Awesome Golf Baseball Heroes
Batman Returns Basket Brawl Bill and Ted's
BlockOut BattleWheels Blue Lightning
California Games Checkered Flag Chip's Challenge
Crystal Mines II Dino Olympics Dirty Larry:Renegade Cop
Dracula the Undead Double Dragon Desert Strike
Electro Cop European Soccer Chal. Ultimate Chess Chal.
Gauntlet:3rd Encounter Gordo 106 Hard Driven'
Hockey Hydra Ishido : Way of Stones
Jimmy Conners' Tennis Joust Klax
Kungfood Lemmings Lynx Casino
Malibu Bikini Volleyball Ms.Pac-Man
NFL Football Ninja Gaiden
Ninja Gaiden III : The Ancient Shop of Doom

Other Lynx Stuff
~~~~~ ~~~~ ~~~~~

Other items of interest to Lynx owners. At the moment there is the following:

U Lynx FAQ
- Lynx Tips and Tricks

New Software Anouncement
~~~ ~~~~~~~~ ~~~~~~~~~~

Currently empty.

****

Jaguar Page
~~~~~~ ~~~~

All the latest news and reviews on the lynx, along with cheats, etc. This page is divided in to the following areas:

News and Previews
~~~~ ~~~ ~~~~~~~~

All the latest news and preview information I can find related to the Jaguar.

- Jaguar CD Specifications
- Rebellion Development News
- Sinister Developments News
- Sensible Soccer News
- Coming Soon!
- Hand Made Software News

Reviews
~~~~~~~

A collection of reviews from different sources, hopefully I will be contributing more to this section myself. Reviews so far include:

Aliens versus Predator Raiden Tempest 2000
Cybermorph
Aliens vs Predator Trevor McFur in Cresent Galaxy
Brutal Sports Football Dragon: The Bruce Lee Story
Wolfenstein 3D Checkered Flag

There are many more reviews to come.

Other Jaguar Stuff
~~~~~ ~~~~~~ ~~~~~

Miscellaneous information on the Jaguar. Information included presently is:

U Jaguar FAQ
- Raiden Tips
- Jaguar Game Cheats
- Kasumi Ninja FAQ
- Ultra Vortex FAQ update for Jaguar

Other Jaguar Pages
~~~~~ ~~~~~~ ~~~~~

Other pages specific to the Jaguar included in here. Currently there is:

- Atari Jaguar Homepage by Christian Svensson

There are others that will be included, some containing more recent news, but the one above is the most organised and intuitive one I've came across.

****

8 Bit Atari Page by Ivo van Poorten
~ ~~~ ~~~~~ ~~~~ ~~ ~~~ ~~~ ~~~~~~~

Not maintained by me these pages cover the 8 bit formats of Atari machines and are very comprehensive. Nearly everything you could hope to find is contained within these pages.

****

What to expect in the future
~~~~ ~~ ~~~~~~ ~~ ~~~ ~~~~~~

Some structural changes are likely to appear in the next months. I have introduced an announcements page where you can tell the World of anything you have to announce. Please send news of updates to your programs, Atari stuff for sale, and any other Atari announcements here (NOTE : Commercial companies should send information on products to be included in here and in the news sections).

Also coming soon will be a monthly editorial. In this I will try and sum up the month past and to give my opinions on how I saw things for Atari at that time. Hopefully I will be able to look back over many good developments in my pages and summarise them as they happened.

There is an outside possibility of starting a programmers and MIDI section in these pages but this is as yet undecided. I will judge whether or not to do this based on the kind of response I have. I do not want to repeat any of the good work done in these fields however by other Web page writers such as Christer Gustavsson.

More support is needed for the questions and answers pages, although initially successfull people just stopped posting their questions. Although the odd one is still coming and answers are still forthcoming. Please support this, it is of benefit to anyone who uses it.

The Jaguar section should have a lot more news, pictures and reviews in the future. I have tracked down a fair bit of news and am in contact with a few companies now and hope to get news from them on there products.

Extra pictures will appear due to my recent access to a colour scanner, enabling me to scan the latest pictures before the exist elsewhere on the Internet. I also hope to slowly get all the maps for AvP into these pages somehow?

Both the ST and Falcon sections should contain much more news in the future, along with more of the best PD/Shareware, and PD/Shareware reviews. I should have several demos hopefully in the near future for games coming out on these formats.

The Lynx section is to continue to get reviews and I will update the news as and when I get it.

Expect more links to Atari related pages in the future, this section will be getting it's own dedicated page as over 30 new Atari related links are to be included this month. There will be more newsletters, documents, updates to the FAQ's.

Expect further reviews from Andy and Frank, along with myself (watch out for the Apex Media review). Hopefully I can include more screenshots, and do a few program tutorials. Also Claus J. Pedersen (Stello author), Bob Brodie (former Atari employee) and Steven Davies have all offered to support these pages with contributions in the future.

Please write with your ideas, critisms, comments, submissions (software, news, reviews, questions, etc), to me and don't forget that I am now the official maintainer of the Atari FTP list originally by Hallvard Tangeraas. All updates to this list should now be sent to me.

Thank you and see you with the updates to these pages next month!

++
+ Mark Stephen Smith : msh@dl.ac.uk +
+ Atari Web Pages : http://www.dl.ac.uk/MISC/ATARI/atari.html +
+ +
+==+
+ Atari FTP List maintainer, Atari Web Page creater and maintainer. +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx +
++

3214. Re: ST Clock wanted.

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 15:19:07 UTC
From: pwal@lfi.uni-hannover.de
Message-ID: <1995Feb27.151907.757@newsserver.rrzn.uni-hannover.de>
Source record: 170580

I have a real time clock for ATARI ST, it is compatible to the one in the MEGA ST, so it is recognized (an of course used) by TOSses >=1.02.
It is placed under a ROM and two cables are clipsed on legs of the CPU.
There is also software to set the Time if you`re using 1.0 (but I think no one uses 1.0 nowadays).

Take care, Phil

3215. Re: ZORG & ICD

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 15:21:26 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.47.000F5BE6@cam.ac.uk>
Source record: 170540

In article <3if8k1$igv@sheckley.cnam.fr> rousseau@cnam.fr (Ludovic Rousseau) writes:
>In article <apb25.42.001106B0@cam.ac.uk>, apb25@cam.ac.uk (BRIDGETT A.P.)
writes:>>When I try to use ZORG to check my hard disk it flies though loads of
>>files and then suddenly comes up with error 15 - any ideas. I am using ICD
>>Link II with a quantum 240MB hard disk and I am checking normal 32MB
>>partitions.

>I am the author of ZORG. What exaclty was the message ? (I don't remember
>what is error 15).

>Which version did you used ? The last one is 1.41 and you can get it
>from ftp.cnam.fr:/pub/Atari/Disk/zorg_141.lzh

>The next version will come soon (I think in wome days or weeks).

The error is XBIOS -15 (Unkown Device). I have tried telling ZORG that it is
an ASCI and SCSI drive, however I am not sure that the number of sectors is
correct.

Adrian (apb25@cam.ac.uk)

3216. I would like a grapher to make games on falcon

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 15:28:49 UTC
From: fvende@simplet_3.univ-lr.fr
Message-ID: <3isr3h$m33@hp_univ.univ-lr.fr>
Source record: 170650

I'am looking for someone who can do gfx for game.....

Thank you

3217. Re: ** Atari PC/JAG/Lynx WWW Links! **

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 15:43:54 UTC
From: msmith@maxine.jf.intel.com
Message-ID: <msmith.793899834@maxine>
Source record: 170501

rbatina@infinet.com (Robert Batina) writes:

> --==**< http://www.infinet.com/~rbatina >**==--

>Please consider adding my home page to your collection. Although it
>doesn't contain a lot of original information by me, it has *tons* of links
>to information that you may find useful. Here are some examples of what
>you can get to, through my home page:

>and File Links ---- Various C64 home pages, plus several ftp links to
> C64/128 files... lots of demos and games. Also, you
> can find schematics, pictures, FAQs, etc...

>So, you can see that this page can be used as a general reference point, if
>any of the above topics are of any interest to you. While everything I
>listed above is covered, I pay a little more attention to the Commodore and
>Amiga stuff, since that is my primary system. However, if *anything* in
>the list interests you, please check out:

Is there still software support for the C64/128? I owned one of each
and a Plus/4 several years ago. They were truly great machines. I
wouldnt' trade my MSTe for one now, but the C128 sure helped me get
through school!

Michael

3218. Re: Mac does ST!

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 15:47:46 UTC
From: msmith@maxine.jf.intel.com
Message-ID: <msmith.793900066@maxine>
Source record: 170502

Mark Santora <santora@delphi.com> writes:

> Well folks, while I was on GEnie the other day I noticed a new file. It
> was a ST EMULATOR for a MAC! No shit. Really. I didn't dl it as I own
> an ST, but it did intrigue me. Has anyone used it or heard about it?
> I am planning to get a Pentium later this year and a Gemulator wo use
> Calamus(I wont use Windoze Nice Try). But if I can get a Mac instead...
> The possibilities are endless...

If you or anyone sees this file on an FTP site, please publish the
site name and path to the file, or upload if possible. I have a IIfx
on my desk and would like to give it a try.

I wonder if it requires Apple File Exchange to read the DOS style
Atari formatted disks??

M

3219. Re: Geneva

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 16:18:06 UTC
From: alfasoldt@aol.com
Message-ID: <3istvu$91q@newsbf02.news.aol.com>
Source record: 170514

> I bought the Geneva/NeoDesk4 combination and
> am having some small problems ...

Randell,

Send me email describing your problems and I'll see what I can suggest.
I'll need more info -- geneva version, tos version and so on.

I'm a Geneva and NeoDesk 4 beta tester and coauthor of the Geneva manual.

Al Fasoldt, Systems Editor, Syracuse Newspapers

3220. Re: Freedom Demo..

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 16:19:40 UTC
From: alfasoldt@aol.com
Message-ID: <3isu2s$92k@newsbf02.news.aol.com>
Source record: 170515

> When I run the Freedom Demo how come my slider
> is on the right side and not as shown or quoted..??

Roger,

Look at the config file and you will see an entry for left-handed use
(really).

Al Fasoldt, Systems Editor, Syracuse Newspapers

3221. Re: Where is Karsten Isakovic?

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 16:50:46 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FB2RFAURUP@galaxy.teuto.de>
Source record: 170516

In <1995Feb22.161624.1728@cathy.ijs.si> Matija Grabnar wrote:

>When I didn't get a key from KI, I sent an e-mail to his "opal" adress.
>The mail did not bounce, I but I got no reply.

Try

karsten_isakovic@b.maus.de
ki@cs.tu-berlin.de

That's all I got.

Hendr!K

3222. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 16:55:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FB2RFAUUUP@galaxy.teuto.de>
Source record: 170517

In <3ilo4f$ah0@news.xs4all.nl> sasa wrote:

>No it was not a Gemulator. It was a PowerPc running TOS!!!

Yeah right.

>The guy who brought you the rumour.

Do you have a spare brain to use before posting complete and utter rubbish?

Hendr!K

3223. Re: Bio Hazard

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 17:57:23 UTC
From: gloganwr@is.dal.ca
Message-ID: <1995Feb27.135723.34826@ac.dal.ca>
Source record: 170519

J S W Chan (ma2jswc@bath.ac.uk) wrote:
: In the referenced article, gloganwr@is.dal.ca (Gabriel Logan-Wright) writes:
: >I'll probably get flamed to the Nth degree for asking for a registered
: >shareware game, (I've found Atari users much more defensive over that)
: >but I'm going to ask anyway. We've had our 1040STf for a long time now,
: >and I quite enjoy using it. Recently, I found a demo for a really cool
: >game called Bio Hazard based on the Alien movies. Needless to say, I was
: >impressed. Trouble is, I can't afford to register it. So, if some kind
: >soul out there has a registered version and would care to send it to me,
: >I'd be forever in their debt. Also, if there are similar games, I'd be
: >interested in finding out about them...
: > Thanks in advance,

: It's quite a good game, but asking for a registered copy, is no better
: than the people on comp.sys.ibm.pc.games asking 'Could someone please
: post me a copy of DOOM registered?' It's a blatant call for piracy.
: Internet access isn't cheap these days. It's a surprise for anyone with
: internet access claiming that they can't afford $7 for a game.
: It's people like this who put the final nail in the coffin for the ST. I
: released a game called Space Wars 2000 for the ST last year, and although
: it was well received, I made the mistake of relying on the ST community's
: honesty, and I released the registered version out front, and asked for
: donations from people who enjoyed the game. Needless to say, I only got 2
: registrations. I believe there are more than two people out there who
: played the game for a length of time. I have since moved away from the ST
: scene.
I'm a university student, so my internet access is free. I can't afford
to feed myself, let alone register a game. ($7? Hardly, translates to
about $20+ from canada to the Uk when all's said and done). I don't have
excess cash. I don't smoke and I don't drink, and even then I have no
cash. Hence the request.

--

Gabriel Logan-Wright "Think of it as evolution in action."
(GLoganWr@Is.Dal.Ca) -Larry Niven and Jerry Pournelle, Oath Of Fealty
"Freedom is inversly proportional to security."
-Larry Niven

Homepage - Http://is.dal.ca:/~gloganwr/bishop.html

3224. Re: Connect.lzh file

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 18:28:54 UTC
From: thomah@ifi.uio.no
Message-ID: <3it5l6$3nh@torin.ifi.uio.no>
Source record: 170520

In article <3ij33v$rb3@Kaos.deepcove.com>, joseecek@deepcove.com (Josef Palacek) writes:

> a gimmicky toy... If you looking for comm prog than you should look at
> Stalker with it's 'Mac' like logic = commands lined up on top with drop
> down menus.

STalker's VT-100 emulation is much slower (and poorer) than CoNnect's. Besides, when comparing the prises, CoNnect would be my choice.

--
- Thomas Hansen - E-mail: thomah@ifi.uio.no
- Oslo, Norway - WWW: http://www.ifi.uio.no/~thomah

3225. Re: [Q] Playing Audio CDs

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 18:31:19 UTC
From: bgilbert@natinst.com
Message-ID: <3it5pn$q5d@falcon.natinst.com>
Source record: 170521

In article <3ih4ji$ch7@status>, Mario Becroft <mbecroft@iconz.co.nz> wrote:
>I have a Mitsumi CD ROM drive (preliminary IDE) running on my TT030 with
>the CD ROM interface from System Solutions. I am using ExtenDOS Pro, with
>the MITSUMI.BOS driver from extendos packaged w. the interface caertridge.
>
>I can access data fine, and play Audio CDs, but only through the
>headphone plug on the CD ROM drive. Can I play the Audio CD using the
>DMAsound of the TT030? And can I get (a portion of) the sound information
>from the Audio CD and save it as a sample file?

I'm no expert on CD-ROM drives, but I don't really think this is possible with the current drives out there. I am not sure, but I believe that with audio CDs, you can control the CD-ROM player and tell it what to play or to skip, etc, but it won't actually read the music on the CD as data. That's why, for example, you can't see a directory of a audio CD, because it is not treated the same way as a computer data CD. There is nothing in theory to prevent the two formats from overlapping, such that you could actually look at the contents of a song on a music CD, but I don't think you can do it now.

Anyone who has any more information, feel free to correct me. :)

>
>I know a fair amount about programming, but not the lower level stuff.
>
>Any help would be much appreciated!
> -- Mario Becroft (mbecroft@iconz.co.nz)
>--

Regards,

--
Ben Gilbert e-mail: bgilbert@natinst.com
National Instruments
Austin, TX

3226. Re: STuff 4 Sale II

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 18:34:36 UTC
From: trek@intgp4.ih.att.com
Message-ID: <D4o8xp.3Mo@ssbunews.ih.att.com>
Source record: 170522

In article <3ifvbd$1scu@usenetp1.news.prodigy.com>,
Gordon Glenn <PJJH80A@prodigy.com> wrote:
>IT'S GOING FAST FOLKS! I have removed all sold items from this list.
>Updated 2-22-95!
>MOST ITEMS I WILL SHIP UPS C.O.D.
.....details deleted
>ALL ORIGINALS!!! I am also the original owner and have taken good
>care of my equipment.

I am one of the people who purchased some items from Gordon and I
just wanted to let everyone know that he did/does take good care
of his equipment. Our deal went smoothly and I am most satisfied
with my purchase of his hard disk and syquest cartridges and drive.
Go for it, he treats you well. Wayne Booth
-an unsolicited testamonial-

3227. Re: BROTHER HL 630 LASER PRIN

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 18:44:00 UTC
From: jim.gain@primetime.org
Message-ID: <1e3.1877.4071@primetime.org>
Source record: 170523

-> In message <1e3.1290.4071@primetime.org>, jim.gain@primetime.org
-> said:
-> > I am seriously considering purchasing a BROTHER HL 630 Laser
-> printer. > > > I need to know: > > 1. Are printer drivers available
-> to run from an Atari 1040 STe > with Pagestream, Wordwriter, etc.

-> This sounds a newer printer than mine, which is a Brother HL4V. This
-> emulates the Laserjet 3 and most programs have a suitable driver,
-> either included or available for purchase. I don't have the specific
-> programs mentioned, but haven't had any problems with the programs I
-> use and a Laserjet 3 driver.
->
-> Daniel Cohen

Hi Daniel. I ended up purchasing the HL 660, the 600 dpi model for $800
plus taxes (Canada). It is working fine and dandy, but will work even
better when I get my hands on the proper printer driver for it...
the HP4 p. driver! That way, I can select whether I want 300 or 600
dpi, plus some other useful selections.

Thanks for your remarks.

Internet: jim.gain@primetime.org (Jim Gain)
This message lovingly processed in beautiful Muskoka, Ontario, Canada by:
PrimeTime BBS - (705)689-1757

3228. re: your message

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 18:54:00 UTC
From: jim.gain@primetime.org
Message-ID: <1e3.1878.4071@primetime.org>
Source record: 170524

I am sending you E-mail re: your mac emulator. My address is:

jim.gain@primetime.org ---- if you don't hear from me soon.

Internet: jim.gain@primetime.org (Jim Gain)
This message lovingly processed in beautiful Muskoka, Ontario, Canada by:
PrimeTime BBS - (705)689-1757

3229. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 18:54:06 UTC
From: guenther@cabal.shnet.org
Message-ID: <FB2SAHWRUP@cabal.shnet.org>
Source record: 170518

In <3ia9g3$h1s@turing.fwi.uva.nl> Martijn Dekker wrote:
>(does the eagle actuallly exist???)

I've seen a prototype on Sven Betz' stand on the Elmshorner Computertage
'94. And I have heard on a local BBS that they had half a dozen boards
shipped to them - all faulty due to production mistakes.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

3230. Re: Atari - What is it for really?

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 19:06:57 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9502271802.AA06559@ilmen.lanl.gov>
Source record: 170525

In a previous message, simon@bassland.demon.co.uk (Simon Williams) wrote:

>I bought a Falcon, because I wanted decent graphics, and sound, and
>reasonable amount of processing power. Yes, a Mac Performer 475, would
>have been the same price, with the same processor, and with a monitor,
>and running at 32Mhz, instead of a snail-slow 16Mhz.

Er... the Macintosh Performa 475 (same as Quadra 605, LC475, etc) uses
a 25MHz 68LC040 (conservatively 3-5 times faster than a 16MHz 030).
Perhaps you were thinking of the Performa 550 which has a 33MHz 030?

But regardless of speed, it still ain't an Atari, right? :)

-Hutch- @ Fair Dinkum Tech

3231. Re: Bio Hazard

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 19:13:56 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9502271809.AA06568@ilmen.lanl.gov>
Source record: 170526

In a previous message, barheath@heathen.demon.co.uk (Barry Heath) wrote:

>What this twonk actually asked for is for someone to "send it to me". Not a
>copy, but the game. If that's correct, it strikes me that that is no worse
>than selling on a game you've finished with. If, on the other hand he
>really MEANT "send me a copy" then I agree entirely with every word you say.

Well, you _could_ be right, Barry, but judging from the way the "twonk" :)
posted his message (anticipating flames) asking for a registered copy of
the game and from the reaction from the author of Bio Hazard, I'd say I
was pretty well spot on.

But yes, I concede that I do tend to 'jump the gun' when it comes to
software piracy. Most developers I know do. ;-)

-Hutch- @ Fair Dinkum Tech

3232. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 19:14:31 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9502271810.AA06571@ilmen.lanl.gov>
Source record: 170527

In a previous message, shunt@sb.dcs.uga.edu (Stephen Hunt) wrote:

> On what FTP site can I find this program?

You can't. Gemulator is a commercial software/hardware package
from Branch Always Software (darekm@microsoft.com for info).

Actually, I think some versions of Gemulator s/w _are_ on public
boards but it won't do you any good without the hardware. :)

-Hutch- @ Fair Dinkum Tech

3233. Re: Wanna bet?

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 19:15:36 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FB2TECWNUP@galaxy.teuto.de>
Source record: 170528

In <3ihif7$cia@holly.cc.uleth.ca> brenjb@hg.uleth.ca wrote:

>>Jooooooohhhhhn!!!
> Who, me?

Nope ;-)

John, the son of Mr. Hutch sr.

>I only said that _both_ the 486 dx2-66 or the 68040 @64 MHz are
>clock doubled. I didn't say anything about *how they were clock doubled, just

The Intel is, the Moto isn't. PERIOD.

>that they both are. I didn't think that was under contention. We do all agree
>that their both clock doubled, and not true sixty-somethings right?

The Intel is doubled and not true sixty-s. th, the Moto is not doubled and
therefore not sixtywhatever at all!

>Yukon Jack Canadian Rye Whisky Liqueur?

Hmm, sounds yummy :*))

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

3234. Re: IMPORTANT NOTICE ABOUT HENSA ACCESS

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 19:20:42 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D4oB2I.3BE@cix.compulink.co.uk>
Source record: 170529

In message <3ia93o$i48@newsbf02.news.aol.com>, alfasoldt@aol.com said:

>> try ruftrade. Excellent German translator

>Rufftrade? Can you supply more information on this? A good German
>translater is badly needed in the States.

It's shareware 10 US dollars, I've just registered.

>Is this a German-to-English translator?

Yes. I'm not sure where you can ftp it from.

Contact the author for more info. at cedwardsa@cix.compulink.co.uk

ATB Barry wilsontjb@cix.compulink.co.uk

3235. Re: MEDUSA T60

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 19:22:06 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FB2TECWQUP@galaxy.teuto.de>
Source record: 170530

In <3ijcp9$puc@holly.cc.uleth.ca> brenjb@hg.uleth.ca wrote:

>>: there are only VERY few 68060 Medusa's out there with the main
>>: manufacturer and some developers, they have sent some to Medusa and the
>>Very unlikely as they said they would not be developing/producing anything
>>higher than the 050

What? Nonsense. Yat is 100 % correct with his statement.

The 050 doesn't exist. The development of the 060 seemed more promising and so
the 68050 was dumped during early developement. At least as far as my infos ar
concerned.

(Sorry I replied to the quoted part in your quoted mail. Didn't see the
original post.)

> Not that I expect any kind of massive release for the 060 since Atari
>clones are the only possible market for them that I'm aware of, but I have not

Another WHAT? That's nonsense, too.

The 68060 will be used for high-speed industrial controllers, VME-board-
computers, and this sort of installations.

The 060 clone market hardly exists and those figures won't even show after the
decimal point.

Hendr!K

--
/Hendr!K/
''~``
(o o)
+------------------.oooO--(_)--Oooo.------------------+
| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
| +49-5221-855545 ( ) Oooo. PGP-key available |
+---------------------\ (----( )--------------------+
_)) /
(_/

3236. Re: ST Emulator for the IBM?

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 19:23:08 UTC
From: t94patsa@ida.liu.se
Message-ID: <1995Feb27.192308.21962@ida.liu.se>
Source record: 170531

hutch@ilmen.lanl.gov (Hutch) writes:

>In a previous article, al215@FreeNet.Carleton.CA (James Kleist) wrote:

>>I thought I heard someone say there is an Atari ST emulator for the IBM?
>>If this is true, could someone tell me what FTP site (maybe UMICH?) it is
>>on, and what the filename is? Thanks

>Well, the only ST emulator for the PC that I know of is the Gemulator by
>Branch Always Software written by Darek Michoka. This is commercial
>software, however, and it requires the Gemulator short-slot board which
>plugs into your PC (along with one or more versions of TOS ROM chips).
>In anticipation of the question, it works quite well, actually, given
>that you have a fast PC to use it with (a 486DX-33 is the minimum really
>usable configuration, IMHO, though it will work on slower machines).

>It's available from dealers such as Toad Computers or, for more info,
>you can email the author directly at darekm@microsoft.com.

>-Hutch- @ Fair Dinkum Tech

There's one other; it's called Janus, a hardware emulator that
you plug into one of your PC's card slots. It uses it's own memory
thus making it totally independent of your PC's configuration.

// Patrik

--

Patrik Sanfridsson Linkoping Institute of Technology, Sweden
t94patsa@und.ida.liu.se Computer Engineering
z94patsa@isy.liu.se http://www.edu.isy.liu.se/~z94patsa

3237. TALK: Re: Magic? Benchmarks?

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 19:23:12 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FB2TECWTUP@galaxy.teuto.de>
Source record: 170532

In <Pine.ULT.3.91.950224100619.2348C-100000@mars> Jens Andreasen wrote:

>some *floating point* comparisons will do :-)

What shall we do with the drunken Hen, what shall ...

Hendr!K'ss

3238. Burning Illusion demo

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 19:37:51 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950227113200.5144D-100000@PEAK.ORG>
Source record: 170533

I downloaded the Burning Illusion demo (circa 1992).

PEOPLE PEOPLE PEOPLE!!!! LET ME TELL YOU THAT IS FABULOUS STUFF!!!!!!!

I stared at my ST screen in complete (utter!) disbelief. That demo looks like it was running on a fast 486 with VGA or better.... not a 10-yr old, 512K 520ST.

PLEASE!!!!! Will you guys who have been at this a long time, tell me what other demos are out there like that? I can't wait to show the PC nut roomate when he gets back with his PC...heh... Such amazing graphics from my "old, slow" computer will sure be a surprise. LONG LIVE the ST!!!

That demo made my ST do something that I suspected it could do: Make me smile from ear to ear, for several minutes....and maintain enthusiasm for the line. That, it certainly did.

IF YOU HAVEN'T SEEN THE "BURNING ILLUSION" DEMO, YOU **HAVE** TO GET IT!!

Thanks... (I know I'm a couple years late on this....forgive me for being so excited).

James

3239. Re: [Q] Serial Mouse Driver

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 20:05:16 UTC
From: kim@dksoft.ping.dk
Message-ID: <FB2TFHVQUP@dksoft.ping.dk>
Source record: 170534

In <3ism96$sqr@odin.diku.dk> Hrafnkell Hlodversson wrote:

>mbecroft@iconz.co.nz (Mario Becroft) wrote:
>>
>> Does anyone know where I can get a Serial Mouse driver for an
>> ST/TT030/Falcon etc? (I already know of Mousetricks from ST CLub, but I
>> know there are Some PD ones. However they are hiding from me at the FTP
>> sites ;-(
>>
>> Thanks for any help
>> -- Mario Becroft (mbecroft@iconz.co.nz)
>> --
>I'd like to know too. As I can't get any Atari-mice here in Copnehagen
>

What atari mice are you looking for in Copenhagen ?

Greets
Kim

--

```
/-------------------------------------------------------------------------\
-/-------------------------------------------------------------------------\-
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
| The scandinavian board when you | 5 Atari computers including a Falcon. |
| have Atari problems or requests. | Modem handle 19200 Zyxel baud. |
| CD-Roms online Free download limit.| Many years of experience. |
-\-------------------------------------------------------------------------/-
\-------------------------------------------------------------------------/
```

3240. Re: UNIX implementation (was File at UNI-KL.de)

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 20:40:57 UTC
From: healy@nosc.mil
Message-ID: <1995Feb27.204057.29258@nosc.mil>
Source record: 170535

In article <1995Feb24.094929.90@genrad.co.uk> hillsp@genrad.co.uk writes:
> Sorry about that last message. My VAX just did a wobbly on me. This is what
>it should have sent:
>
>
>In article <950223Z005256.279barheath@heathen.demon.co.uk>, Barry Heath wrote:
>
>] I now need to learn some UNIX else I shan't get anywhere. Therefore, a
>] couple of easy questions.
>] 1. Is there a FAQ on UNIX, or at least enough of it to access ftp sites
>] reasonably comfortably; if so, where do I find it?
>] 2. Can anyone recommend suitable basic reading material on UNIX so that I
>] might get some idea of what I'm doing?
>

If you can login to a UNIX system, try typing "man csh".

Mike Healy

healy@nosc.mil

3241. Re: ST Conference?

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 20:56:23 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D4oFHz.Eus@cix.compulink.co.uk>
Source record: 170536

In response to P.A.Booth@bradford.ac.uk's message:

> After talking to Steve Taylor tonight, I was just wondering if anyone
> would be interested in some sort of Atari Conference here in the UK.
> I'm not really talking about a show, more a meet where people could
> turn up, see other people, have a look around other people's systems,
> maybe display their own if they wanted to and possibly have a few
> guest speakers attending.

Sounds just like a mega user group meeting to me. Nice idea.

> Obviously I'd say have it Manchester since I live their but I have a
> feeling the general trend would be based further south although I could
> be wrong.

Isn't there a User Group in Manchester? MAG? That's Denesh, isn't it?

B^{)

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%*%* # also: 100:1011/143.0@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%*%* # 90:102/143.0@nest.ftn #

3242. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 21:17:19 UTC
From: healy@nosc.mil
Message-ID: <1995Feb27.211719.29759@nosc.mil>
Source record: 170537

In article <D4LsD2.8z4@crash.cts.com> richcsst@crash.cts.com (Richard John Kelsch) writes:
>Besides, now that Apple is slowly moving to the PPC line, they will use
>less and less 680x0 chips. That means Motorola will eventually have to
>discontinue development in the series (remember 6809?) as there will not
>be a market for them. Atari is not enough to give Motorola an incentive
>for further development and manufacturing.
>

There is a whole realtime world out there using 680x0s on VME boards and such.
We use Force CPU-40s (68040) VME boards. So there will still be a demand
for Moto processors. However, HP is putting out these PA-RISC VME boards
that are 2x as powerful as an Onyx for under $10,000 (CPU-40s go for
around $5,000), so that could put a dent in the Moto VME market.

Mike Healy

healy@nosc.mil

3243. Re: Oh, what have I done?

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 22:48:25 UTC
From: paul@xciv.demon.co.uk
Message-ID: <793925305snz@xciv.demon.co.uk>
Source record: 170569

In article <D4LpzF.9CG@cix.compulink.co.uk>
ilaskey@cix.compulink.co.uk "Iain Laskey" writes:

> Well, it's finally happened. After owning nothing but Ataris since 1981,
> I have just sold off my Falcon with the PC now taking the role of main
> machine. <Sigh> I feel depressed.
>
> What's worse is finding out how so much of my treasured kit and software
> is worth bugger all. I've spent 6 months slowly selling bits off and most
> of it went for 10-30% what I paid for it :-(
>
> Most stuff isn't even worth the postage on sending it to people so it
> ended up in the bin. :-(:-(

Sometimes its worth more to you to keep something than try and sell it off
for such a cheap price, well that's what I think anyway.

I've just ordered my PC. :-|

At least it'll be running OS/2 Warp, Linux and possibly NeXTSTEP.

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk (home), paul@xexos.com (work) */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* "The smoke cleared, the dust settled, no-one knew how many had died, */
/* all around were broken men, they'd said it was safe, they'd lied." */

3244. Re: Burning Illusion demo

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 23:00:58 UTC
From: sourada@iastate.edu
Message-ID: <sourada.793926058@eng1.iastate.edu>
Source record: 170538

In <Pine.SUN.3.91.950227113200.5144D-100000@PEAK.ORG> James Wood <jamesw@PEAK.ORG> writes:

>I stared at my ST screen in complete (utter!) disbelief. That demo looks
>like it was running on a fast 486 with VGA or better.... not a 10-yr
>old, 512K 520ST.

I still am baffled by the difference in demos between the ST and the
PC's. I've recently purchased a 486/66 with a great video card, PCI bus,
write back cache, all the fast stuff. Then I watch demos on the PC that
aren't even as good as the old ST ones.

I don't know what it is exactly. Either demos on the PC are written in
Turbo Pascal, or they suffer the same old Backwards Compatibility
Problem that plagues the PC world... I know it isn't the hardware :-).

So even if my ST is second place in overall performance, I'll have to
keep it around for demos anyway :-)

Later,
Steven
--
release me",she says "From your notthere

Steven Ourada --- sourada@iastate.edu

3245. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 23:11:56 UTC
From: kim@dksoft.ping.dk
Message-ID: <FB2XAHURUP@dksoft.ping.dk>
Source record: 170539

In <3im1e7$l5b@ionews.io.org> Eric March wrote:

>I can say for a start that my ANSI art program, FANSI, has recieved to less
>than 16 registrations in the almost one year since it has been released.
>Not very encouraging. But I too imposed very few restrictions on it: Users
>could load and save their pictures as desired, and the only crippled
>features in the unregistred version were the more useful drawing functions
>(boxes, connected-lines, and so on). The pitiful amount of registrations
>seem to suggest that perhaps more -- or at least different crippling is in
>order. In your case I think it might also be the fact that Munsch is
>monochrome only. I have a monochrome monitor, but almost never use it, and
>though the majority of people in Germany may be mono users, the majority of
>orth American, Canadian and UK users use colour monitors. That may have
>also contributed to the low registations of Munsch; from what I heard it's a
>very nice program.

What makes you think more than 16 people are using your program Eric ?

Let's get one thing straight. Crippleware is and can not ever be shareware.
Shareware is a fully working program without any limits, were you just
trust the users that they'll registre. Crippleware got limits.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

3246. NVDI How to configure?

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 23:25:57 UTC
From: pl4266@u.cc.utah.edu
Message-ID: <3itn25$243@news.cc.utah.edu>
Source record: 170554

I bought a 4meg Falcon used and I found files for NVDI on the C:
drive. I have now idea how to configure this to run. I would like to use
it to speed up graphic redraw in Cubase Audio. Can anyone instruct me in
how to set this up? I am not terribly familiar with how falcon uses
assign.sys etc.
Thanks for any help,
Paul Luscher

3247. comms prg for internet use?

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 23:36:45 UTC
From: teppo@bbs.dream.fi
Message-ID: <3itnme$qii@idefix.eunet.fi>
Source record: 170541

I need to know which shareware Atari ST communications program supports ISO-LATIN-1 character set. This is so I could use it with internet and have scandinavian characters, or so I've been told.

Thanks in advance,
Teppo

3248. Re: MEDUSA T60

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 23:59:47 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D4onzn.EL9@cix.compulink.co.uk>
Source record: 170542

> > next_next generations in paralel). Something similar happened long
> > time ago to Intel's 80186
>
> The '186 was released, and it was used in PCs made by RM and bought

The 80186 actually made it into quite a few things. Mainly as a controller on PC expansion boards - though ISTR that Orchard(?) did a PC upgrade with one. I daresay that its found in a lot of dedicated computer solutions as well.

Roland.

3249. Re: Setting up X (is there a FAQ?)

Newsgroup: comp.sys.atari.st
Date: 1995-02-27 23:59:49 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D4onzp.ELv@cix.compulink.co.uk>
Source record: 170543
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In message <3ismv1$ie5@whitbeck.ncl.ac.uk>, Craig.Graham@ncl.ac.uk said:
>
> Have you forgotten to put .fvwmrc in your home directory ? Just a

Not got ones of those - though I've got a .twmrc ISTR.

The problem was actually a lack of Xcrms.txt(sp). I had a lowercase x at
the front instead.

:-)

Roland.

@CiX

3250. FS: Creator v. 3 for Atari (sequencer)

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 00:29:47 UTC
From: jprice@ivory.trentu.ca
Message-ID: <1995Feb28.002947.880@blaze.trentu.ca>
Source record: 170544

This is a post for a friend. Please reply by e-mail to:

jprice@trentu.ca

if interested.
Creator v. 3 sequencer for Atari for sale. Includes manual, factory
disks and dongle. He's looking to get $100.00 (that's Canadian $) plus
shipping.
Thanks.

3251. Re: Bio Hazard

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 00:36:00 UTC
From: "Sven Bornemark"
Message-ID: <ftn_2.200.136.56$fidonet.org_2f52702c_Sven.Bornemark@p56.dada.ct.se>
Source record: 170545

To: gloganwr@is.dal.ca

Hi Gabriel,

> I'll probably get flamed to the Nth degree for asking for a
> registered shareware game,..

You should!

> (I've found Atari users much more defensive over that)...

We *know* the value of explosive new software. We care for our cool computers,
and are anxious to support authors of fresh software!

Aren't we, fellas?

> Trouble is, I can't afford to register it. So, if some kind soul out
> there has a registered version and would care to send it to me, I'd
> be forever in their debt.

Wrong! You'd be forever in debt to the creator of the game!

What I *could* advise you to do, is to send the author a note explaining your
situation, and ask him what he thinks. He *could* kick your ass, or
he *could* be a loving and understanding person who *gives* you a copy,
and expects you to be forever his friend.

I'm sure there's something you could give in return: some home made
piccies, some music (MIDI files) you have created yourself, some beta testing
servicies...

But do it the right way!

I *hate* the thought of wonderful software being spread the way you
describe so much that I'm seriously considering *giving* you a registered
version as a *gift* and paying the author myself!

There we are: *attitude!* Keep up the attitude folks!

And please remember: *No computer is any better than the software written *for
it. Support shareware authors - don't kill the urge!*

Yours sincerely

-Sven-
Sven Bornemark Musik
Lergodsv 79, S-238 40 OXIE, Sweden. +46-40 54 54 54
sven@dada.ct.se | 2:200/136.56 | 90:1102/116.56
Hot software from the north

(UUCP Dialup connection)

3252. Re: gemulator

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 01:11:03 UTC
From: gbennett@friendly.sim.es.com
Message-ID: <3itt77$48t@orca.sim.es.com>
Source record: 170546

In article <D4LMFK.MGF@murdoch.acc.Virginia.EDU>, jws4p@fermi.clas.Virginia.EDU (John Stanmeyer) writes:
> You will not be able to find the GEMulator on any FTP sites for 2 reasons:
>
> 1) It is not PD or shareware- it is still sold for profit. You can get
> it from Toad computers and other atari retailers if you're interested.
>
> 2) It is not exclusively software- It includes also a card that includes
> a Motorola 680X0, TOS roms, etc., that slides into an expansion slot on
> your ibm or clone.
>

Actually, it does emulate the Atari ST entirely in software. The hardware portion is nothing more than a ROM reader to hold the ROMS. Upon booting the virtual ST, the ROMS are read into RAM, and then all emulation takes place in software. There are NO chips of any kind on the board.

Actually it is very nice, as you move to a faster PC, you get a faster Gemulated Atari ST. BTW, I'm running my Gemulator on a 486/33DX at 100% speed of a stock ST.

--
Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
* See Hitchhiker's Guide to the Galaxy (US version)

3253. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 01:49:04 UTC
From: vegard@henry.interlink.no
Message-ID: <3itveg$hfo@henry.interlink.no>
Source record: 170547

Lonnie McClure (lmcclure@delphi.com) wrote:
: In a message dated 2-24-95, Vegard Hofsoey said:
:
: "As registrations number a (for me) rather disappointing 20
: to date, I'm beginning to wonder if I did not cripple it
: *enough*, or if the ST market really is *that* small..."
:
: There is the other side of the coin...did you cripple it too much?
: While it may have been perfectly useable in crippled form, did that
: crippled version make it clear enough what it offered over other art

Well, it had the full docs, but nobody reads them anyway, right :-/

: programs people already have? If the crippled version did not do
: much more than Degas Elite (which many people would have) does, and
: gave them little clear insight as to what the full version offered
: over it, most would likely elect to stay with something they already
: owned. Even if it did meet those two criteria, is it possible those
: 20 people were representative of the size of the group that saw the
: need for that increased capability?

I would guess that the group would be larger than that, but I may have
been proven wrong... I realize that art programs is not excactly
lacking for the ST. :-)

: A program can be technically excellent, but still can fall flat on
: the market due to lack of percieved need by the user.

I get your point, *usefulness* is what counts. This is what I try to
accomplish.

Vegard Hofs y (vegard@interlink.no)

3254. Falcon DSP mod player routine

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 02:19:45 UTC
From: sshifter@ophelia.waterloo.net
Message-ID: <3iu181$6p7@ophelia.waterloo.net>
Source record: 170548
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

Howdy, gang. I've pretty much finished a spiffy new MOD player. It runs as a PRG or ACC, has the _coolest_ 3D look interface, and (coolest of all) automatically scans any floppy you put in the drive and loads any .MODs it contains with no need for the user to even have the ACC open. Unfortuneately I have run into one /small/ problem.

I have _NO_ idea how to play a .MOD. Oops?

So, anyways, can anyone direct me to PD or at least cheap DSP .MODS playing source? Thanks.

Hmm...

3255. Re: Geneva

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 02:35:43 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3iu25v$v8@golem.wcc.govt.nz>
Source record: 170549

] That didn't come across well. I bought the Geneva/NeoDesk4 combination and
] am having some small problems with windows bleeding through and how to
] configure some programs to only use small amounts of memory without
] automatically running them and putting them to sleep.(A configure file woul
] be ideal.) Is anyone beside me running this combination? I also am having
] trouble with Stalker bombing out while doing a file transfer in the
] background and accessing the hard disk in the foreground. There must be a
] way to time events so the two events don't run into one another. Thanks for
] any help.

Make sure you have the latest version of STalker, as it patches all sorts
of problems with Neodesk 4 and Geneva. I've always got Neodesk 4 and
Geneva installed. To limit the memory of a program just use Task-Manager
and install it with "Limit memory to [x]" set to whatever. Basically,
the online help for Taskman (and the manual) explain the settings for
the various problems, including window-"bleeding". Have a look at them.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.
Maintainer of the Generation-X FAQ.
"Follow the rules we've demonstrated, or else you'll end up mutilated"

3256. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 04:00:59 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3iu75r$1rf$2@mhade.production.compuserve.com>
Source record: 170550

>Gasp!!!! In your first above paragraph, you reduce the most difficult
>process of installing a PC card to "adjust everything to mathc the new
>card"...and then get on doing what you do..... HA HA!!!! And in your
>immediately-following paragraph, finally state the WHOLE ENCHILADA of
>troubles changing IRQs and modyfing config files.....and DISMISS the
>whole thing (which you called "adjusting everything to match the new
>card") as if it was some complete absurdity!!!! Hey man...if it wasn't
>for doing those very things there wouldn't be a problem to begin with!!!
>You wouldn't need to "adjust everything to match the new card." I don't
>see how you could make those related, contradictory posts, and not notice it.

"Hey man"... you seem to be the one having all the big problems, not me..

Maybe you shouldn't be messing around with all this stuff if it's so hard
for you..?

I don't see anything contradictory in anything I posted.. I said you install
the hardware and make any changes necessary, then go ahead and use the new
card... nothing contradictory there.

Let me ask you this:
Have you ever installed a network card in an Atari ST..?
Have you ever installed a 16 bit stereo wave table synthesis card in an ST..?
Have you ever installed a SuperVGA accellerator card in an ST..?

Pretty easy to say there are no confilcts or configuration problems there, eh?

Now let me ask this:

Have you ever tried to create a working ASSIGN.SYS file..?
Have you ever tried to explain to a frustrated Atari owner how to create one?

Keep in mind the ST has fewer problems because the ST is a simpler system.
That doesn't mean it has none...

Computers are just computers. The more complex the system, the more complex
the problems.

BobR

3257. Re: Translators..!!

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 05:15:11 UTC
From: sar@crash.cts.com
Message-ID: <D4p2LC.IxF@crash.cts.com>
Source record: 170551

Roger, I've found XLATOR2 to be the quickest..It's damn fast! MULTLAN2 is useless and GER2EN30 is too damn slow. The guy who wrote GER2EN30 also wrote another program similar to MULTLAN but he holds back on the dictionaries until you register and it's still too damn slow. I'm not aware of RUFTRADE though...(anybody else?!) I have however taken the dictionaries from all the programs and converted them all to work with XLATOR2. I've got a nice 30,000 word dictionary now. It took forever but if anybody is interested I'll let you have it in trade for something else interesting or $5 US.

-Scott- sar@cts.com

Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:
: Well this is the list so far for Translators, German - English...
: XLATOR2
: MULTLAN2
: GER2EN30
: RUFTRADE

3258. Re: gemulator

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 05:18:49 UTC
From: jws4p@fermi.clas.Virginia.EDU
Message-ID: <D4p2rD.3oI@murdoch.acc.Virginia.EDU>
Source record: 170552

gbennett@friendly.sim.es.com writes:
> Actually, it does emulate the Atari ST entirely in software. The hardware
> portion is nothing more than a ROM reader to hold the ROMS. Upon booting
> the virtual ST, the ROMS are read into RAM, and then all emulation takes
> place in software. There are NO chips of any kind on the board.

Sorry my mistake.
John Stanmeyer

--
John Stanmeyer/jws4p@virginia.edu/504 Rugby Rd Ch'ville VA 22903/804-979-5457

3259. Re: STuff 4 Sale II

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 05:26:27 UTC
From: abstract@wam.umd.edu
Message-ID: <3iuc64$m4p@cville-srv.wam.umd.edu>
Source record: 170553

-Booth,W.A. (trek@intgp4.ih.att.com) wrote:
: In article <3ifvbd$1scu@usenetp1.news.prodigy.com>,
: Gordon Glenn <PJJH80A@prodigy.com> wrote:
(snip, snip)
: >ALL ORIGINALS!!! I am also the original owner and have taken good
: >care of my equipment.

: I am one of the people who purchased some items from Gordon and I
: just wanted to let everyone know that he did/does take good care
: of his equipment. Our deal went smoothly and I am most satisfied
: with my purchase of his hard disk and syquest cartridges and drive.
: Go for it, he treats you well. Wayne Booth
: -an unsolicited testamonial-

I also purchased software from Gordon and am also very pleased with our
deal. I am very impressed with the care he takes of his equipment.
-another unsolicited testimonial-
--Lunatic

3260. Re: Translators..!!

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 06:57:18 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FB3GDHUSUp@warpcon.ersys.edmonton.ab.ca>
Source record: 170320

In <D4p2LC.IxF@crash.cts.com> Scott Rossell wrote :

>Roger, I've found XLATOR2 to be the quickest..It's damn fast! MULTLAN2 is
>useless and GER2EN30 is too damn slow. The guy who wrote GER2EN30 also
>wrote another program similar to MULTLAN but he holds back on the
>dictionaries until you register and it's still too damn slow. I'm not
>aware of RUFTRADE though...(anybody else?!) I have however taken the
>dictionaries from all the programs and converted them all to work with
>XLATOR2. I've got a nice 30,000 word dictionary now. It took forever but
>if anybody is interested I'll let you have it in trade for something else
>interesting or $5 US.
>
To be honest, RUFTRADE is the best translator I have found yet.
I'm doing the Duet dox with it (hopefully getting them right!), and I
have tried all of the others on the dox with worse results. To the
guy who wrote RUFTRADE, my money is on its way!

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?
-- --

3261. Re: 68882 FPU and MSTe

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 09:09:54 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Feb28.090958.98@genrad.co.uk>
Source record: 170555

In article <m0rinLM-0005uLC@black.csi.cam.ac.uk>, Mark Baker wrote:

] BTW programs compiled to use the FPU of the Falcon or TT won't work on
] that of the MST(E) and vice versa as the programming interface is totally
] different - the '030 has fpu instructions such as fmove, fmul etc, whereas
] to use it on the MST(E) you have to set various registers.

That's nearly right. The 68030 however, does not have fpu instructions
itself, but when it decodes the opcode of them, this causes an external pin
to activate the fpu which then acts upon the instruction. The 68030 will
then either wait for the instruction to be executed (if 68881) or carry on
until it needs the result (if 68882).
When the fpu is used with a 68000, the floating point instructions
cause a trap. The trap exception must then send the instruction to the
appropriate address that the fpu is mapped to, and then return the result
to the calling program.

Paul Hills

3262. Re: MEDUSA T60

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 09:15:12 UTC
From: you@somehost.somedomain
Message-ID: <3iupj0$49p@cubitus.univ-angers.fr>
Source record: 170556

In article <3ihk7q$cia@holly.cc.uleth.ca>, brenjb@hg.uleth.ca says:
>
>
> Hello Yat,
>
> How much does it cost for a Medusa t040 or T060 anyway?
>
> Jon
>
It cost about 13.000 Frr ~ 2.000 $US

ST-ram.kim

3263. Re: Composite Video from ST

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 09:21:47 UTC
From: you@somehost.somedomain
Message-ID: <3iupvb$49p@cubitus.univ-angers.fr>
Source record: 170557

In article <3id27t$6c9@nuscc.nus.sg>, limchung@iscs.nus.sg (Charlie Mike) says:
>
> Hi guys, thanks for all the replies. I've checked up an Atari book and
>it says that pin 2 on the STF is not used. So I will look in the
>direction of getting an Amiga modulator. Thanks again.
>
>--
>
>Chung Yong
>National University of Singapore

Please More information because a genlocks cost a lot .

Thanks

MAkri (ST-ram.kim)

3264. Re: ST Emulator for the IBM?

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 09:25:35 UTC
From: you@somehost.somedomain
Message-ID: <3iuq6f$49p@cubitus.univ-angers.fr>
Source record: 170558

In article <3ikhcq$39r@osiris.wu-wien.ac.at>, h9250467@idefix.wu-wien.ac.at (Alfred Radauer) says:
>
>David Anderson (lando5@iii.net) wrote:
>
>There is another emulator available caled Janus in Germany. It is
>ahrdware ad on with 68000 processor; the Gemulator has to emulate the
>68000 softwarewise and is thus slower. In Dual mode (i.e. using the Intel
>CPU as coprocesor for graphics etc....), the performance is up to 13
>times higher compared to the TT.
>
>Regards,
>
>Alfred

Yes it's a good emulator but you must at least a 486-50 to run well and it only up to 4 times hihger compared to the TT and it's alaviable in france too.

Bye

Makri

3265. Falcon SVGA

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 09:25:49 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Feb28.092609.99@genrad.co.uk>
Source record: 170559
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

This is probably an easy one for someone out there. I've got a brand new CTX 14 inch SVGA monitor, and I've hooked it up to my Falcon with a SVGA adaptor from Ladbroke Computing. When I turn everything on, the display is wrapped across the monitor screen twice. The Falcon is obviously sending the signal at half the speed it should. Has anyone got any clues? Can I fix it with a software driver, or have I got to send my Falcon back to Atari for the third time (and wait another six weeks on top of the twelve weeks it's already been at Atari in Holland being repaired)?

TIA, Paul Hills

3266. Re: GIF-->Jpeg Converter Needed

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 09:29:56 UTC
From: you@somehost.somedomain
Message-ID: <3iuqek$49p@cubitus.univ-angers.fr>
Source record: 170560

In article <3ikr2m$mcb@newsbf02.news.aol.com>, alfasoldt@aol.com (Al Fasoldt) says:
>
>>Jpeg Converter Needed
>
>Imagecopy 3.x is spectacular, Mark. It's commercial, but easy to find in
>Europe and in North America.
>
>Al Fasoldt, Systems Editor, Syracuse Newspapers

What ? You don't know Gemview ?? The last PD viewer now i thinks is the v3.00
With this program you can view tga,tiff,gif,jpeg,PCx,PIx,Mac,...in all resolutions
in all atari (In scale of colors: you can't view a true color image on a 520 St).

See ya lat.

MAkri.

3267. ST gear for sale (reduced)

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 09:34:00 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <793964040snz@chowgar.demon.co.uk>
Source record: 170371

Telephone number 01889 577350

****
* HARDWARE *
****

Vortex AT-Once plus 16mhz 286 PC Emulator with adapter for STE or Mega ST allowing
the emulator to be fitted to any ST complete with original version of MS-DOS 3.3
with DOS and GWBasic manuals - 70 ukp.

Power hand held scanner, works fine on my Mega ST, STe, and Falcon. Complete
with interface, power supply, and software - 50 ukp.

Cumana external 3.5 inch disk drive - 30 ukp.

****
* SOFTWARE *
****

10 POUNDS EACH
****
The Ancient Art Of War In The Skies
Kingmaker
Robocop 3
Knightmare
M1 Tank Platoon
Powermonger
Sabre Team
Thunderhawk
Their Finest Hour
Megalomania/First Samurai
The Dream Team - Wrestlemania, Bart Simpson vs The Space Mutants, Terminator 2
Champions - Jahangir Khan Squash, Manchester United, World Championship Boxing Manager
Football Crazy - Kick Off 2, Final Whistle, Player Manager

(or all of the above games for 70 quid)

5 POUNDS EACH
****
Police Quest 2
Jinxter
Borodino
Iron Lord
Universe 3
Curse Of The Azure Bonds
Dungeon Master
Chaos Strikes Back

Xenomorph
WWF European Rampage Tour
Last Ninja 3
Chronoquest 2
Lombard RAC Rally
Heroes Of The Lance
Liverpool
Colossus Chess
AFT 2
Tee Off
Super League Soccer
Italy 1990
1st Division Manager
Gary Linekers Hot Shot
Wizball
Legend Of Djel
Wolfchild
Strike Force Harrier
Galactic Conquerer
Barbarian 2 (Psygnosis)
European Super League
Legend Of Faerghal
Legend Of The Sword
Leeds United
Fire And Ice
Pirates
Treble Champions 2
Tactical Manager
Star Wars
Midnight Resistance
16 Bit Hit Machine - Super Cars, Skidz, Switch Blade, Axel Magic Hammer

(or 2 games for 8 quid, or 3 games for a tenner)

3 POUNDS EACH (unboxed)
****
Hostages
Operation Wolf
Thunderbirds
X-Out
Time Bandits
The Untouchables
Fantasy World Dizzy
Roadblasters
Helter Skelter

(ten pounds for the lot)

--

Simon Moore
smoore@chowgar.demon.co.uk

3268. Re: Oh, what have I done?

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 09:34:46 UTC
From: lais@cs.man.ac.uk
Message-ID: <3iuqnm$d7e@m1.cs.man.ac.uk>
Source record: 170561

In article <D4LpzF.9CG@cix.compulink.co.uk>, ilaskey@cix.compulink.co.uk ("Iain Laskey") writes:
|> Well, it's finally happened. After owning nothing but Ataris since 1981,
|> I have just sold off my Falcon with the PC now taking the role of main
|> machine. <Sigh> I feel depressed.
|>
|> What's worse is finding out how so much of my treasured kit and software
|> is worth bugger all. I've spent 6 months slowly selling bits off and most
|> of it went for 10-30% what I paid for it :-(
|>
|> Most stuff isn't even worth the postage on sending it to people so it
|> ended up in the bin. :-(:-(
|>
|> I want my Atari back, even though it just sat there gathering dust.
|>
|> Iain

Ooh, you traitor ! Although, you could have given it to me instead of binning it :)

Any more news on the new ST mag ? Any firmer dates ? We're waiting !

S.Lai

3269. Atari Lasers on a PC?

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 09:35:14 UTC
From: Magnus R|nn{ng <ronnang@etek.chalmers.se>
Message-ID: <1995Feb28.093514.15036@etek.chalmers.se>
Source record: 170562

Who knows anything about the German company REDLEF? They're advertising (ST-Computer, Nov.'94) about a way to use the Atari Laser under Windows/DOS. I've mailed them but get no answer.

Thanx...

ronnang@etek.chalmers.se

3270. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 09:35:24 UTC
From: you@somehost.somedomain
Message-ID: <3iuqos$49p@cubitus.univ-angers.fr>
Source record: 170563

In article <3ilo4f$ah0@news.xs4all.nl>, sasa@xs4all.nl (sasa) says:
>
>No it was not a Gemulator. It was a PowerPc running TOS!!!
>
>The guy who brought you the rumour.
>
Hey man it's quite possible because with Gemulator you run TOS prgs on PCs.
But The PowerPc it's compatible (see The PowerMac 6601 DOS Compatible): the
PowerPc was made to run 68xxx and x86 codes.
But for this rumour i heard too that atari made a project based on powerPc
why not ? Atari works with IBM for the jag and IBM works with mortorola .

Makri

3271. Re: DeskToppers?

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 09:58:14 UTC
From: lais@cs.man.ac.uk
Message-ID: <3ius3m$dse@m1.cs.man.ac.uk>
Source record: 170485

In article <793879218.4@cs.york.ac.uk>, andrew@minster.york.ac.uk (Andrew Hague)
writes:
|> Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:

|> From Gasteiner's reputation I don't
|> think I'd ever buy anything from them. Are they a better company than they
|> were about 2-3 years ago?

Yes, from my personal experience with Gasteiner they appear to
have something of an attitude problem. Asking about various products,
I felt that they weren't really interested in even trying to get hold
of things they didn't have in stock, or selling at all (??) - and *why*
in their advert in the latest STF do they have the logo of ATARI INSIDE
magazine across the top ? Do they sell it ? Or are they using it because
their own logo isn't good enough ?

I was on their side when Sega threatened them with court action over the
name MEGADRIVE, but now I couldn't care less because they obviously don't.
For instance, a few months ago I phoned to order an STE for a friend. It
was clearly advertised for 199 pounds. Now, I am not blind to the fact that
Atari don't make them anymore, but the lady on the phone told me so, and
that they didn't have any in stock, and didn't seem like they were going
to try and get me one. She sounded like she wanted to hang up as soon as
possible to do something more interesting or important than serving a
(potential) customer.

From now I'll make all hardware purchases from System Solutions, because
I know I will get excellent service and backup. I've met both companies
at shows, and SS by far demonstrate a healthier enthusiasm as an Atari dealer.

S.Lai

3272. Re: MEDUSA T60

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 10:08:07 UTC
From: richcsst@crash.cts.com
Message-ID: <D4pG5K.KJM@crash.cts.com>
Source record: 170564

Henrik Lunardi Weide (chainxor@kom.auc.dk) wrote:
: In article <D4FG8u.3CC@cix.compulink.co.uk>, wilsontjb@cix.compulink.co.uk ("BARRY WILSON") writes:
: > In message <3ichta$aul@m1.cs.man.ac.uk>, lais@cs.man.ac.uk said:
: >
: > >|> Very interesting that Motorola only made a prototype of the 68060 and never
: > >|> published any information on it, so finding a Medusa with that processor in
: > >|> it could be very hard.
: > >|> --
: > >
: > >
: > >So what processor did the Medusa T60 shown at ProTOS have ? A pretend one ?
: >
: > A buggy prototype 68060.
: >
: > Barry wilsontjb@cix.compulink
: >

: Oohhh please!

: Do you really think Motorola would give Medusa Computer Systems a buggy PROTOTYPE of a processor to use in a computer-design ???????????

: Come on - get real, will you ??

: Keep Cool and Flying...

: ChainXOR...

I happen to live near a Motorola office, and I have gone there quite frequently to get as much information as possible (heck I have every book published by them!), and the 060 has been in perfect working order since at least January 1994. Prototypes have been issued regularly. Large scale orders have been issued for them since mid' 1994. It is a fine processor as it is basically a PPC design with a CISC execution unit instead of a RISC one. The pipeline and speed is basically the same. Sure, they are different, but technology was shared for the 060. It is a litteral monster of a CPU.

A nice little 040 to 060 adapter board is available for prototyping in existing 040 systems. It includes the necessary PALs for signal translation along with the 5 to 3.3v translation circuitry. It is selling like hotcakes. It's a plug'n'play device.

It is far superior to any CISC processor (including Pentium - aka: random number generator). It's "moderate" 50MHz speed still makes it outperform a 90MHz Pentium. Sure, the 680x0 line is old, but it will be around for

at least five more years. It will, however, fade away... Enjoy it while it's here. Those of you with the cash for a Medusa, I envy you!

Rich

3273. Re: Geneva

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 10:18:00 UTC
From: richcsst@crash.cts.com
Message-ID: <D4pGM1.LGF@crash.cts.com>
Source record: 170565

Randell Spreadborogh (zap@eskimo.com) wrote:
: That didn't come across well. I bought the Geneva/NeoDesk4 combination and
: am having some small problems with windows bleeding through and how to
: configure some programs to only use small amounts of memory without
: automatically running them and putting them to sleep.(A configure file would
: be ideal.) Is anyone beside me running this combination? I also am having
: trouble with Stalker bombing out while doing a file transfer in the
: background and accessing the hard disk in the foreground. There must be a
: way to time events so the two events don't run into one another. Thanks for
: any help.
: --
: Randall Dale Spreadborough <zap@eskimo.com>
: PGP v2.6.2 Public Key Available by Request

The problem with Geneva is that it is only a multitasking AES. It only multitasks GEM applications. It does not multitask GEMDOS or BIOS routines. They are still the "old" single-tasking routines. Therefore, if two different programs wish to use the core system resources (disks, etc.), then they are going to make TOS very displeased.

My siggestion to you is to investigate acquiring MagiC! or MultiTOS. They are fully GEM and TOS multitaskable. They will behave much better with your background program than GENEVA. Another solution would be to install MiNT before running Geneva, but I have no idea if Geneva will work with it. MiNT is available on most ftp sights. MiNT is the multitasking kernal that is part of the MultiTOS package, but without the AES extension. Since Geneva is an AES, then it is logical to assume it will work with MiNT. However, I have no idea as to compatibility with Geneva and MiNT.

Good luck!

Rich

3274. Re: Where's the Barracuda ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 10:25:18 UTC
From: richcsst@crash.cts.com
Message-ID: <D4pGy8.Ly0@crash.cts.com>
Source record: 170566

Nat! (nat@zumdick.rhein-main.de) wrote:
: Anyone got any new info on the Barracuda 040 board by Wizztronics ?
: I have been waiting now one year to get an accelerator board.
: OverScan is apparently incapable of producing one (Afterburner),
: but I have still hopes for the Wizztronics solution.

: Actually does anyone know why it is so complicated to produce
: a 040 board for the Falcon ? I would naively assume that one puts
: a CPU with local RAM (keeping the original RAM as 'ST'-Ram) on a small
: board, slows access to the Falcon bus to the piddling 16 Mhz and
: that's it. (Yup I am no hardware expert...). And all this (w/o the RAM)
: shouldn't cost more than 1000.-DM (or $500).

: Nat!

:
: ------------------"Bang that bit that doesn't bang"---------------

: And I love to talk philosophy / but I gotta take a piss
: Man, that philosophy / runs right thru you

: David Lee Roth

The 68040 is vastly different to a 68030 in terms of hardware interfacing. It is a difficult process getting an 030 to work in an 040 design. The bus signals are different and the hardware required to use them is different. Much of the decoding hardware of the 030 is no longer available in the 040. You may call this backward, but it actually makes the 040 design more flexible for different 040 uses. However, Motorola has published schematics for a bus "translator" board for it to use in the 040 design.

With this help from Motorola, you may not see how it's so difficult. However, this translator disables burst mode accesses and that does limit the 040 tremendously. Perhaps these companies are trying to overcome that limitation and yet have it cooporate with the Falcon bus. It sounds like a hard job.

Rich

3275. Re: Zmodem

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 10:31:04 UTC
From: richcsst@crash.cts.com
Message-ID: <D4pH7u.MFE@crash.cts.com>
Source record: 170567

Jos den Bekker (josdb@xs4all.nl) wrote:
: Does anyone know a zmodem program for the ST that works properly with
: Unix sz/rz AND under MiNT? I'm using XYZ now, which works terrifically
: well with Unix sz/rz, but not under MiNT.

: Please reply by private email.

: --
: _____
: | | vertaler | translator | traductor |
: | Jos den Bekker |Engels en Spaans|English and Spanish|espa&#65533;ol e ingl&#65533;s|
: |<josdb@xs4all.nl>|---|
: | | WWW: http://xs4all.nl/~josdb |
: --

I found a program inside a German telecom package called SZ.PRG and
RZ.PRG. They are well behaved GEM Zmodem download programs that are fast
and very compatible. Yes, XYZ is great, but it doesn't like MagiC!
either. These programs work beautifully. Their interface is easy,
although minorly limited.

The german package was called "STARCALL". The sofware was too confusing
for me, but the Zmodem programs are excellent. It seems they are
shareware programs that the Starcall guy uses.

I have no idea where to find it as I downloaded the package off of a
local BBS. I am sure Archie will locate it for you. I have seem it around.

Rich

3276. Thieves in our group

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 11:34:13 UTC
From: abstract@wam.umd.edu
Message-ID: <3iv1nl$sl4@cville-srv.wam.umd.edu>
Source record: 170568

OK, why the hell do people bother with these damn requests for
illegal copies of registered shareware? I've noticed that in the DOS
world, people don't seem as concerned about ripping of Huge companies
like MS, but shareware products are generally by private authors. Not
too make a certain other gentleman here the asshole, but *I* am a college
student, too, and *I* work my ass off to pay for *my* food and rent, but
I'll be damned if I'm going to STEAL software from an author because I am
TOO DAMNED LAZY TO GET OFF MY ASS and show the dignity, respect, and common
courtesy of treating people like I would want to be treated. I don't
know much about programming, and the shareware authors out there provide
many good programs. If I use one, you can be sure *I* will pay for it.
I think everyone here would agree that THIEVES ARE NOT WELCOME in this
group. (BTW, sorry about the yelling)
--Lunatic

3277. Re: First word plus

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 11:47:11 UTC
From: emb@resun03.roe.ac.uk
Message-ID: <D4pKqq.1os@festival.ed.ac.uk>
Source record: 170570

In article <D48LyG.MAy@crash.cts.com>, richcsst@crash.cts.com (Richard John Kelsch) writes:
|> Richard Goldstein (rg185@csc.albany.edu) wrote:
|>
|> : I have a 1040st and several hundred documents that were created with first
|> : word plus. I would like to transfer them over to the DOS world without
|> : having to perform alot of modifications. I tried saving them as ascii
|> : files and then downloading them over but all spaces including hard spaces
|> : disappeared and each line created by FWP became one long word. Someone
|> : has told me that if I get Word perfect for the Atari and read them in then I
|> : can "easily" use them in WP for DOS. Is this true and if so where can I obtain
|> : WP for the Atari ?
|> : ----Richard----
|>
|> I seem to remember that Word Perfect for DOS and Windows can "inport"
|> ASCII. Do not load them as a word perfect file. You must import them as
|> an ASCII file.
|>
|> Good luck!
|>
|> Rich
|>

I have done similar conversions on a couple of occasions. Two further possibilities are:-

1. Redacteur3 for the Atari allows you to save files in WP (& MSWord) formats.
2. Timeworks on the PC allows you to import FWP files directly (you can then use the clipboard to cut & paste them in to any other Windows word processor).

Hope this is of use.

EMB

3278. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 11:47:35 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <D4pKrC.Dx5@muster.hrz.uni-giessen.de>
Source record: 170571

Hi,

Martin Reitzlein (Martin_Reitzlein@gi.maus.de) wrote:
: JR>Forget it.

: pity for you are telling this - any other i wouldn't put faith in, till i'll
: not have seen the wonder-machine at the fair ;-)

: gruss, martin .

But we all probaly won't see such a machine at the fair, because Atari
won't be there. Do you think IBM will show such a thing ??? :-((

Martin
---
martin.schmidt@physik.uni-giessen.de
root@ms-atari-tt.physik.uni-giessen.de

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
dead are, somehow, quite ill."
Douglas Adams

3279. ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 12:20:35 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3iv4ej$el5@aggedor.rmit.EDU.AU>
Source record: 170572

```
11.20p 28/2

--


__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/

s9205525@otto.bf.rmit.edu.au
```

3280. Re: MEDUSA T60

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 12:30:13 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3iv50l$btv@dux.dundee.ac.uk>
Source record: 170573

: The '186 was released, and it was used in PCs made by RM and bought by
: lots of UK schools who then found they wouldn't run a lot of software
: written for normal PCs. Some would run if you switched to a compatibility
: mode which when wouldn't run RM's basic or logo (not that either was much
: good).

WE had a batch of these at my old school . They were pretty feeble.
About twice as expensive as an arc and no where near as good.
Is RM still in existence?

Rod

--
--
Rod McCall, President, Lip Theatre Company
==
// email: rmccall@mcs.dundee.ac.uk //
@@ No part of any mail I send is the reponsibility of the university @@
@@ hence don't complain to them, complain to me!! @@
==
for infomation on the following
CD-ROM,Books & Compaq Presario email : cdsales@cix.compulink.co.uk
****

3281. Re: comms prg for internet use?

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 12:44:32 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950228131756.25750A-100000@tine>
Source record: 170591

On 27 Feb 1995, Teppo Pihlajamaki wrote:

> I need to know which shareware Atari ST communications program
> supports ISO-LATIN-1 character set. This is so I could use it
> with internet and have scandinavian characters, or so I've been
> told.

Uniterm will do this if you edit your keyboard-interpretation. There is a
keyedit program in the package. Uniterm will also allow you to use "Meta-keys"
(<meta> and <key>) == (<key> + 128) .

Here is a test for swedish characters (One letter on each line):

Å
Ö
Ä
å
ö
ä

And danish:

Æ
Ø
Å
æ
ø
å

(end of test)

/Jens M. Andreasen

3282. Re: Oh, what have I done?

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 13:10:01 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3iv7b9$g39@percy.cs.bham.ac.uk>
Source record: 170593

lais@cs.man.ac.uk (S94) writes:
>Any more news on the new ST mag ? Any firmer dates ? We're waiting !

Yes! There will be a new mag called "Atari World" in April.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

3283. Geneva and MiNT (was Geneva)

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 13:15:26 UTC
From: mike@medsun.unige.ch
Message-ID: <1995Feb28.131526.10432@news.unige.ch>
Source record: 170574

Richard Kelsch said:
>> Since Geneva is an AES, then it is logical to assume it
>>will work with MiNT. However, I have no idea as to compatibility
>>with Geneva and MiNT.

Anybody who can fill us in? Do they get on all right? In a week
or so I will be wanting to do it, so I could wait; but...)

Mike Morris

Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

3284. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 13:35:08 UTC
From: brenjb@hg.uleth.ca
Message-ID: <3iv8qc$6lb@holly.cc.uleth.ca>
Source record: 170575

In article <FB2RFAUUUP@galaxy.teuto.de>, neptune@galaxy.teuto.de (Hendrik Mylius) writes:
>In <3ilo4f$ah0@news.xs4all.nl> sasa wrote:
>
>>No it was not a Gemulator. It was a PowerPc running TOS!!!
>
>Yeah right.
>
>>The guy who brought you the rumour.
>
>Do you have a spare brain to use before posting complete and utter rubbish?

For the record, I'll still say "don't bet on it" but part of me is still saying "wait and see before you spout your typical cynical redundant echo, Hendri!K." There is a thread of rumours that can be traced back to comments made by Bob Brodie two years ago, that indicate the possibility of a TOS PPC project, initiated but then dropped by Atari, and always to have been manufactured by IBM.
No, I don't believe that Atari themselves are working on this secretly in the Nevada dessert with tattoos of Enrico Fermi and Edward Teller on their shoulders.
No, I don't believe that it will turn out to be a massive venture, if it turns up at all, but...
Yes, I *do believe that there is substantial enough reason for it to actually happen (IBM could quickly scoff the existing european TOS users), to actually post this message.

Also for the record, I kinda wouldn't mind if it did show-up...

>
>Hendr!K
>

Jon

3285. Re: WWW browser atari

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 13:36:48 UTC
From: Leon Brocard <lglb@doc.ic.ac.uk>
Message-ID: <3iv8tg$rru@frigate.doc.ic.ac.uk>
Source record: 170576

simon@kingres.demon.co.uk (Simon King) wrote:
>
> In article <D4EH4q.GF7@inter.NL.net> geheniau@inter.NL.net "J. Geheniau" writes:
>
> > When is the WWW browser coming (please a date !!!!)
> > I am desperately waiting !!!!!
> >
> Aren't we all !
> Let me know if you here anything!

Well, if you're really desperate, it looks like Linux might come up
with one soon, but otherwise be a little patient... It's a bit of a
large project, a WWW browser is...

Tata, Leon.

--
Leon Brocard.....................................Editor of DoCSoc Magazine!
lglb@doc.ic.ac.uk..........<http://www.xmission.com/~seer/lglb/index.html>
.. C.D. Bayles: Polite: Would you mind not bobbing your head; the orchestra
.. keeps changing the tempo.

3286. Re: Searching for ST demos

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 13:38:54 UTC
From: Per B�rge Heidenstr�m <perhei@calvin.nhidh.nki.no>
Message-ID: <3iv91f$hv2@ratatosk.uninett.no>
Source record: 170577

James Wood <jamesw@PEAK.ORG> wrote:
>
>
> Can anybody recommend an ftp site for all the good old ST demos, and/or
> some new ones?
>

Try ftp.cnam.fr /pub/Atari/Demos and ftp.uni-kl.de /pub3/atari/
gfx_demos

You should check out some of the other sites on the FTP-site list
by Halvard Tangeraas too...

> I remember ones like "boink" - the Amiga ball demo on the ST.
> There as also "Fujiboink" - which was a spinning Atari Fuji symbol that
> bounced around like a ball.
>
> Anybody know of other neat demos like that?
>

If you want neat demos, get a Falcon !

Goof luck,

Per B�rge Heidenstr�m
(a happy Falcon owner....)

3287. Re: Wanna bet?

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 13:42:11 UTC
From: brenjb@hg.uleth.ca
Message-ID: <3iv97j$6lb@holly.cc.uleth.ca>
Source record: 170578

In article <FB2TECWNUP@galaxy.teuto.de>, neptune@galaxy.teuto.de (Hendrik Mylius) writes:
>In <3ihif7$cia@holly.cc.uleth.ca> brenjb@hg.uleth.ca wrote:
>
>>>Jooooooohhhhhn!!!
>> Who, me?
>
>Nope ;-)

I didn't think so, that's not how I spell my name. Hutch and I don't
differ on much else though, do we Hutch? >:)

>
>John, the son of Mr. Hutch sr.
>
>>I only said that _both_ the 486 dx2-66 or the 68040 @64 MHz are
>>clock doubled. I didn't say anything about *how they were clock doubled, just
>
>The Intel is, the Moto isn't. PERIOD.

Then what is a 64 MHz Medusa running? I know I never saw a 64MHz Mac, and
I always wondered what the Medusa people were doing...

>
>>that they both are. I didn't think that was under contention. We do all agree
>>that their both clock doubled, and not true sixty-somethings right?
>
>The Intel is doubled and not true sixty-s. th, the Moto is not doubled and
>therefore not sixtywhatever at all!
>
>>Yukon Jack Canadian Rye Whisky Liqueur?
>
>Hmm, sounds yummy :*))
>

It is, but don't get your hopes too high... >;)

>--
>/Hendr!K/

Jon

3288. Re: Sick and tired

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 14:11:19 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3ivau7$l6t@m1.cs.man.ac.uk>
Source record: 170579

In article <3ik293$li@btmplq.god.bel.alcatel.be>,
hofman@31.30.dnet@god.bel.alcatel.be (Peter Hofman) writes:
|>
|> Yes, you read the title correctly!
|> I get sick and tired of all those people who tell other people what software
|> to use to meed their needs, BUT...
|>
|> ..DO NOT TELL WERE IT IS.
|>
|> So I will ask ALL of you kindly, to provide the following information:
|>
|> FTP site name
|> full path/file name

Thats all very well, but if you cannot remember where it is, this is not always
possible.

Surely it is best to give some indication about the name / where it is than
not to bother at all....

|> --
|> Peter Hofman
|> --
|> 1) Do not make someone curious, and then not give all information
|> 2) Do not send replies, only followups, because more people might have the
|> same question

3289. Re: Monitor port on ST....

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 14:28:28 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <3ivbuc$3gq@charm.magnus.acs.ohio-state.edu>
Source record: 170581
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Checking my manual yesterday, I had seem that there is apin for the Mega2ST for composite. It was in the pinouts of the manual. I gotta create a cable to connect to an old RGB monitor... Got the pinouts for both the monitor and Atari. But the monitor doesn't support sound through that port, so I don'tv know what I am going to need to do to get that to work, probably send that pin to a separate Composite sound port, should work, but can't find either connector at Radio Snack.

So yes, the Mega2ST I got supports a composite signal, though which pin it is, I will need to confirm. I could post the pinouts tomorrow for the Port...

Michael Steve jr.
The Sequel

_+_+-=-=-+_+_=-=-
When all else fails, find someone else to blame.

3290. SC1224 GoldStar Monitor 4 sale

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 14:42:34 UTC
From: chronos@xmission.xmission.com
Message-ID: <3ivcoq$394@news.xmission.com>
Source record: 170582

Wanting to sell a GoldStar SC1224 Color Monitor. I have no need for it..

Still in Perfect Condition used for 2 years. no burn in on the screen.

a little hacked up in the back, becasue I was trying to extend
the pots in the back for Horz, and Vert. Control.

90.00 obo. Includes Shipping.. will Ship COD, or make other arangments.

thanks..

Please Leave e-mail if interested..
E-mail at: chronos@xmission.com

Chronos

P.S. this works with the Jaguar you just need to tweek the
Vertical hold knob..

thanks.

3291. STuff

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 14:55:52 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <771_9502282335@sherwd.fidonet.org>
Source record: 170477

```
* Original Echo Area: For Sale (Personal)
* Original Message by: Rich Tietjens of 51:2/10
* to: All

For Sale:

Case for Mega STe (has hard drive mounting hardware) $30
Atari/Epson 1.44mb floppy drive w/ mounting plate
(from Mega STe) $50
MSTe/TT power supply $75
IBM type 0661 400 mb SCSI hard drive $225
Dual bay hard drive case w/65 watt power supply $65
Atari SSDD drive mechanism $5
Parallel printer cables (3 each), 6 feet long each $5
Scan head (works with Migraph scanner cartridge) $30
Texas Instruments printer (9-pin dot matrix, old) $20
Hippo Video Digitizer w/software $10

All items are used; tested and good.

Shipping and insurance additional.

Wanted:

ICD AdSCSI host adapter
SC1224 or 1435 monitor
NEC 3d or other multisync monitor capable of 15.75 kHz sync
internal SCSI CD-ROM drive (1x or 2x is OK)

Reply via netmail to me at 51:2/10@atarinet.ftn or 1:106/6969@fidonet.org, or
internet email to blade01@usis.com or phone me at (713) 682-3636 evenings (3 to
9 PM Central time) or weekends. Replies in the newsgroup are iffy.

Will consider swap(s) for above items.

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.
```

3292. Re: Quicktime Player wanted! (plus SuperSam plug)

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 15:03:44 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <D4ptuA.1tG@exeter.ac.uk>
Source record: 170583

In article <ftn_2.203.202.11$fidonet.org_2f4d14a6_Christian.Mittendorf@ostkupan.ct.se>
christian.mittendorf@ostkupan.ct.se (Christian Mittendorf) writes:

> And what kind of player do I need to play sound's with the extension AIF?

Well you could try Cubase Audio.... but if your budget is more limited,
SuperSam will play most AIF files (all uncompressed AIF files). Current
version is 1.08, available from most atari FTP sites as SSAM108B.ZIP.
It is shareware but playing abilities have only tiny restrictions...

--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT 1.12h2 * MiNT-OS 1.4.1 * MiNT-NET 0.70 * Minixfs 0.60pl11 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

3293. Re: Quicktime Player wanted!/AIF

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 15:06:31 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <D4ptyx.1zw@exeter.ac.uk>
Source record: 170584

In article <ftn_2.200.136.56$fidonet.org_2f506091_Sven.Bornemark@p56.dada.ct.se>
sven.bornemark@p56.dada.ct.se (Sven Bornemark) writes:

> And what kind of player do I need to play sound's with the extension
> AIF?

> Cubase Audio uses this format. It's the only Atari program that uses
> this rather unusual extension, but I think you can use Zero-X to convert
> it into more common formats.

AIFF and AIFF-C are common 'professional' sound formats. Cubase Audio uses
them and they are also just two of the many formats that SuperSam v1.08
will read and write quite happily... :)

--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT 1.12h2 * MiNT-OS 1.4.1 * MiNT-NET 0.70 * Minixfs 0.60pl11 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

3294. Re: GIF-->Jpeg Converter Needed

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 15:08:25 UTC
From: Frank.Moehle@arbi.informatik.uni-oldenburg.de
Message-ID: <1995Feb28.152237.2868@arbi.Informatik.Uni-Oldenburg.DE>
Source record: 170585

sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard..) writes:

>Yes get hold of JPEG5ABN.ZOO...
>Try cs.tu-berlin or uni-muenster.de
>WARNING don't get the othere versions that you will find on the net,
>they are all buged...
I don't know which versions you are talking about, but the ones i saw are all
working (maybe some are a little outdated).
If you have PureC/TurboC and are daring enough to use a TOS program
with commandline options from a shell, just get the latest sources
of the IJG jpeg library from ftp.uu.net, directory graphics/jpeg, an compile
them. project files for the ST are included. (Yes, i am the one who
provided the PureC project files...)

>You will need lots of Ram, a 4 meg machine would be minimum and run it bare..
Sure ? If you are talking about the IJG programs cjpeg/djpeg, you can restrict
the memory to a little amount, and the program will swap parts of the image
to disk (becomes a lot slower....).

Frank.

--

==
CS Student | I may be late,
Real : Frank Moehle, 26121 Oldenburg, Germany | but I'm worth
Inhouse : moesel@diamant | waiting for.
UUCP : moehle@uniol +-----------------
DOMAIN : Frank.Moehle@arbi.informatik.uni-oldenburg.de

**** It`s how you DO it, not how you don't. ****

Remember : I am Pemtium of Borg. Division is Futile.
You will be Approximated.

3295. Re: gemulator

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 15:31:00 UTC
From: Patrik Sanfridsson <z94patsa@isy.liu.se>
Message-ID: <3ivfjk$4a7@newsy.ifm.liu.se>
Source record: 170586

jws4p@fermi.clas.Virginia.EDU (John Stanmeyer) wrote:
>
> You will not be able to find the GEMulator on any FTP sites for 2 reasons:
>
> 1) It is not PD or shareware- it is still sold for profit. You can get
> it from Toad computers and other atari retailers if you're interested.
>
> 2) It is not exclusively software- It includes also a card that includes
> a Motorola 680X0, TOS roms, etc., that slides into an expansion slot on
> your ibm or clone.
>
> Sorry to disappoint you,
> John Stanmeyer
> --
> John Stanmeyer/jws4p@virginia.edu/504 Rugby Rd Ch'ville VA 22903/804-979-5457

It does not contain a CPU but you're right about the *copyrighted*
TOS ROM's that would be illegal to copy.

// Patrik

3296. Xmh Mailhandler Program for MiNT-X

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 15:35:09 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3ivfrd$cnq@whitbeck.ncl.ac.uk>
Source record: 170587

I've compiled the Xmh mailbox program for MiNT-X, but unfortunately
it needs shit loads of memory (ie, it runs out of mem on my 4Meg f030),
but if anyone with a larger setup would like a copy, they can mail me and
I'll send them a copy (I don't want to upload the binaries until I know
it's working properly).

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

3297. Civilization on Falcon ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 15:40:55 UTC
From: akeady@nmrc.ucc.ie
Message-ID: <3ivg67$9ns@bastion.nmrc.ucc.ie>
Source record: 170594

How can the game Civilization be made to work on the Falcon ?
I'm sure there was a thread on this a long time ago, but as I
didn't then have a Falcon I ignored it.
The Falcon 030 list of games compiled by Heiko Hartmann mentions
that a `newer patched version' works without modification.
Where are these patches ? My original version of Civ was buggy
and MicroProse replaced it with one that hardly ever crashes but
it doesn't work on the Falcon as it doesn't seem to recognise the
keyboard. There must be someone out there who has succeeded
in getting it to work ?

Thanks,

Aidan.

3298. Re: Geneva

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 16:51:02 UTC
From: zap@eskimo.com
Message-ID: <D4pyt3.9AL@eskimo.com>
Source record: 170588

I have Stalker 3.02. What is the latest version? Do you have TaskManager set up as an accessory or run as a program? I haven't found a reference about window bleeding but I will continue the hunt.
Have you managed to aquire some neat icons for Neo4 yet? I have tried making some with various degrees of success. If you have some nice files(pun intended) why not drop them to me or post them on the net? Thanks for taking the time!
--
Randall Dale Spreadborough <zap@eskimo.com>
PGP v2.6.2 Public Key Available by Request

3299. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 17:02:29 UTC
From: ma2jswc@bath.ac.uk
Message-ID: <D4pzC6.KCt@bath.ac.uk>
Source record: 170589

In the referenced article, BobR <76702.1466@CompuServe.COM> writes:
>1)...It's not as difficult as you make it sound, and
>
>2)...Once it's set up there's no reason to play with it incessantly.
>
>The typical "giggle HA HA HA" description of PC users is that they're
>constantly having to tinker with CONFIG.SYS and AUTOEXEC.BAT files...
>
>That's stupid... you set it up once and leave it alone.
>
>By the way, have you ever had to explain to someone why their Atari ST
>won't boot because an AUTO file program is in the wrong order..?
>
>It seems computers are computers, no matter what brand name is on the
>outside of the case...
>

Well said.

How about, explaining why TOS 1.6 cannot boot up in meduim res? Why is it that you have to text edit a value to 13 (hi res) so it'll boot up medium res.
All computers have their problems.

3300. Re: Bio Hazard

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 17:06:31 UTC
From: ma2jswc@bath.ac.uk
Message-ID: <D4pzIx.LG8@bath.ac.uk>
Source record: 170590

In the referenced article, gloganwr@is.dal.ca (Gabriel Logan-Wright) writes:
>J S W Chan (ma2jswc@bath.ac.uk) wrote:
>I'm a university student, so my internet access is free. I can't afford
>to feed myself, let alone register a game. ($7? Hardly, translates to
>about $20+ from canada to the Uk when all's said and done). I don't have
>excess cash. I don't smoke and I don't drink, and even then I have no
>cash. Hence the request.
>

Far from it, $7 was quoted straight from Les - the author. So I presume
it's correct.
If you're really that hard up, you'd have been better off making your
plea direct to the author, rather than to the general public. He does
read the ST newsgroup quite often. Perhaps you should ask him to give you
a copy.
Just because you can't afford a Ferrari F40, it doesn't justify stealing one.

3301. Re: ST Emulator for the IBM?

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 17:13:23 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9502281608.AA06849@ilmen.lanl.gov>
Source record: 170592

In a previous article, t94patsa@ida.liu.se (Patrik Sanfridsson) wrote:

>hutch@ilmen.lanl.gov (Hutch) writes:
>
>>Well, the only ST emulator for the PC that I know of is the Gemulator by
>>Branch Always Software written by Darek Michoka.
>
>There's one other; it's called Janus

Ah, right you are, Patrick. Thanks for the reminder as I had forgotten
about that one.

How does it work, overall, in comparison to the Gemulator?
Has anyone done a side by side test?

Just curious.

-Hutch- @ Fair Dinkum Tech

3302. Rack Mounting and other stuff

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 17:23:17 UTC
From: rhett@bigwpi.WPI.EDU
Message-ID: <3ivm65$jc5@bigboote.WPI.EDU>
Source record: 170462

i would really like to make my st more portable for the purpose of sequencing. i saw a picture once of a hybrid arts rack mount job that looked pretty nice and i called tech specialties in texas and they still have rack cases for the 1040. does anyone actually have experience with either of these set ups or more preferabley, cases or actual units they would like to sell. i would really like a stacy but for now i think this fits my budget a little better as i can do most of the work myself.
the other thing i got inspired about when reading the techspecialties catalog was the idea of housing my good old st in the same case as a souped up pc. again, does anybody have any experience trying this out? i plan on starting this project soon, but i want a better st to work with before i start, say something on the level of a mega 4 or better (including the 1040Ste, Mega Ste, falcon, or even the TT if money permits). i was particularly intrigued about a comment in the catalog about sharing peripeherals but more than just hard drives. in specific, the possibility of the pc to use the st's midi ports. this would be pretty neat.
anyway, any help/advice/equipment for sale at really dirt cheap prices as i am poor college boy atari st die hard would really be appreciated!
thanks for any and all replies
rhett@wpi.wpi.edu

3303. Re: Connecting Stfm & Pc together ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 17:25:48 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D4q0F1.9sF@cix.compulink.co.uk>
Source record: 170595

> OR if you were really keen get a copy of GHOSTLINK which is available

Agreed. Ghostlink is excellent. When I sold my Falcon, it saved me
endless disk swaps as I had about 100Mb of stuff to copy onto the PC.

Iain

3304. Re: Oh, what have I done?

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 17:25:52 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D4q0F4.9t6@cix.compulink.co.uk>
Source record: 170596

> Any more news on the new ST mag ? Any firmer dates ? We're waiting !

It's called Atari World and is edited by Vic Lennerd of St Review fame.
Distribution should be much better that STR was so you should be able to
find it in the shops! Pretty much all the old STR regulars will be in it.
It was oficially announced on CIX a few days ago.

Iain

3305. Re: ST Emulator for the IBM?

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 17:25:54 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D4q0F6.9ts@cix.compulink.co.uk>
Source record: 170597

> I believe what you're thinking of is the GEMulator, from Branch
> Always. It's a hardware/software package...thus, you can't get it
> via FTP. It's going for about $99US (plus $60 for the necessary ST
> ROMS).

There is also the Janus which is a superior product with a price to match. It is almosta complete 16Mhz ST on a PC card. Very fast and last I heard, was being updated to mix Windows and GEM programs on screen at once.

Iain

3306. Re: First word plus

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 17:25:56 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D4q0F9.9uG@cix.compulink.co.uk>
Source record: 170598

There is a PD program that spits out 'proper' ascii files from 1st Word documents. The name was something like 1stw2asc. Bound to be on umich or a mirror.

Iain

3307. Re: Wanna bet?

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 17:28:17 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9502281623.AA06852@ilmen.lanl.gov>
Source record: 170599

In a previous article, neptune@galaxy.teuto.de (Hendrik Mylius) wrote:

>In <3ihif7$cia@holly.cc.uleth.ca> brenjb@hg.uleth.ca wrote:
>
>>>Jooooooohhhhhn!!!
>> Who, me?
>
>Nope ;-)
>
>John, the son of Mr. Hutch sr.

I'm still here, Hendrik, it's just that I seldom respond to the name "John." While that may be my legal moniker, it brings to mind visions of toilets and/or prostitutes' clientel, both of which I'd rather avoid any direct reference to. :)

And as far as the "bet" is concerned with Kim, it seems to me that it was largely a case of miscommunication and besides, it had deteriorated to extreme silliness (and a total waste of bandwidth), anyway.

The fact remains that they (principally, Apple) are just now including this tidbit of semi-worthless knowledge in their advertisements solely as a means of competing with Intel's clock-'bumped' DX2 & DX4 chips. These are not new 'improved' Moto chips, just new advertising gimmicks.

But like I've said before, "itjusdudnmaddamate." :)

-Hutch- @ Fair Dinkum Tech

3308. Re: Thieves in our group

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 17:44:48 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9502281640.AA06861@ilmen.lanl.gov>
Source record: 170459

In a previous article, abstract@wam.umd.edu wrote:

> I'll be damned if I'm going to STEAL software from an author because I am
> TOO DAMNED LAZY TO GET OFF MY ASS and show the dignity, respect, and common
> courtesy of treating people like I would want to be treated. [...]

> I think everyone here would agree that THIEVES ARE NOT WELCOME in this group

Bravo! Bravo! Bravo!

Well spoken, indeed. It's NOT just the minimal amount of money involved.
It's the lack of respect and common decency that really hurts.

After all, NO one in their right mind develops shareware software for the
Atari with any real hopes of making much money out of it (hmmm... same
could be said for _MOST_ commercial developers, too). It's the love of the
machine and admiration of fellow users that drives authors on.

Many thanks for sharing your thoughts.

-Hutch- @ Fair Dinkum Tech

3309. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 17:52:27 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9502281647.AA06864@ilmen.lanl.gov>
Source record: 170468

In a previous article, brenjb@hg.uleth.ca wrote:

> [...] the possibility of a TOS PPC project [...]

> No, I don't believe that Atari themselves are working on this secretly
> in the Nevada dessert with tattoos of Enrico Fermi and Edward Teller on
> their shoulders. ^^^^^^^^^^^^ ^^^^^^^^^^^^^

Hey! Those are my heroes you are bandishing about, there, Jon. :)

-Hutch- @ Fair Dinkum Tech

(currently employed at Los Alamos National Lab, Fermi & Teller homebase)

3310. Re: Wanna bet?

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 17:55:32 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9502281651.AA06867@ilmen.lanl.gov>
Source record: 170600

In a previous article, brenjb@hg.uleth.ca wrote:

> Hutch and I don't differ on much else though, do we Hutch? >:)

Nope! Right on an even keel, Jon.

Great minds think alike, ya know? :)

-Hutch- @ Fair Dinkum Tech

3311. Re: WWW-Browser for MiNT uploaded !

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 17:56:11 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3ivo3r$3vq@nyheter.chalmers.se>
Source record: 170451
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <950225172@mailmak.ping.de>,
Theo Janssen <theo@mailmak.ping.de> wrote:
>I've just uploaded an executable version of the WWW-Browser "Chimera"
>for MiNT-X to ftp.germany.eu.net and ftp.uni-muenste.de.
>
YES, YES, YES!

Now all I need is enough memory :-)
```

Christer
--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

3312. Re: ATARI Works black page syndrome

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 18:04:07 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9502281659.AA06870@ilmen.lanl.gov>
Source record: 170452

In a previous article, cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) wrote:

> As far as I can tell, AtariWorks isn't even usable for casual word
> processing; IMHO it's totally unsuited for anything. :-(

Yeh, I used to think AtariWorks was pretty much the most worthless word processor I've used of late... and then I tried MS Word 6.0 on the Mac.

Ackkkkk!!! Takes up 18Mb on my hard disk, takes 1.3 minutes to load, has a "loverly" Windoze-clone interface, is slower than <insert profane adjectives here>, and isn't even crashworthy. Oh yeah, a GREAT upgrade. Thanks for nothing, MicroSloth.

Word 5.1 is OK, but maybe it's time to reconsider WordPerfect? At least there is always Steno on the Falcon. :)

-Hutch- @ Fair Dinkum Tech

3313. Re: ST Conference?

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 18:10:54 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D4q2I7.G9t@cix.compulink.co.uk>
Source record: 170453

In message <1995Feb27.021137.11208@bradford.ac.uk>, P.A.Booth@bradford.ac.uk said:

>After talking to Steve Taylor tonight, I was just wondering if anyone
>would be interested in some sort of Atari Conference here in the UK.
>I'm not really talking about a show, more a meet where people could turn
>up, see other people, have a look around other people's systems, maybe
>display their own if they wanted to and possibly have a few guest speakers
>attending. Obviously I'd say have it Manchester since I live their but I
>have a feeling the general trend would be based further south although I
>could be wrong.

Good idea.

You should consider combining it with the Atari shows though.

Barry wilsontjb@cix.compulink.co.uk

3314. Atari Programming Books

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 18:12:23 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9502281707.AA06877@ilmen.lanl.gov>
Source record: 170454

OK, I'll try again...

Does anyone want any of these Atari programming books? They are
just sitting on my bookshelp collecting dust so they might as
well be doing someone else some good.

Send me an offer for the lot, with postage, if you are interested.
Better restrict this to the continental US, however, as shipping
would be rather dear across the pond, I imagine.

Atari ST Application Programming DataTech
Atari ST GEM Programmer's Reference Abacus
DSP56000/DSP56001 User's Manual Motorola
ST Assembly Language Workshop Taylor Ridge
C-Manship Complete Taylor Ridge
GFA BASIC Toolkit Taylor Ridge

-Hutch- @ Fair Dinkum Tech

3315. Re: How do you get the MagicMAC Demo to work

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 18:14:08 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FB3SEHUXUP@galaxy.teuto.de>
Source record: 170360

In <johan.nordlander-2402951052420001@nod.eng.umu.se> Johan Nordlander wrote:

>> :I'm running the MacMagic demo on an LC630 (so no fpu) but I have to
>Yes, your right, MagicMac cannot run under 68020 emulation on a PowerMac
>-- doesn't emulate the FPU. I generalized this to hold for all non-FPU

Sorry again, but this statement is still wrong.

MM needs the PMMU. The emulated 68020 is somewhat short of a PMMU and
therefore doesn't work.

Ain't got nuffik to do with no FPU, know what I'm saying ;-)?)

Hendr!K

3316. Will Pagestream Run on F030

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 18:20:33 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3ivphh$55v@dux.dundee.ac.uk>
Source record: 170455

Well, will it. Ther version is 1.8?

Rod

--
--
Rod McCall, President, Lip Theatre Company
==========
// email: rmccall@mcs.dundee.ac.uk //
@@ No part of any mail I send is the reponsibility of the university @@
@@ hence don't complain to them, complain to me!! @@
==========
for infomation on the following
CD-ROM,Books & Compaq Presario email : cdsales@cix.compulink.co.uk
****

3317. Re: Please answer a stupid question...

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 18:26:14 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FB3SEHWRUP@galaxy.teuto.de>
Source record: 170456

In <3io6dl$cn6@delphinium.cig.mot.com> Michael A. White wrote:

>A Mega ST better than an STE? At what? Remember that all STEs have a built
>in Blitter. No expansion cards either - you're talking CPU power.

Erm, what do you think the MegaST's had?

Think about it ...

Hendr!K

3318. Slip Connection

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 18:28:43 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95059.132843STIRRE31@MAINE.MAINE.EDU>
Source record: 170457

My university gives out free SLIP connections. I merely want one
for a simple way to telnet to my e-mail account. What would be the
best solution for this with a Falcon? I tried KA9? but could not
figure it out. I could get it to dial but then what? EMacs on
Falcon had problems. Any suggestions would be appreciated. BTW,
I have not tired MintNet. I have a feeling I'll have many
problems setting it up.
-scott tirrell

3319. Re: Experience with ST-Oberon?

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 18:29:35 UTC
From: fugate@plains.NoDak.edu
Message-ID: <D4q3DB.vuG@ns1.nodak.edu>
Source record: 170458
Cross-posted to: comp.sys.atari.st,comp.lang.oberon

Andreas DIETZ (dietz@lirmm.fr) wrote:

: Hello!

: I have heard about an Oberon implementation for Atari ST computers.
: Does anybody have practical experience using ST-Oberon? Is it a
: full Oberon-2 implementation? How about support? Is it shareware,
: public domain or commercial?

: Thanks in advance.

: Andreas

If I remember right ST-Oberon is Oberon, not Oberon-2, nor is it a full implementation. However, there was also a shareware version of Oberon-2 for the Atari ST which I think you can download from neptune.inf.ethz.ch. This version supports the language only. It has library modules which resemble Modula-2. On top of this it seems that the archive is damaged. I don't know if anything has been done to rectify this. I recommend that you use Oberon for another computer platform if possible.

Cris Fugate
fugate@plains.nodak.edu

3320. Re: SLM804 & ICD HA problem

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 19:14:33 UTC
From: fox@vulcan
Message-ID: <3ivsmp$8ke@filet.nrlssc.navy.mil>
Source record: 170461

David Anderson (lando5@iii.net) wrote:
: h2@bu.edu (hina hirayama) had the audacity to write:

: >Hi. For a long time I've been using my SLM804 laser printer and
: >ICD host adaptor (+HD) successfully, with the HA being first in the
: >dma chain. But now I'd like to have the SLM804 be first in the chain.
: >When I set it up like that, the ICD autobooter crashes.

: As I recall, from the days when I, myself, owned an SLM-804, the
: printer MUST be last in the chain, because the controller doesn't
: have a DMA passthrough. If the printer is first in the chain, then
: technically, it's the ONLY thing in the chain. Your autobooter is
: crashing because, as far as it's concerned, there's no hard drive
: in the chain.

Hmmm, that's the _opposite_ of what I've always read... the SLMC
controller has a DMA passthrough on the back and it has to be
the first thing plugged into the computer... I've always had
mine set up that way.

The problem I have now is trying to connect _two_ harddrives
plus the SLMC. The TT has an internal drive and if I plug the
SLMC into the ACSI port on the back of the TT, all is well. So
far I have not found any permutation of connections which will
let me have both the SLMC _and_ my external TOADFILE (with ICD
host adaptor and SCSI pro utilities) connected. No matter what
the order, I get ghosting on all laser printouts. [To be more
specific, this only started after installing a SCSI tape backup
drive in the TOADFILE case. Before, when it was just the internal
and external hard drives, the setup would print fine... Any
ideas??? I can still print if I completely disconnect the
TOADFILE from the computer, but it's _so_ much faster than the
internal TT drive, I have most programs installed on the external
drive...]

--
+--+
| Daniel N Fox fox@nrlssc.navy.mil |
| Naval Research Laboratory, Code 7323 |
| Stennis Space Center, MS 39529-5004 |
+--+

3321. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 19:16:44 UTC
From: guenther@cabal.shnet.org
Message-ID: <FB3SAHWOUP@cabal.shnet.org>
Source record: 170380

In <3is8id$hf4@m1.cs.man.ac.uk> S94 wrote:

>
>In article <3ia789$o3n@rs18.hrz.th-darmstadt.de>,
>mcp@rbg.informatik.th-darmstadt.de (Malte Plath) writes:
>|> On Mon, 20 Feb 1995, <cs2ev@herts.ac.uk> wrote:
>|> >
>|> stuff deleted ...
>|> >
>|> > As far as wordprocessors go the ST has some of the best around, againg
>|> > the pc has a better interface for these and is more powerful but, isn't
>|> > it the output quailty that people look at? Using the same printer I bet
>|> > people wouldn't be able to tell the difference between an atari doc and a
>|> > pc doc.
>|>
>|> Just for the record, I can usually tell a Word-for-Windoze printout from
>|> the output of TeX or Signum! Sadly, Signum2 doesn't quite beat WinWord, but
>|> Signum3 certainly does - not only in output quality. Working on a 33MHz
>|> 486DX WinWord is about as fast as Signum3 on a 16MHz MegaSTE (68000 !) -
>|> where does all that 486 computing power go?
>|>
>|> (No Signum3 advocacy meant here, I just happen to have worked with both
>|> programs.)
>|>
>
>
>Signum 3 ?? Who made this program ? I thought it had stopped
>development ages ago... (v2 was the last I heard)

ASH are selling v3.5 now, and this one also runs under MagiCMac.

Address:

Application Systems Heidelberg GmbH
Postfach 102646
69016 Heidelberg

Tel.: +49/6221/300002
Fax : 300389
BBS : 303671

I don't know if this program is still available in English, though :-(.

One problem: Signum!3 still isn't OS compliant, AFAIK, that's what has
been critisized by German magazines when v3.0 hit the market and still
those fixes haven't _solved_ the problem, they have just worked around it.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

3322. Re: TEST

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 19:28:24 UTC
From: simon@kingres.demon.co.uk
Message-ID: <793999704snz@kingres.demon.co.uk>
Source record: 170385

In article <ef2_9502262336@satlink.oau.org>
Adrian.Gruber%239@satlink.oau.org
"Adrian Gruber%239@satlink.oau.org" writes:

> Testing OctopusV63 alpha16, header and address change functions.
> --
> |Fidonet: Adrian Gruber%239@satlink.oau.org 1:363/239
> |Internet: Adrian.Gruber%239@satlink.oau.org
> |
> | Standard disclaimer: The views of this user are strictly his own.
> | From C.F.Satlink +1-407-240-7781 (ANSI or Vt-100 _required_).
>
Surely this test should be in a test area such as alt.test!
--

/ | / Snail-mail E-mail
\ |< 216 Scarborough Avenue simon@kingres.demon.co.uk
/ imon | \ ing Stevenage. Herts SG1 2HW

3323. MiNT & Bios Calls etc

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 19:42:09 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3ivuah$81m@dux.dundee.ac.uk>
Source record: 170355

is there a place where I can download these in ASCII format?

Rod

--
--
Rod McCall, President, Lip Theatre Company
==========
// email: rmccall@mcs.dundee.ac.uk //
@@ No part of any mail I send is the reponsibility of the university @@
@@ hence don't complain to them, complain to me!! @@
==========
for infomation on the following
CD-ROM,Books & Compaq Presario email : cdsales@cix.compulink.co.uk
****

3324. Re: Oh, what have I done?

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 19:43:09 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3ivucd$81m@dux.dundee.ac.uk>
Source record: 170356

Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
: lais@cs.man.ac.uk (S94) writes:
: >Any more news on the new ST mag ? Any firmer dates ? We're waiting !

: Yes! There will be a new mag called "Atari World" in April.

Who is publishing it?

Rod

--
--
Rod McCall, President, Lip Theatre Company
==========
// email: rmccall@mcs.dundee.ac.uk //
@@ No part of any mail I send is the reponsibility of the university @@
@@ hence don't complain to them, complain to me!! @@
==========
for infomation on the following
CD-ROM,Books & Compaq Presario email : cdsales@cix.compulink.co.uk
****

3325. VT52, VT100, ANSI Emulation

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 19:51:46 UTC
From: matti.koskimies@amda.or.at
Message-ID: <1610850.ensmtp@amda.or.at>
Source record: 170460

Could some nice person please post me the codes to the Atari VT52, VT100 and ANSI Emulations? I'd need them for my program...

Oh, and please, as Email, because it is very hard for me to read this newsgroup... See the end of this letter for my address.

thank you for your time...

3326. Re: Atari ST Hack in progress....

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 20:45:48 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FB3VCHVAUP@galaxy.teuto.de>
Source record: 170463

In <3immb7$pl4@holly.cc.uleth.ca> brenjb@hg.uleth.ca wrote:

>>TOS 3 is the first version that supported 68030s.
> Actually while that is true chronologically, TOS 2.6 (which came out
>*after TOS 3) also supports 68030s. That is the TOS used on Jim Allen's Turbo

But 3.06 is much faster than 2.06, as it contains 68020 code.

The PAK runs much better with 3.06 (patched version) than with 2.06.

Hendr!K

3327. Re: GIF-->Jpeg Converter Needed

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 20:46:52 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FB3VCHVDUP@galaxy.teuto.de>
Source record: 170464

In <3in1ml$f3k@prime.mdata.fi> Pekka Saarinen wrote:

>Gemview will do the conversion (3.10 is the latest version).

Pakka,

make that plus 0.02 ;-))

3.12 is the latest.

Hendr!K

3328. Re: Falcon-speed, was: Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 20:55:42 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FB3VCHVGUP@galaxy.teuto.de>
Source record: 170465

In <3inl3d$11bv@sat.ipp-garching.mpg.de> Cornelius Krasel wrote:

>[Long list of comparison between PC and Falcon (with favourable results
> for PCs) deleted ...]
>Hendrik, what's going on? Recently got brainwashed? :-)

Ooops, I still got soap dripping out of my ears ...

Nah, I just don't think the Falcon is THAT great. For special purposes, e. g. music, it is great. But other than that, a used TT or PAK or cheap MAC with MagiCMac is a much better way to go. IMHO of course :-)

I don't like PeeCee's that much as well. But I can handle 'em pretty well. And if you have the right setup, working with 'em isn't all that bad.

In the company I'm working for ATM, they still use PC-GEM (net'ed together using TokenRing for the AS 400 server). I LOVE it :-))

Hendr!K

3329. I'm a brand new mega ST owner: Help!

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 21:10:33 UTC
From: nggilber@cca.rockwell.com
Message-ID: <D4qAtM.BqE@lazrus.cca.rockwell.com>
Source record: 170466

Well I've done it. Went and bought me an Atari.
Now, I know anything about these and still know nothing
as I didn't get any manuals with it.

I own an Amiga 3000 (very very nice!), Apple IIGS (2, My wifes), TI99/4a
I have owned a commodore Amiga 500, Amiga 1200, Amiga2000, C64 and C128.
I Did have a Apple Mac running in my A3000 by emulation (worked great)
and did last easter week-end for less than 48hrs owned a 486DX from best-buy and would have taken it back on E sunday but they were closed.

And now, an Atari Mega ST with B&W Mon and Emagic Notator Logic Midi Prog.
I have the manuals and all for Emagic so no problem there.

Is there any info on the atari one can obtain?
Maybe someone out there has a manual they can Give/sell me.

I have a pretty good idea whats going on and I can just run Logic
as is and need to know no more.
I want however to know more!

Any info would be helpfull.

BTW: I like it so far!

Thanks,

Neal G

3330. Re: GDOS-Fonts for NVDI

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 21:28:51 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.178.00107B91@cfcsc.dnd.ca>
Source record: 170467

d93rkr@t.hfb.se (Robert Krenn - HFB T d93) writes:
>In <D4BqA5.C2v@cix.compulink.co.uk> jwatkins@cix.compulink.co.uk ("John
>Watkins") writes:
>>Try one of the GDOS fonts from the Gemini archive. I don't know if they
>>are available or can be distributed separately. One I use (and have
>>modified) is 10x6 (ie: 107 columns by 40 rows).
>Actually I'm searching for a program to edit GDOS-fonts with!
>Anyone know of one... PD/SW/Comercial????
>//Robert

FONTZ is a program that will edit GDOS fonts. I have a copy if you want to
make an offer :^)
salut
-ken

3331. Re: GDOS-Fonts for NVDI

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 21:32:49 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.179.00108C88@cfcsc.dnd.ca>
Source record: 170469

barheath@heathen.demon.co.uk (Barry Heath) writes:
>In article <d93rkr.793582067@txfs1.hfb.se>
> d93rkr@t.hfb.se "Robert Krenn - HFB T d93" writes:
>> Actually I'm searching for a program to edit GDOS-fonts with!
>> Anyone know of one... PD/SW/Comercial????
>> //Robert
>What you want is Fontkit Plus. I've got FP4, but I believe 5 may now be out.
>With this you can edit GDOS fonts, convert Calamus and Mac fonts, compress,
>clip and do just about anything you need to. It's commercial, and about
>ukp19.00

>bazza

I purchased Fonty from them recently, which will convert Adobe fonts to CFN
format. If I'd known about Fontkit I might have purchased that instead. Would
it convert from Adobe(Mac or PC) or True type to Calamus?
thanks/merci
-ken

3332. Re: Mac does ST!

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 21:41:13 UTC
From: japolis@boulder.earthnet.net
Message-ID: <japolis-2802951441130001@199.45.146.103>
Source record: 170365

> > Well folks, while I was on GEnie the other day I noticed a new file. It
> > was a ST EMULATOR for a MAC! No shit. Really. I didn't dl it as I own
> > an ST, but it did intrigue me. Has anyone used it or heard about it?
> > I am planning to get a Pentium later this year and a Gemulator wo use
> > Calamus(I wont use Windoze Nice Try). But if I can get a Mac instead...
> > The possibilities are endless...

> If you or anyone sees this file on an FTP site, please publish the
> site name and path to the file, or upload if possible.

Try doing a Gopher search on MacicMac... that should turn up half a dozen
or so sites to FTP the Demo! BTW... it works great!

> I wonder if it requires Apple File Exchange to read the DOS style
> Atari formatted disks??

No it does not... it reads Atari disks right out of the box!

--
"Always remember: Wherever you go...there you are!"
Jeff Apolis
japolis@boulder.earthnet.net
JeffApolis@aol.com

3333. Re: HSMODEM6 ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 21:44:10 UTC
From: harun@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3j05fa$bt4@mars.fb1.fhtw-berlin.de>
Source record: 170483

Barry Heath (barheath@heathen.demon.co.uk) wrote:

: Still, separate German and English versions would be easier on the phonebill!
I would be very happy if there would be anybody who maintains the english
version. This "anybody" could publish an English-only version.

Regards, harun@linux.fb3.fhtw-berlin.de

3334. OCTOPUS

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 21:47:26 UTC
From: Adrian.Gruber%239@satlink.oau.org
Message-ID: <1f7_9503011226@satlink.oau.org>
Source record: 170490

```
From: Adrian.Gruber%239@satlink.oau.org (Adrian Gruber)
Date: 28 Feb 95 21:44:45 E.S.T.
Newsgroups:comp.sys.atari.st
Subject: Octopus
---------------------------------------------------------------------
Hello Koos, checking out headers and change option for usenet groups,
please send response back....
regards, Adrian
--
|Fidonet: Adrian Gruber%239@satlink.oau.org 1:363/239
|Internet: Adrian.Gruber%239@satlink.oau.org
|
| Standard disclaimer: The views of this user are strictly his own.
| From C.F.Satlink +1-407-240-7781 (ANSI or Vt-100 _required_).
```

3335. Re: HSMODEM6 ?

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 21:51:32 UTC
From: harun@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3j05t4$bt4@mars.fb1.fhtw-berlin.de>
Source record: 170470

Kim Andersen (kim@dksoft.ping.dk) wrote:
: I've been informed that there was a problem with the some of the drivers in
: version 6, (could be it was only the midi driver), and there has been
: an update of the faulty driver after version 6.
Informed by whom?????? Not by me! There is no update after HSMODA06 at the moment. Even the MIDI-driver isn't faulty, it has only some limitations, which are well documented.

: though. And i still need to try version 6 as well. I'm using version 5 here
: and the MFP is working just fine.
The only error is that the Ring Indicator is always reported as active (or never) via GEMDOS-Fcntl in MFP.PRG of HSMODA05. Programs not requesting this line via GEMDOS doesn't feel the bug.

Regards, harun@linux.fb3.fhtw-berlin.de

3336. Re: MEDUSA T60

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 21:57:18 UTC
From: harun@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3j067u$bt4@mars.fb1.fhtw-berlin.de>
Source record: 170471

Henrik Lunardi Weide (chainxor@kom.auc.dk) wrote:

: Do you really think Motorola would give Medusa Computer Systems a buggy PROTOTYPE of a processor to use in a computer-design ??????????

: Come on - get real, will you ??

You should "get real"! If there are only buggy prototypes, what else should Motorola give to developers? If the prototypes wouldn't be buggy, they would be already in production.

But the MC68060 users manual is available (for everybody).

Regards, harun@linux.fb3.fhtw-berlin.de

3337. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 22:02:08 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.180.001109A2@cfcsc.dnd.ca>
Source record: 170472

vegard@henry.interlink.no (Vegard Hofsoey) writes:
>I am about to release my second shareware release. The first was a mono art
>program called Munch witch got 93% in ST Format and 5 out of 5 stars in
>ST Review. It was slightly crippled, in that no pictures larger than the
>ST high screen could be saved in other than my own format in the release
>version. It was on ST Formats subscriber disk. As registrations number a
>(for me) rather disappointing 20 to date, I'm beginning to wonder if I
>did not cripple it *enough*, or if the ST market really is *that* small...
>Now, about to release another shareware program, I would like to hear
>some opinions regarding crippleware. How much is *too* much? Should I
>just release an unrestricted version and hope for the best? What do *you*
>think? If anybody has experience in the shareware scene, I'd especcially
>like to here from you, but all opinions are valid.
>BTW, the program in question is called FrontEnd, and can be described as
>a kind of GEM based "visual GFA basic". I'll post more when I upload...

Well, that sounds just about crippled enough, just below the knees ya know?
From my point of view it would be important to see how it prints, so allowing,
say ten prints to be made , would give me a really good idea as to the quality
as this would depend on your printer drivers (unless you use Speedo/NVDI/GDOS
of course - do you?)
Or alternatively, the capability to export/save in another format say 5-10
times would allow me to judge how usefull pictures created in your program
would be imported into pagestream or calamus for example. If I can create
great drawings in Munch, but they just become scrambled eggs in calamus I
would tend to lode interest, non?
As regards the Atari market, it may be small, but I feel inundated!! I've
downloaded tons of software and keep almost none of it. There have been so
many drawing/paint programs I've downloaded I have lost track - hey - I may
have even downloaded your program, but may have tossed it for the reasons
mentioned above - I couldn't test it. But I can't remember if I did or not.
There's a program that I think I might keep called PAD, so I better send off
my fee A.S.A.I.G.T.$. Do you know PAD, can you objectively compare it too
Munch?
I understand that you don't want to give away the fruits of your sweat, but I
think you have to remember that people have to know that the program will do
what they need it to do. Is it possible for you to only allow 5-10 file
exports per program? Or maybe fewer eh? It just occured to me that 'some'
people might just download multiple copies, and when their 10 free exports
expired, de-compress the next copy. (We have names for people like this) So
maybe 1 or 2 exports per program in order to keep the hassle level too high
for abuse, but still enough to give you an idea.
I've also seen developers talking about how many downloads their program got
compared to the number of registrations they received! Perhaps you feel that

once someone downloaded your program it wouldn't be possible that they would not rush their money too you for the fantastic program you've written. Therefore almost everyone who has downloaded your prg is using it without paying for it! Reality check. I download a lot of stuff I am curious about, but have no use for at the time I download it. I download it to satisfy my curiousity and to see if perhaps I do have a use for it! If you're not getting enough registrations, perhaps you should look at the perceived usefullness of your program, and the competition. Ask the writer of GEMview how many registrations he's received, hopefully more than 20! (he's got mine anyway)

Hope this was usefull
Thanks/merci
-ken

OOOPPPS> I may have goofed. Not being familiar with Munch. Did you say that only pictures larger than 640x400 could be saved in your format, therefore pictures smaller than 640x400 could be saved in alternate formats? If that's the case, that isn't crippleware at all!

Do any members from the Atari Developers Assoc. have any input vis-a-vis unrestricted software and crippleware releases?

3338. Re: Network a TT030 with a Macintosh? YES!!

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 22:05:06 UTC
From: harun@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3j06mi$bt4@mars.fb1.fhtw-berlin.de>
Source record: 170473

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
: In fine Atari tradition, the answer is "no". No software was ever
: written to use the TT, MegaSTe, or Falcon LocalTalk port. A shame,
: really.
No software to use the LAN-port as a LocalTalk-port!

: I've also heard rumours that the TT/MSTe/Falcon LocalTalk port isn't
: 100% compatible with other LocalTalk ports (like on Macs, some printers,
: some PC cards, etc, all of which work fine together).
Only very bad rumours, may be spread by unable software programmers. There
is only one real difference, which can be easily removed by using a
soldering iron, if this difference hurts: The Ataris contain already
the termination resistor, that means you can't network _via_LocalTalk_
more than two Ataris, which have to be at the end of the chain.

Regards, harun@linux.fb3.fhtw-berlin.de

3339. Re: HSModem - still confused !

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 22:11:12 UTC
From: harun@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3j0720$bt4@mars.fb1.fhtw-berlin.de>
Source record: 170474

Phil Yeadon (phil@yeadontt.demon.co.uk) wrote:

: The TTMFP chip controls SERIAL 1 (switchable to the LAN port).

WRONG! The switch takes place between LAN and SERIAL2, both maintained
by the same part (A) of the SCC.

Regards, harun@linux.fb3.fhtw-berlin.de

3340. For Sale 1040st System

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 22:25:27 UTC
From: unoamiga@cwis.unomaha.edu
Message-ID: <3j07sn$h6c@s-cwis.unomaha.edu>
Source record: 170475

FOR SALE : 1040STf computer system.
Color and Mono monitors
Upgraded to 4 megs of RAM,
TOS 1.4, 100 meg harddrive.

Hardware extras -
Supra 14.4 Fax modem With STraight Fax 2.0
Migraph HandScanner with Touchup and EasyDraw

Software - Neodesk 3 upgradeable to 4,Caligrapher Gold 3,
Word Flair II w/FSM GDos, Phasar 4, PageStream 1.8,
CyberCad 3D, Mavis Beacon Typing Tutor and more..

Games - Time Bandits, SunDog, Dungen Master w/hint book, Falcon w/mission
Leasure Suit Larry III, lots of PD Games...

Also have megs of PD software, and Clipart, and many years of
Current Notes...

I am selling the system as a whole, will not split system until I sell the
computer.
I am taking bids for system, make me an offer!
Contact Adam at (402) 344-3754 or internet e-mail cyborg@s-cwis.unomaha.edu

--
University of Nebraska at Omaha
//////////////Amiga Group\\\\\\\\\\\\\\
Covering Hardware/Software solutions for the Amiga Toaster
and the Basic Amiga Systems

3341. WTB(UK) SCSI HD

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 22:39:35 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <02281995.223935@empyr.dircon.co.uk>
Source record: 170493

Hi,

Anyone selling a SCSI hard drive (just the bare drive, I have the
rest) ? I would prefer something in the 80Mb to 200Mb range, but will
consider anything. (as long as there are no bad sectors :-))

Cheers,

Kevan@empyr.dircon.co.uk

VQWK 6.20 [Rev H - 04/04/94]

3342. Re: Mac does ST!

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 22:43:44 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3j08v0$1sh@status.gen.nz>
Source record: 170476

Mark Santora (santora@delphi.com) wrote:
: Well folks, while I was on GEnie the other day I noticed a new file. It
: was a ST EMULATOR for a MAC! No shit. Really. I didn't dl it as I own
: an ST, but it did intrigue me. Has anyone used it or heard about it?
: I am planning to get a Pentium later this year and a Gemulator wo use
: Calamus(I wont use Windoze Nice Try). But if I can get a Mac instead...
: The possibilities are endless...

It may have been a demo of MagiCMac. MagiCMac allows a Mac to emulate and ST running MagiC and works well for serious software, or so I've heard. Unfortunately, you are stuck with MagiC - you can't run something decent like MiNT/MultiTOS on it...

What I can't understand is why you would want a PC or Mac when you could keep your Atari???

Hope that helps,
-- Mario Becroft (mbecroft@iconz.co.nz)
--

3343. Re: MEDUSA T60

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 22:58:54 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950228234008.13352A-100000@mars>
Source record: 170478

On Mon, 27 Feb 1995, Roland Givan wrote:

> > > next_next generations in paralel). Something similar happened long
> > > time ago to Intel's 80186
>
> The 80186 actually made it into quite a few things. Mainly as a controller
> on PC expansion boards - though ISTR that Orchard(?) did a PC upgrade with
> one. I daresay that its found in a lot of dedicated computer solutions as
> well.

OK, I'll withdraw (parts of) my posting. Came to think of it NEC bought the
design, developed it a bit or two. That chip (renamed?) was used in some
of the earlier pc-emulators for the ST.

To get back to the main subject: Medusa T60

Julian F. Rescke mentions this machine as if in existence in article:
"Der ATARI-Markt ohne ATARI", ST-Computer feb-95..

I think he is reliable.

/Jens M. Andreasen

3344. Re: MEDUSA T60

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 23:09:12 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0rjazo-0005tcC@black.csi.cam.ac.uk>
Source record: 170479

In article <D4onzn.EL9@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk
("Roland Givan") wrote:

> > > next_next generations in paralel). Something similar happened long
> > > time ago to Intel's 80186
> >
> > The '186 was released, and it was used in PCs made by RM and bought
>
> The 80186 actually made it into quite a few things. Mainly as a controller
> on PC expansion boards - though ISTR that Orchard(?) did a PC upgrade with
> one. I daresay that its found in a lot of dedicated computer solutions as
> well.

I believe it had some memory management hardware or something that made it
attractive to developers of embedded systems. Unfortunately it had
problems running some 8086 code so was not used in PC clones apart from
RM's.

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Windows. From the company that gave you edlin **

3345. Re: MEDUSA T60

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 23:13:18 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0rjb25-0005tZC@black.csi.cam.ac.uk>
Source record: 170480

In article <3iv50l$btv@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) wrote:

> : The '186 was released, and it was used in PCs made by RM and bought by
> : lots of UK schools who then found they wouldn't run a lot of software
>
> WE had a batch of these at my old school . They were pretty feeble.
> About twice as expensive as an arc and no where near as good.
> Is RM still in existence?

Yes, my old school bought lots of 386s and a few 486s from them a couple of years ago. Their recent machines aren't bad but I reckon the school could get better deal elsewhere.

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Windows. From the company that gave you edlin **

3346. HD Backup Utils.

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 23:18:22 UTC
From: nickf@cadence.com
Message-ID: <NICKF.95Feb28151822@fleet.cadence.com>
Source record: 170481

Can anyone recommend a decent HD backup program (HD -> floppy) for a 2.5 Mb. ST? One which offers incremental backup would be particularly useful. I'm using a Minix filesystem so it would have to be able to run under MiNT and handle the extended filenames.

Thanks in advance.

Nick.

| Nick Forde, Cadence NVision, 9 Wemyss Place, Edinburgh, EH3 6DH. Scotland |
| nickf@cadence.com Tel. +44 131 225 3434 (ext 112) Fax. +44 131 225 5167 |

--

| Nick Forde, Cadence NVision, 9 Wemyss Place, Edinburgh, EH3 6DH. Scotland |
| nickf@cadence.com Tel. +44 131 225 3434 (ext 112) Fax. +44 131 225 5167 |

3347. MagiCMac Demo

Newsgroup: comp.sys.atari.st
Date: 1995-02-28 23:38:42 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9502282234.AA07016@ilmen.lanl.gov>
Source record: 170482

I just finished trying out the MagiCMac demo for the first time and I must admit, I am duly impressed! It appears to be quite stable and compatible and entirely familiar. Plenty fast on my 660av, too.

Can't wait for the 'real' version to be released (hasn't yet, has it?) as I'll definitely buy it if they produce an English language version.

BTW, has any kind soul gone so far as to translate the readme on the disk ino English? Would be nice to know what it said. :)

Anyhoo, congratulations to the folks at Applications Systems Heidelberg. Looks like a winner to me!

-Hutch- @ Fair Dinkum Tech

P.S.: Thanks to Hensa for making the file available and thanks to John Moon of Oz for uuencoding and sending it to me.

3348. For Sale Mega 2, Color Monitor, Laser Printer, Megafile 30

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 01:02:07 UTC
From: earth@best.com
Message-ID: <3j0h2f$qri@news1.best.com>
Source record: 170376

I have a Mega2 with SM124 monochrome monitor system for sale.
The system includes a 2 year old SC1435 14" color monitor that
I have used only a few times because I do mostly writing on the system.
A Megafile 30, with some preloaded software.
An SLM804 atari laser printer that is working fine but needs a new drum to make
the output look better.
A couple of Gravis (nice) Joysticks, a couple of dumb joysticks
and several original games.
Timeworks Desktop publisher
Microsoft Write
WordPerfect 4.1 (no docs available, I guess I lost em last time I moved)

Problems: The floppy drive in the mega2 is out of whack and reports errors
95% of the time. I dont really want to have to fix it to sell it.
The printer really needs a new drum as the current drum is making
streaks. I still use it to do writing for personal use and some for school,
but it needs a little more love than I have. If you've never used an SLM804,
you dont know what your missing. It compares in speed of printing to
the most expensive printers available and is 10-20x faster than my
epson stylus.

I will sell this in parts if you would like.
I will accept any reasonable offers I recieve.
Please send requests to "cindy@earth.vip.best.com"

Cindy Dauer

3349. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 01:05:39 UTC
From: vegard@henry.interlink.no
Message-ID: <3j0h93$b9p@henry.interlink.no>
Source record: 170377

Kim Andersen (kim@dksoft.ping.dk) wrote:
: In <3im1e7$l5b@ionews.io.org> Eric March wrote:

: >seem to suggest that perhaps more -- or at least different crippling is in
: >order. In your case I think it might also be the fact that Munsch is
: >monochrome only. I have a monochrome monitor, but almost never use it, and
: >though the majority of people in Germany may be mono users, the majority of
: >orth American, Canadian and UK users use colour monitors. That may have
: >also contributed to the low registations of Munsch; from what I heard it's a
: >very nice program.

First, the name of the program is Munch (after a norwegian painter). Yes,
mono only limits my market. I have only a mono monitor on my MSTE, and
would not really want to get a color monitor, the resolution w.o. a
graphics card is really not good enough... That leaves the Falcon, but as
I have not got one, it may be difficult. I *had* intended mainland Europe
as my main market, as I know very little about the ST's fate in America.

: Let's get one thing straight. Crippleware is and can not ever be shareware.
: Shareware is a fully working program without any limits, were you just
: trust the users that they'll registre. Crippleware got limits.

That is a valid definition, but AFAIK slightly crippled programs are
very commonly called shareware. And as improved/updated versions more
often than not are available to registered users, the distinction is not
that clear, in my opinion.

Vegard Hofs y (vegard@interlink.no)

3350. <<<HELP!>>, Data lost !

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 01:33:43 UTC
From: damms002@acpub.duke.edu
Message-ID: <3j0itn$1fb@news.duke.edu>
Source record: 170384

Could somebody post where I could get a programm to undelete
resp. recover files which were acidentally seleted ?

I desperately need a programm to recover lost files on a SCSI drive
on my TT030 !

Thomas Damms
damms002@acpub.duke.edu

3351. Re: Composite Video from ST

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 01:58:41 UTC
From: Jason@whatnext.demon.co.uk
Message-ID: <59364099wnr@whatnext.demon.co.uk>
Source record: 170398

In article: <3id27t$6c9@nuscc.nus.sg> limchung@iscs.nus.sg (Charlie Mike) writes:
>
> Hi guys, thanks for all the replies. I've checked up an Atari book and
> it says that pin 2 on the STF is not used. So I will look in the
> direction of getting an Amiga modulator. Thanks again.

I don't quite understand what you're trying to do but, you can run the Scart (a.k.a. EuroConnector) of a television from the monitor output of an STF. I have one here.

(N.B. The lead is wired up differently for Sony TV's I gather)

Bigger TV's, rather than domestic portables, often have a 'scart' socket...

Hope this is useful...

------------ * What Next! Media Services * ------------

---- * Design * Artwork * Typesetting * Printing * ----

3352. For sale; SPectre GCR

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 02:17:51 UTC
From: mcdower@tui.lincoln.ac.nz
Message-ID: <mcdower.6.2F53D94F@tui.lincoln.ac.nz>
Source record: 170484

Well I've decided to finally part with my GCR unit. Its in great
working order, with not a scratch on it. It comes with assorted MAC disks.
So reasonable offers to the email address above!

3353. Re: gemulator

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 03:12:36 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950228190831.20837G-100000@PEAK.ORG>
Source record: 170486

On 28 Feb 1995, Greg Bennett wrote:

>
> In article <D4LMFK.MGF@murdoch.acc.Virginia.EDU>, jws4p@fermi.clas.Virginia.EDU (John Stanmeyer) writes:
> > You will not be able to find the GEMulator on any FTP sites for 2 reasons:
> >
> > 1) It is not PD or shareware- it is still sold for profit. You can get
> > it from Toad computers and other atari retailers if you're interested.
> >
> > 2) It is not exclusively software- It includes also a card that includes
> > a Motorola 680X0, TOS roms, etc., that slides into an expansion slot on
> > your ibm or clone.
> >
>
> Actually, it does emulate the Atari ST entirely in software. The hardware
> portion is nothing more than a ROM reader to hold the ROMS. Upon booting
> the virtual ST, the ROMS are read into RAM, and then all emulation takes
> place in software. There are NO chips of any kind on the board.
>
> Actually it is very nice, as you move to a faster PC, you get a faster
> Gemulated Atari ST. BTW, I'm running my Gemulator on a 486/33DX at 100%
> speed of a stock ST.

I'd like to see the Gemulator run the Burning Illusion demo, or any game that tweaks the hardware to the max. It's been my experience with emualtors of *all* kinds that they never do everything right, even if they do the things they can do, faster.

The PC joystick just can NOT emulate a digital stick at all - for games that require 4 or 8-directional input. About 3/4 of the time you can get your player to go left instead of up..... but try a diagonal. Where does the second joystick go???

I'd like to try putting in ST Gauntlet and see if it runs on a PC.

James

3354. Re: Wanna bet?

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 03:33:30 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCBDCJURUP@dksoft.ping.dk>
Source record: 170487

In <FB2TECWNUP@galaxy.teuto.de> Hendrik Mylius wrote:

HM> In <3ihif7$cia@holly.cc.uleth.ca> brenjb@hg.uleth.ca wrote:
HM>
HM> >>Jooooooohhhhhn!!!
HM> > Who, me?
HM>
HM> Nope ;-)
HM>
HM> John, the son of Mr. Hutch sr.
HM>
HM> >I only said that _both_ the 486 dx2-66 or the 68040 @64 MHz are
HM> >clock doubled. I didn't say anything about *how they were clock doubled, just
HM>
HM> The Intel is, the Moto isn't. PERIOD.
HM>
HM> The Intel is doubled and not true sixty-s. th, the Moto is not doubled and
HM> therefore not sixtywhatever at all!
HM>

Here we go again.. How can it be that you and Hutch are the only one saying
it isn't, when alot of other people incl. a few books are saying it is ?
And as far as i can remember, Hutch actually said it was doubble clocked,
just not as fancy as the intel..

Anyway, got any new info lately Hendrik ?

Greets
Kim

Btw.. I may be that i have lost a few messages, our server had a crash
the other day which might have reflected to some mail lost the past 4-6
days.. Sorry if i havn't answered, now you know why.

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

3355. Re: Wanna bet?

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 03:44:16 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCBDCJVHUP@dksoft.ping.dk>
Source record: 170488

In <9502281623.AA06852@ilmen.lanl.gov> Hutch wrote:

>And as far as the "bet" is concerned with Kim, it seems to me that it
>was largely a case of miscommunication and besides, it had deteriorated
>to extreme silliness (and a total waste of bandwidth), anyway.

Miscommunication ? I just said it was doubbel clocked, and nothing more.
Perhaps Hendrik misunderstood this, but i havn't seen him saying so.
(maybe due to a mail lost here at the system).

>
>The fact remains that they (principally, Apple) are just now including
>this tidbit of semi-worthless knowledge in their advertisements solely
>as a means of competing with Intel's clock-'bumped' DX2 & DX4 chips.
>These are not new 'improved' Moto chips, just new advertising gimmicks.

Then we can look forward to a 68040 DX4 at 32Mhz i guess 8-)

>
>But like I've said before, "itjusdudnmaddamate." :)
>

Right!

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

3356. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 03:49:42 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950228191705.20837H-100000@PEAK.ORG>
Source record: 170489

On 28 Feb 1995, BobR wrote:

> >Gasp!!!! In your first above paragraph, you reduce the most difficult
> >process of installing a PC card to "adjust everything to mathc the new
> >card"...and then get on doing what you do..... HA HA!!!! And in your
> >immediately-following paragraph, finally state the WHOLE ENCHILADA of
> >troubles changing IRQs and modyfing config files.....and DISMISS the
> >whole thing (which you called "adjusting everything to match the new
> >card") as if it was some complete absurdity!!!! Hey man...if it wasn't
> >for doing those very things there wouldn't be a problem to begin with!!!
> >You wouldn't need to "adjust everything to match the new card." I don't
> >see how you could make those related, contradictory posts, and not notice it.
>
> "Hey man"... you seem to be the one having all the big problems, not me..

I don't have "big problems," I've used PCs extensively since 1988. I
fully understand how to set them up; I'm no expert, but I've assembled
PCs (who can't nowdays) and had several up and running. I STILL SAY THAT
ADDING CARDS IN A SYSTEM CROWEDED FOR IRQS CAN BE A SONOFABITCH for
less-experienced users. The same can be said for juggling that memory,
editing those CONFIG.SYS files to emulate either EMS or XMS with EMM386.EXE.

>
> Maybe you shouldn't be messing around with all this stuff if it's so hard
> for you..?

Maybe you should go hang out in comp.sys.ibm and pester those folks. The
only reason you're here is to "beat up" on Atari folks, criticize their
machines, criticize them for using Ataris, impose your pro-PC views
ona crowd that really doesn't give a damn, and to (somehow) try and
feel "superior" because you use a PC now. Sorry....I really don't care.

In the depths of your ignorance, the only way you can interpret my
dislike for certain aspects of the PC is that "it's too hard for me."
You must have recently gotten your first PC and you're still wowed and
seeing things through those rosy PC glasses....you won't even concede to
the KNOWN FACT that PC's are notorious for being full of quirks and
strange problems....like non-linear memory....cryptic files. Why do you
think the Macintosh has maintained a market share? Some people don't
want to deal with that....like the Atari users, but Mac has a much larger
share. I don't expect you to concede ANY of this, becasue you're simply
unreasonable and you feel you have something to prove. Please go prove
it somewhere else....NOT in comp.sys.atari.

>
> I don't see anything contradictory in anything I posted.. I said you install

> the hardware and make any changes necessary, then go ahead and use the new
> card... nothing contradictory there.

You reduced the perplexities of juggling IRQ's and juggling
base/hi/extended/expanded memory to "make any changes necessary" and then
asked what's the problem!!! That's like a nuclear regulatory comission
saying "All we have to do is dispose of the waste. What's the problem?"
Once again, I don't expect you to concede anything. If you were
reasonable, you'd be out of comp.sys.atari and in comp.sys.ibm and impose
your views upon that crowd.

>
> Let me ask you this:
> Have you ever installed a network card in an Atari ST..?

Nope.... Do you develop one and have it for sale? Gee...in my "no-slot"
520ST??

> Have you ever installed a 16 bit stereo wave table synthesis card in an ST..?

Nope....I find the standard sound satisfactory for games, but I have
plugged in a MIDI synth and used it with games. Fabulous sound, 2
cables.

> Have you ever installed a SuperVGA accellerator card in an ST..?

This is getting tiresome. Of course not....where would it go? Tell you
what...since you seem to think you're on to something with these
quesions, I'll pay you $50 to install any of the 3 in my external-drive
520ST (stone age). Included in the purchase price will be a statement
from you that you'll leave comp.sys.atari forever, or refrain from PeeCee
propganda slinging and Atari bashing. Both are fine, but they're not why
I specifically subscribe to comp.sys.atari rather than
comp.sys.peecee.propoganda, which is where YOU belong.

>
> Pretty easy to say there are no confilcts or configuration problems there, eh?

Yes.....that's what I like about the old ST. Plug it in, turn it
on....adequate sound and graphics for good arcade games....modem, WP,
then turn it off (by snatchig the plug out of the socket at any given
moment, if I feel like). I'd have to agree with you.

>
> Now let me ask this:
>
> Have you ever tried to create a working ASSIGN.SYS file..?

Never touched one. Never had the need to - TOS 1.0. I'd like to find
out. On the other hand, I've done hundreds of CONFIG.SYS files on the
PeeCee and I find the process tedious, inefficient, and unreliable at times.

> Have you ever tried to explain to a frustrated Atari owner how to create one?

Nope....explained to ***MANY*** PeeCee users. Most didn't understand (co-workers who got a "family PC" and just had me come over after work and sort out the bugs. They want to run Word for Windows and play Wing Commander. They don't know or care about SYS files. Unfortunately, they need to learn if they run a PeeCee.

> Keep in mind the ST has fewer problems because the ST is a simpler system.
> That doesn't mean it has none...
>
> Computers are just computers. The more complex the system, the more complex
> the problems.

"Computers are not just computers." PeeCees are hampered by MicroSloth. Peddling lazy, unoptimized code....slapped and wrapped. Did you ever wonder **WHY** you can run a windowing environment at all on old STs, Amigas, and Macs (8Mhz systems - hell, Amiga users claim pre-emptive multitasking), yet on the PeeCee, even the fastest of all 386 machines is a slug? Ever give that any thought? Microsloth and Intel **LOVE** all these lazy, slow programs. Makes the job easier for Microsloth, and Intel just welcomes the new business as every PeeCee owner is always clammoring for the next generation system because his Microsloth software runs so slowly on the one he has now. If the PeeCee user is so willing to upgrade, Sloth need not try very hard to produce optimized software....why bother when they'll buy a new machine to run your slow programs faster?

ATARI - "LOVE IT OR LEAVE IT." COMP.SYS.ATARI.ST - "LOVE IT OR LEAVE IT."

'nuff said. I do not wish to discuss PCs on COMP.SYS.ATARI.ST any longer. That's not the reason I subscribe here. Go post your reply on some PC conference....but don't be too surprised if I don't subscribe to that newsgroup and reply.

I am curious, however, to know WHY you pester Atari users so? Are you here for flaimbait? Must be. Do you feel "macho" and "superior" for using a PC? Do you think Atari users are willing recruits for you to "beat up" on? Do you think Atari users care about your PC, or your views on PCs, or a PC user's (you) views on Atari? No...they come here to read Atari and and write Atari.....and it's high time that I started reading and writing Atari.....got it?

James

3357. Re: GIF-->Jpeg Converter Needed

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 05:01:47 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3j0v3r$ih4@golem.wcc.govt.nz>
Source record: 170297

```
] > Subject says it all. I have a ton of Jpeg's I can't look at on a standa
] > Mega ST without them looking like crap! I do have a really nice GIF vie
] > that allows upto 4096 in a HAM mode. So if I can convert them, I will
] > be somewhat happier.
]
] Gemview will do the conversion (3.10 is the latest version).

GEM-View doesn't do a terribly great job of dithering 16-bit JPEG's down
to 8-bit (256 color) GIF's too well. Speed of light does a better job,
and does it pretty quickly. The latest Jpeg-5 release does a better
job still, and is only marginally slower. Then, once converted, view
them with Photochrome in ST-Ham or STe-Superham mode, and be impressed,
I certainly was considering it's only an 8Mhz machine which is only
supposed to show 16 colors on-scren :)

Note: In medium resolution on TOS 1.4, 1.6 or 1.62, look at the
"Desktop Info" dialog from the GEM desktop. You will notice that the
multicolored Atari logo is using a lot more than 4 colors - even
Atari doesn't follow their own rules :)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells.  or City Council.
Maintainer of the Generation-X FAQ.
"Follow the rules we've demonstrated, or else you'll end up mutilated"
```

3358. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 05:12:05 UTC
From: whitema@rtsg.mot.com
Message-ID: <3j0vn5$jk4@delphinium.cig.mot.com>
Source record: 170284

In article <3iu75r$1rf$2@mhade.production.compuserve.com>,
BobR <76702.1466@CompuServe.COM> wrote:
>>Gasp!!!! In your first above paragraph, you reduce the most difficult
>>process of installing a PC card to "adjust everything to mathc the new
>>card"...and then get on doing what you do..... HA HA!!!! And in your
>>immediately-following paragraph, finally state the WHOLE ENCHILADA of
>>troubles changing IRQs and modyfing config files.....and DISMISS the
>>whole thing (which you called "adjusting everything to match the new
>>card") as if it was some complete absurdity!!!! Hey man...if it wasn't
>>for doing those very things there wouldn't be a problem to begin with!!!
>>You wouldn't need to "adjust everything to match the new card." I don't
>>see how you could make those related, contradictory posts, and not notice it.
>
>"Hey man"... you seem to be the one having all the big problems, not me..
>
>Maybe you shouldn't be messing around with all this stuff if it's so hard
>for you..?
>

I hate to to butt in here, but I've installed and upgraded several Unix
systems with only minor problems compared to what I've run into with DOS
box systems.

>I don't see anything contradictory in anything I posted.. I said you install
>the hardware and make any changes necessary, then go ahead and use the new
>card... nothing contradictory there.
>
>Let me ask you this:
>Have you ever installed a network card in an Atari ST..?

Don't need it - built in.

>Have you ever installed a 16 bit stereo wave table synthesis card in an ST..?

Nope.

>Have you ever installed a SuperVGA accellerator card in an ST..?

Yep.

>
>Pretty easy to say there are no confilcts or configuration problems there, eh?
>
>Now let me ask this:
>
>Have you ever tried to create a working ASSIGN.SYS file..?

It's pretty easy. You click on "install.prg". What's the problem? The only problem I see is when people start messing around with them by hand.

>Have you ever tried to explain to a frustrated Atari owner how to create one?
>
>Keep in mind the ST has fewer problems because the ST is a simpler system.
>That doesn't mean it has none...
>
>Computers are just computers. The more complex the system, the more complex
>the problems.
>

Wrong. To site an example, several of the Tandem fault tolerant mahcines. 3 independent CPUs. Two service processors. Mirrored SCSI drives. Dual SCSI controllers. Four independent ethernet boards. Twin V.25 boards. Twin memory boards. An ungodly number of independent power supplies. Yet I've had fewer and simpler problems with them than with some of the DOS boxes. The Tandems are very versatile, and it's usually very easy to install new boards and software.

>BobR

Mike
whitema@cig.mot.com

3359. Re: Please answer a stupid question...

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 05:13:53 UTC
From: abstract@wam.umd.edu
Message-ID: <3j0vqh$9ns@cville-srv.wam.umd.edu>
Source record: 170494

Robert J Goos (goos@badlands.NoDak.edu) wrote:
(A good, valid question)... the only stupid question is the one
you don't ask... I think someone said that once... it's still true...
--Lunatic

3360. Re: Is Atari Alive???

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 05:17:38 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3j101i$ih4@golem.wcc.govt.nz>
Source record: 170296

] You mean kinda like recently when Bill Gates wrote Apple a letter TELLING
] them to stop manufacturing competing products? Besides, telling a

A few years back, Bill Gates was in some TV show or something, and said
quite obviously that he thought that the Apple Macintosh was the best
computer to have. (A friend has this on his mac' in an AVI or some such
file). I thought it was quite amusing, seeing & hearing old Bill "we
sell the most (poorly written) software in the world" Gates going
on about how highly he thought of the Mac' :)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.
Maintainer of the Generation-X FAQ.
"Follow the rules we've demonstrated, or else you'll end up mutilated"

3361. Falcon internal HD swap?

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 05:23:20 UTC
From: lamarth@delphi.com
Message-ID: <5s-6d8Y.lamarth@delphi.com>
Source record: 170274

Has anyone done any internal hard-drive swapping on a Falcon030? I was wondering what was involved in doing something like this, what types/brands hard drives were suitable, if any driver software was required, etc. as I am considering installing a larger capacity drive in mine.

Thanks in advance...

David (lamarth@delphi.com)

3362. Re: Thieves in our group

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 05:31:23 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1995Mar1.053123.25444@bradford.ac.uk>
Source record: 170275

Eh?

Sorry, did I miss something, where's someone asking for illegal shareware?

Paul.

--
\|/ ____ \|/ Paul Anthony Booth \|/ ____ \|/
@~/ ,. \~@ Department of Electronic and Electrical @~/ ,. \~@
/_(__/)_\ Engineering, University of Bradford, England. /_(__/)_\
__U_/ Email: P.A.Booth@Bradford.ac.uk __U_/

3363. Re: Experience with ST-Oberon?

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 06:51:49 UTC
From: stephan@rog.rwth-aachen.de
Message-ID: <3j15i5$4ub@news.rwth-aachen.de>
Source record: 170500
Cross-posted to: comp.sys.atari.st,comp.lang.oberon

In message <3is5mb$b0r@lirmm.lirmm.fr> - dietz@lirmm.fr (Andreas DIETZ) writes:

>
>Hello!
>
>I have heard about an Oberon implementation for Atari ST computers.
>Does anybody have practical experience using ST-Oberon? Is it a
>full Oberon-2 implementation? How about support? Is it shareware,
>public domain or commercial?
>

There are in fact two Oberon implementations for Atari. There is an
Oberon-1 compiler by Martin Momberg which is public domain. My
own compiler implements full Oberon-2 standard with some extensions.
It is shareware. For more information, contact me at home:
stephan_junker@ac2.maus.de
Private mail may not work using my internet address.

bye, Stephan

3364. Re: Bio Hazard

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 07:16:41 UTC
From: Craig@thebrink.demon.co.uk
Message-ID: <342660302wnr@thebrink.demon.co.uk>
Source record: 170491

In article: <1995Feb27.135723.34826@ac.dal.ca> gloganwr@is.dal.ca (Gabriel Logan-Wright) writes:

> I'm a university student, so my internet access is free. I can't afford
> to feed myself, let alone register a game. ($7? Hardly, translates to

Maybe you would like someone to steal you a car to get you to and from
lectures? Of course, you would also need to get another obliging person
to syphon some petrol from a nearby car for you. If you can't afford
the registration TOUGH. Start saving for when you join the real world.
--
Craig Oldfield
craig@thebrink.demon.co.uk

3365. Re: WANTED Maxon EPROM Programmer software.

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 07:59:03 UTC
From: schaerer@isi.ee.ethz.ch
Message-ID: <3j19g7$aj8@elna.ethz.ch>
Source record: 170492

Martin Reitzlein (Martin_Reitzlein@gi.maus.de) wrote:
: PK>Does anybody have a copy of the Atari Maxon EPROM programmer
: PK>software(English)

: try this: (also german, but maybe it is more "intuitiv".)

: PINATUBO unterstuetzt den
: Junior-Prommer, Easyprommer und den 'Vesuv' von Rossm*ller.
: Pinatubo unterstuetzt bei allen Prommern Megabit- und 16-Bit-
: Eproms (mit passendem Adapter).
: Download: ftp.informatik.rwth-aachen.de:/pub/atari/util
: Archiv: PINATU18.LZH

Wer kennt das folgende Problem mit EASYPROMMER, MEGA-Adapter und PINATUBO?

Benutzt jemand den MEGA-Adapter mit dem EASYPROMMER und PINATUBO und hat 27C010A-10-Programmierprobleme? Merkwuerdig ist auch, dass (bei mir) die Stromaufnahme im 5 Volt - Pfad in Richtung Schaltregler (TL497) mit fast 700 mA (!!!) erschreckend hoch ist. Dies also nur waehrend dem Programmiervorgang. Wenn ich kleine EPROMs (27256), also ohne den MEGA-Adapter, programmiere, steigt der Strom nur unmerklich an. Ich hatte leider bisher noch keine Zeit dem Problem tiefer nachzugehen. Da vielleicht jemand anders schon die selbe Erfahrung gemacht hat, stelle ich hier trotzdem mal kurz diese Anfrage und waere dankbar fuer Forwards oder E-Mails an mich. Das Problem scheint nicht softwarebedingt zu sein. Ich habe zwar schon lange die Version 1.8 , das Problem ist jedoch mit der aelteren Version 1.6 unveraendert. Ich habe in der Zwischenzeit auch mal mit dem Entwickler des PINATUBO, Michael Schwingen, Kontakt aufgenommen. Leider konnte er mir bisher auch nicht weiterhelfen. Aber wie bereits angedeutet, es scheint nicht an der Software zu liegen.

Sorry, dass ich in dieser NG nicht in Englisch schreibe. Ich wollte mir Zeit sparen (meine Englischkenntnisse lassen gruessen...) und glaube, dass diese EPROM-Programmiergeraete, den MEGA-Adapter, der urspruenglich aus der ST-COMPUTER stammt und PINATUBO hauptsaechlich im deutschen Sprachraum zu Hause sind.

Freundliche Gruesse
Thomas

#*#*#*

#*#*#*

3366. Re: Can you help us?

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 08:04:40 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <D4r53t.BnI@hpbbrd.bbn.hp.com>
Source record: 170256

Please note that while this article doesn't have a valid e-mail return address,
the WWW page it mentions says:

Email: Chuck Boyle, boyle1@ix.netcom.com
Alias Edwards Research Institute (news postings)

3367. Mint/MintNet

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 08:44:11 UTC
From: chris@isa.informatik.th-darmstadt.de
Message-ID: <3j1c4r$37n@rs18.hrz.th-darmstadt.de>
Source record: 170381

I want to bring my Atari Mega ST back into life and put it onto my linux box (telnet, ftp, ...)
I read a few things about Mint and MintNet that would give me the right support to do so :)
I installed Mint 0.9x some time ago - just was curious - and now want to upgrade.
Actually I think it's best to start from scratch.
What do I need and where do I get it ?
(Mint/MintNet sources, gcc sources, libs, etc.)

Thanks for your help !

Chris

chris@isa.informatik.th-darmstadt.de

3368. Re: Will Pagestream Run on F030

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 09:00:48 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FCBJAAUQUp@warpcon.ersys.edmonton.ab.ca>
Source record: 170292

In <3ivphh$55v@dux.dundee.ac.uk> Rod McCall wrote :

>Well, will it. Ther version is 1.8?
>
>Rod
>
The answer is yes.

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?
-- --

3369. Was Atari A-Z book a con?

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 09:30:04 UTC
From: em09@liverpool.ac.uk
Message-ID: <D4r924.Cvr@liverpool.ac.uk>
Source record: 170495

OK I saw the ad. and sent of my money nearly three weeks ago and - zip!

Has anybody actually received a copy of this book?

Does it really exist?

Or have I been duped?

I _hate_ being conned, please say it isn't so.

John.
--
Mechanical Engineering Department John Boyes
University of Liverpool
P.O. Box 147 Email: em09@liverpool.ac.uk
Liverpool Phone: +44 (0)151-794-4861
L69 3BX (U.K.) Fax: +44 (0)151-794-4848

3370. Re: ST Conference?

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 09:31:01 UTC
From: andrew@minster.york.ac.uk
Message-ID: <1995Mar1.093101.14430@leeds.ac.uk>
Source record: 170496

: In message <1995Feb27.021137.11208@bradford.ac.uk>, P.A.Booth@bradford.ac.uk said:

: >After talking to Steve Taylor tonight, I was just wondering if anyone
: >would be interested in some sort of Atari Conference here in the UK.
: >I'm not really talking about a show, more a meet where people could turn
: >up, see other people, have a look around other people's systems, maybe
: >display their own if they wanted to and possibly have a few guest speakers
: >attending. Obviously I'd say have it Manchester since I live their but I
: >have a feeling the general trend would be based further south although I
: >could be wrong.

I'm all for that. I'd like to see what other people are up to with the
Atari machines. When is the next UK Atari show anyway?

--

Andrew Hague -- Researching Motivation in Human-Computer Interaction
Department of Computer Science. University of York, YORK. YO1 5DD
Tel: (+44/0)1904 432762 E-MAIL: andrew@minster.york.ac.uk
<Atari Falcon030, LynxII and Jaguar Owner and Prospective Developer>
Experimental WWW page: http://dcpu1.cs.york.ac.uk:6666/andrew/

3371. Falcon Audio Modifications

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 09:38:00 UTC
From: "Sven Bornemark"
Message-ID: <ftn_2.200.136.56$fidonet.org_2f5440eb_Sven.Bornemark@p56.dada.ct.se>
Source record: 170497

A while ago I described the modifications made to my Falcon.
Since it now sounds so good, I would like to share the complete
modification procedure, so that fellow falconeers can enjoy the
same *high quality sound* from their F030s.

Warning! This sort of work should definitely be carried out by
a qualified technician, since it includes replacing of teeny-
weeny components. Besides, it could affect the warranty as well.

FALCON HARDWARE MODIFICATIONS
as described on p. App 1-24 in the Cubase Audio Falcon manual

(Quote)

*To remove the bass boost on the output:
? Change C58 and C59 from 100PF to 1000PF.
? Change R123 anr R130 from 10K to 15K.
? Change R59 and R68 from 100K to 4.7K.
? Change C95 and C90 from 0.033yF to 1K Resistor.

*To reduce the speaker amplifier gain:
? Add a 100K resistor between pin 2 of U21 (@R119) and
AGND (@R111).

*To reduce the Input Gain by 6dB:
? Remove R56, R57, R90, R92, C21 and C81.
? Change R66 and R87 from 100K to 47K. (+) See note below!
? Add a 470pF NPO +/- 5% in parallel with R67.
? Add a 470pF NPO +/- 5% in parallel with R88.
? Add a 100pF NPO +/- 5% in parallel with R66.
? Add a 100pF NPO +/- 5% in parallel with R87.

(End of quote)

(+) [This is where Sven Bornemarks mod differs: this line
should read: *Change R66 and R87 from 100K to 1.8K.*
By doing so you end up with a sensivity of approx.
-10dB, same as most domestic HiFi gear]

I've also had the Clock Buffer Modification carried out on my
computer, but I'm unable to say for sure if this mod has had any
significant effect. All works fine, however.

Thanks to all Falcon owners out there who showed interest in
learning more about these sonic improvements on our beloved
Falcons!

Yours sincerely

-Sven-
Sven Bornemark Musik
Lergodsv 79, S-238 40 OXIE, Sweden. +46-40 54 54 54
sven@dada.ct.se | 2:200/136.56 | 90:1102/116.56
Hot software from the cold north

(UUCP Dialup connection)

3372. Geneva (again)

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 09:48:48 UTC
From: hkjdv93@hermes.hv.se
Message-ID: <3j1fu0$ih8@bellboy.ucc.uconn.edu>
Source record: 170498

I have tried to install Geneva in my auto folder on my F030, but I can't get it run properly. It bombs out. I have installed it with the installation program, but it doesn't seem to work.

Please help me

Henrik

3373. Re: Atari ST Hack in progress....

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 09:49:33 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <SCHWAB.95Mar1104936@issan.informatik.uni-dortmund.de>
Source record: 170499

In article <FB3VCHVAUP@galaxy.teuto.de>, neptune@galaxy.teuto.de (Hendrik Mylius) writes:

|> In <3immb7$pl4@holly.cc.uleth.ca> brenjb@hg.uleth.ca wrote:
|>> TOS 3 is the first version that supported 68030s.
|> Actually while that is true chronologically, TOS 2.6 (which came out
|> *after TOS 3) also supports 68030s. That is the TOS used on Jim Allen's Turbo

|> But 3.06 is much faster than 2.06, as it contains 68020 code.

No, it doesn't, at least not the one that i have in my TT. It does
support the 68020/30 so that it doesn't crash, but it still contains
only plain 68000 code.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

3374. Latex on a Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 09:57:48 UTC
From: andrew@minster.york.ac.uk
Message-ID: <1995Mar1.095748.23170@leeds.ac.uk>
Source record: 170401

Can someone tell me where I can get a FAQ for setting up Latex on my Falcon?

Alternatively, can someone just tell me how to set up Latex on my Falcon?

Are you a Latex on ST guru? E-mail me!

--

Andrew Hague -- Researching Motivation in Human-Computer Interaction
Department of Computer Science. University of York, YORK. YO1 5DD
Tel: (+44/0)1904 432762 E-MAIL: andrew@minster.york.ac.uk
<Atari Falcon030, LynxII and Jaguar Owner and Prospective Developer>
Experimental WWW page: http://dcpu1.cs.york.ac.uk:6666/andrew/

3375. Re: MagiCMac Demo

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 10:13:32 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3j1hcc$64q@epsilon.qmw.ac.uk>
Source record: 170316

Hutch (hutch@ilmen.lanl.gov) wrote:
: Can't wait for the 'real' version to be released (hasn't yet, has it?)
: as I'll definitely buy it if they produce an English language version.

MagiCMac is now being sold by System Solutions
(ssolutions@cix.compulink.co.uk)

I am not sure if this is the English version, I suspect it is. It
costs 150 UKP, and comes with Ease.

: P.S.: Thanks to Hensa for making the file available and thanks to John
Hey, no worries. :-)

Just mention my name when you do buy it...and that I made the demo
available....snd that you think I should get a free copy. :-)

Regards
Danny
--
.signature.signature

3376. Re: ST Conference?

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 10:25:32 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3j1i2s$64q@epsilon.qmw.ac.uk>
Source record: 170325

Harry Sideras (sidcelery@cix.compulink.co.uk) wrote:
: Isn't there a User Group in Manchester? MAG? That's Denesh, isn't it?

Yes, and Steve taylor is my partner, who Paul was talking to. We would
love to have a mega meeting. Maybe the next Atari show will be more
User oriented....

Danny/Denesh
--
.signature.signature

3377. Gasteiner

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 10:45:40 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Mar1.104541.103@genrad.co.uk>
Source record: 170402

In message <793879218.4@cs.york.ac.uk>, Andrew Hague wrote:

] From Gasteiner's reputation I don't
] think I'd ever buy anything from them. Are they a better company than they
] were about 2-3 years ago?

I would avoid them if possible too. I don't know what they were
like two or three years ago, but if they were worse than they are now
then they must have been completely and utterly useless. Sorry for this
long post, but it's a long story!

I bought a hard drive from them for my Falcon about six months ago.
When it arrived, (unboxed, just wrapped in bubble-wrap with a sticky topside
where a label had been ripped off it) I found that the mounting bracket does
not come with the drive (no mention of that in the advert) so that cost me an
extra 25 quid. When I mounted that flimsy bit of metal, I found that the
ribbon cable supplied is too short to stretch up to the drive, and that the
drive doesn't even fit in the bracket. After several phone calls to people
at Gasteiner who didn't have a clue about anything, I bent the bit off
metal to fit. At least it keeps the drive off the motherboard.
Now to load the HD driver software. I ran AHDI, and it couldn't
see the drive. After faffing around for a few days, and many more phone calls
to people at Gasteiner who didn't have a clue about anything, I thought -
"sod it, I'll reformat the drive and see what happens". So I did. And it
worked. "I'll never use Gasteiner again", I thought.

This Christmas my wife bought me a scanner from... Guess who!
It arrived in November with no cartridge adaptor, no power supply, no
manuals, and no software, but apart from that everything was there (the
scanner was). After repeated phone calls from my wife to people at Gasteiner
who didn't have a clue about anything, one by one, she got all the parts
except the cartridge port. Not being knowledgeable about computers, she didn't
know what was needed, and Gateiner certainly weren't going to tell her.
Instead they realised she didn't know about it, so just reeled off crap
about the scanner, and generally abused her over the phone.
Come Christmas, I opened my present to find that there were still
bits missing. Over the next few weeks, after talking on the phone to several
people at Gasteiner who didn't have a clue about anything, I got everything
except the Touch-up software. Eventually, the manager at Gasteiner said,
"send everything back and we'll resend a new box", after admitting that
the scanner I was sent was one that had been loaned to them and didn't
work anyway. So a couple of weeks later, I got a new scanner. But no Touch-
up software. I phoned some people at Gasteiner who didn't have a clue about
anything, and eventually received a parcel with Touch-Up in it (that was
last week - three and a half months after ordering a scanner). The only

thing I'm still missing is the Merge-It software, which I got with the first scanner but not with the second.
You never know, I might get everything by next Christmas.

After reading this far, would you EVER use Gasteiner? Do so at your peril!
Paul Hills

3378. Re: DUET Docs -- English Version?

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 10:50:59 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3j1jij$64q@epsilon.qmw.ac.uk>
Source record: 170403

Mike Wasinger (mwasinge@nyx.cs.du.edu) wrote:
: If someone out there has installed DUET successfully, could
: they post a brief English summary of the installation procedure
: and operating instructions?

I have tried it with success. very easy. Basically, Duet comes with
modular drivers for you to install.

Go into the DRIVERS folder, and copy the relevant driver into the AUTO
folder. I used the midi drivers. Next, come out of the DRIVERS FOLDER,
and copy both DUETCONF.PRG and DUETCONF.INF files into the AUTO
folder, after the duet driver.

You can edit the INF file with a text editor. The main one is the the
last line, where you can define what drive icon on your computer, is
the drive from the other one. It looks something like this:

DRIVE N C

N is the icon on your computer....while C is the physical drive on the
other. You can have multiple lines here...

Hope this helps.

Regards
Danny
--
.signature.signature

3379. Re: TIF Compressed

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 11:12:18 UTC
From: contacts@mits.mdata.fi
Message-ID: <3j1kqi$2ke@prime.mdata.fi>
Source record: 170404

In article <3ilit5$pr4@netnews.upenn.edu>,
Rob S. Rice <rrice@ccat.sas.upenn.edu> wrote:
>
>Hello! Does anybody know of an art program or a picture program or any
>sort of graphics utility that would allow my friend and dentist (a good
>combination) to load TIF compressed files from his CD-Rom's? Many
>thanks--we have tried (and registered) GEMView, and ST Convert. No luck
>so far,

Imagecopy 3.5 (CD).

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearOldBass/Beer!!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

3380. Re: GIF-->Jpeg Converter Needed

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 11:16:56 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3j1l38$llc@golem.wcc.govt.nz>
Source record: 170405

In article <3j0v3r$ih4@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz (steve wells) writes:
>] > Subject says it all. I have a ton of Jpeg's I can't look at on a standa
>] > Mega ST without them looking like crap! I do have a really nice GIF vie
>] > that allows upto 4096 in a HAM mode. So if I can convert them, I will
>] > be somewhat happier.
>]
>] Gemview will do the conversion (3.10 is the latest version).

GEmview is upto version 3.12...??

It was posted to GEnie, but as I have to pay to access these files
I have left them there..

>and does it pretty quickly. The latest Jpeg-5 release does a better
>job still, and is only marginally slower. Then, once converted, view
>them with Photochrome in ST-Ham or STe-Superham mode, and be impressed,
>I certainly was considering it's only an 8Mhz machine which is only
>supposed to show 16 colors on-scren :)

NOTE: Only one port of Jpeg-5 works and its called JPEG5ABN,
and it uses less memory than the otheres, so Please don't
dnload any od these buggy ones...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3381. Re: Changes to HENSA Access...

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 11:37:12 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3j1m98$64q@epsilon.qmw.ac.uk>
Source record: 170406

BLAIR DEAN (bdean@hpb.hwc.ca) wrote:
: Great stuff!! Did you find out what was causing the heavy load?

Yeah...the file table was filling up. A system patch was needed, to
empty the file table, when someone logged out.

Some restrictiopns still have to be kept, hence the restricted login
times, due to the load on the machine, and we are a service funded for
the HE sector in the UK....so they have to be provided with a trouble
free and fast access in the first instance.

Danny
--
.signature.signature

3382. Re: Will Pagestream Run on F030

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 11:38:13 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3j1mb5$mvs@lyra.csx.cam.ac.uk>
Source record: 170407

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>Well, will it. Ther version is 1.8?

I don't know about 1.8 but 2.2 (or whatever the latest version is) does work.
It's quite good actually, much faster than on a ST, especially with NVDI
installed as well.

I have found it is best to run it in the TT compatible modes if possible,
it doesn't seem to like Blowup's custom resolutions.

Hope this helps,
Phil

--
[E-mail pd@mole.bio.cam.ac.uk]

A penny saved is ridiculous

3383. Re: Changes to HENSA Access...

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 11:39:17 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3j1md5$64q@epsilon.qmw.ac.uk>
Source record: 170408

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
: What about week-ends..?? or don't you have week-ends any more there..??

Unrestricetd gopher and WWW at weekends. :-)

: Gee Danny I was asleep, did you want me to say some thing...??..:-)

Well, I wondered if you were listening....as you do use HENSA quite a
lot.

: I find the week-ends the best time to get on any sites from here..
Or anywhere.

Danny
--
.signature.signature

3384. Re: MEDUSA T60

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 11:42:43 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3j1mjj$euv@m1.cs.man.ac.uk>
Source record: 170409

In article <3iv50l$btv@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
|>
|>
|> : The '186 was released, and it was used in PCs made by RM and bought by
|> : lots of UK schools who then found they wouldn't run a lot of software
|> : written for normal PCs. Some would run if you switched to a compatibility
|> : mode which when wouldn't run RM's basic or logo (not that either was much
|> : good).
|>
|> WE had a batch of these at my old school . They were pretty feeble.
|> About twice as expensive as an arc and no where near as good.
|> Is RM still in existence?

Yes, I had to use RM for my A level computing. Ahhh!!! They had just got some new RM 486's though.... They had a RM mode program which put them into a compatibility mode which would enable the old (crappy) RM basic / pascal etc. to work....

|> Rod

Anthony

3385. Re: IMPORTANT NOTICE ABOUT HENSA ACCESS

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 11:56:21 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3j1nd5$64q@epsilon.qmw.ac.uk>
Source record: 170410

BARRY WILSON (wilsontjb@cix.compulink.co.uk) wrote:
: >Is this a German-to-English translator?
: Yes. I'm not sure where you can ftp it from.

Hi Barry

Give me more credit than that! You know i am on cix....and so any
programs that make it on cix, obviously make it onto HENSA. :-)

Regards
Danny
--
.signature.signature

3386. Re: gemulator

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 11:59:48 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3j1njk$a3f$1@mhadf.production.compuserve.com>
Source record: 170411

Games are the weakest spot for the Gemulator, because most of them do "break the rules", and going directly to the hardware is almost guaranteed to fail when that hardware isn't there.

It also doesn't support the joystick at all, as far as I know, which eliminates a huge percentage of games right there.

The Gemulator's strong point is running well-behaved applications software like Calamus where someone might have a large investment in software that they don't want to have to give up when moving to a new platform.

It's true that the idea of emulators is usually a lot better than the actual implementation...

BobR

3387. Re: Oh, what have I done?

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 12:01:01 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1995Mar1.120101.6574@bay.cc.kcl.ac.uk>
Source record: 170412

In article <3iv7b9$g39@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
> lais@cs.man.ac.uk (S94) writes:
>>Any more news on the new ST mag ? Any firmer dates ? We're waiting !
>
> Yes! There will be a new mag called "Atari World" in April.

A big WAHOO! I take it this will have no resemblance to ST World -
which was swallowed up by ST Review, and that with ST Format.
Will it cater for the Atari scene as a whole or will it
concentrate mainly on the Falcon?

-Al,udem148@bay.cc.kcl.ac.uk-

3388. Ray Tracing Software

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 12:08:59 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3j1o4r$68a@dux.dundee.ac.uk>
Source record: 170413

I have POV Shell, but not the actual program. Where can I get it from?

Rod

--
--
Rod McCall, President, Lip Theatre Company
==========
// email: rmccall@mcs.dundee.ac.uk //
@@ No part of any mail I send is the reponsibility of the university @@
@@ hence don't complain to them, complain to me!! @@
==========
for infomation on the following
CD-ROM,Books & Compaq Presario email : cdsales@cix.compulink.co.uk
****

3389. E.P.S.S.

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 12:09:00 UTC
From: "Sven Bornemark"
Message-ID: <ftn_2.200.136.56$fidonet.org_2f54641e_Sven.Bornemark@p56.dada.ct.se>
Source record: 170414

Hi Sebestyen,

From Hungary, are we? So are some of my best friends too. But I can live with that.

> About a month ago there was posted a message about E.P.S.S, a mid
> player for the Ste series. If anyone knows something about it, please
> drop me mail.

E.P.S.S. was written by the gifted Swedish Atari-supporter Conny Pettersson, better known as Copson. The program retails at SEK 300:- (25.00 GBP) here, and there is a "free" demo version too.

Copson can be reached at:

Voice and fax: +46-13 16 41 04
Email : FidoNet 2:204/428.7

E.P.S.S. is a sweet little program that allows you to trigger internal samples in your Atari from *proper* sequencers like Cubase, and save your creations in a format that games programmers could use.

Yours sincerely

-Sven-
Sven Bornemark Musik
Lergodsv 79, S-238 40 OXIE, Sweden. +46-40 54 54 54
sven@dada.ct.se | 2:200/136.56 | 90:1102/116.56
Hot software from the cold north

(UUCP Dialup connection)

3390. FS C-LAB Creator V3.149

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 12:09:44 UTC
From: tkk@uclink2.berkeley.edu
Message-ID: <3j1o68$5km@agate.berkeley.edu>
Source record: 170415

Probably the only other sequencers for the ST that are better than this one are Emagic(C-LAB)'s Notator, Logic, and Cubase. This sequencer is basically Notator without the Score Editor. I have all the manuals, dongle, etc etc, and want to sell for $75.

email
tkk@uclink2.berkeley.edu

3391. Re: HSMODEM6 ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 12:20:21 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3j1oq5$64q@epsilon.qmw.ac.uk>
Source record: 170330

zrollinso@cc.curtin.edu.au wrote:
: I found hsmoda05.lzh on micros.hensa.ac.uk under /micros/atari/tos/o/o191. Is
: this the same as HSMODEM but a previous version or is it something else?

This has been replaced with the latest ftp release...number 6. You
will find the latest in the same place you found 5.

Regards
Danny
--
.signature.signature

3392. Re: Was Atari A-Z book a con?

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 12:40:07 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3j1pv7$f19@epsilon.qmw.ac.uk>
Source record: 170338

Mr. J. Boyes (em09@liverpool.ac.uk) wrote:
: OK I saw the ad. and sent of my money nearly three weeks ago and - zip!

Just wait a while...

: Has anybody actually received a copy of this book?

Yup. I received my copy on Monday...some received theirs on
Friday. Mine was in the first batch to be sent out.....and mine was
the first cheque that mark got. :-)

: Does it really exist?

Yes, and very nice it is too.

: Or have I been duped?

No you haven't. There was a problem with the printers....the first
batch of books was sent out last Thursday...so either your book is in
there, or it will be in the second batch to be sent out, after it has
come from the printers.

If you are worried, why not mail Mark? msbaines@cix.compulink.co.uk.

Danny
--
.signature.signature

3393. WWW pages for Atari

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 13:00:59 UTC
From: Lars-Erik 0sterud <leo@merkur.sds.no>
Message-ID: <3j1r6b$kt6@daneel.sds.no>
Source record: 169897

Does anyone have any WWW adresses for Atari ST stuff ?

Lars-Erik

3394. Re: ATARI Works black page syndrome

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 13:05:15 UTC
From: whitema@chekov.cig.mot.com
Message-ID: <3j1reb$ptu@delphinium.cig.mot.com>
Source record: 170416

In article <H.eg.gdZaOpMmSsY@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>
>That doesn't guarentee success. I have 4M, Speedo 4.1, and the last
>AtariWorks release, and an HP Deskjet 500. 90% of the time when I
>print, even with just one font, I get 2-4 bombs, and crash out.

I have this problem under MiNT 1.12, but not under 1.04. If you're running
MultiTOS, try going back to the 1.04 binary.

Mike
whitema@cig.mot.com

3395. Re: Was Atari A-Z book a con?

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 13:33:25 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3j1t35$f8k@percy.cs.bham.ac.uk>
Source record: 170417

em09@liverpool.ac.uk (Mr. J. Boyes) writes:
>OK I saw the ad. and sent of my money nearly three weeks ago and - zip!

There were printing problems, but the books went out last week AFAIK.
Try emailing Mark if you are worried: msbaines@cix.compulink.co.uk

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

3396. Re: Thieves in our group

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 13:51:04 UTC
From: ma2jswc@bath.ac.uk
Message-ID: <D4rL55.3J8@bath.ac.uk>
Source record: 170418

In the referenced article, P.A.Booth@bradford.ac.uk (Paul Booth) writes:
>Eh?
>
>Sorry, did I miss something, where's someone asking for illegal shareware?
>

I think you did miss somthing.
It was on the lines of... I'm a poor student, and would like a pirate
registered copy of Bio-Hazard. Could you please send me one.

But that's the Bio-Hazard thread, give it a look... It's quite long now.

3397. Re: [Q] Serial Mouse Driver

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 13:52:20 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.181.0008DF94@cfcsc.dnd.ca>
Source record: 170350

mbecroft@iconz.co.nz (Mario Becroft) writes:
>Does anyone know where I can get a Serial Mouse driver for an
>ST/TT030/Falcon etc? (I already know of Mousetricks from ST CLub, but I
>know there are Some PD ones. However they are hiding from me at the FTP
>sites ;-(
>Thanks for any help
> -- Mario Becroft (mbecroft@iconz.co.nz)

I don't know about PD but I use a pretty good serial mouse driver. Actually I
use it for my digitising tablet, but it doubles as a Atari mouse and
PCmouse(3button) driver also. It's CyRel Mouse, from Cybercube in Toronto,
although I believe the programmer is from Germany. Cost? about 20-30$
cyrel@cybercube.com
cyrel@interlog.com
cybercub@genie.geis.com
Hope this helps
later/plus tard
-ken

3398. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 13:57:13 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3j1ufp$b2n@nyheter.chalmers.se>
Source record: 170419

```
In article <3isfoc$k56$1@mhadg.production.compuserve.com>,
BobR <76702.1466@CompuServe.COM> wrote:
>
>The typical "giggle HA HA HA" description of PC users is that they're
>constantly having to tinker with CONFIG.SYS and AUTOEXEC.BAT files...
>
>That's stupid... you set it up once and leave it alone.
>
Well, I have a few friends with PC's and when I visit them they _need_ to
change to make one program run. To make another program run they have to change
something else. They have had PC's for about 10 years so they are _not_
beginners.
```

Regards, Christer.
--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

3399. Re: Help wanted with memory management/expansion

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 13:59:27 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.182.0008FDF0@cfcsc.dnd.ca>
Source record: 170420

cy4@ukc.ac.uk (Chris Young) writes:
>I am trying to run WAM Prolog 68 on my 520STfm. It takes up
>a lot of room. The only way I can release enough memory to get it to
>run is to unplug my hard disk and run it from the floppy. This is
>very slow.
>Does anyone know how to release more memory for non GEM based programs
>to use ? If GEM isnt running does this make any more memory
>available ?
>Is it possible to expand the memory of a 520STfm ?
>Bye, TschuSS, A bientot,
>Chris Young

How about Marpet, in your backyard :^)
they sell boards for 4 meg upgrades to 520's(to 4 megs) and 1040's(to 8 megs)
marpet@cix.compulink.co.uk
hope this helps
later/plus tard
-ken

3400. Re: REQUEST: Info about EPSS

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 14:05:20 UTC
From: lais@cs.man.ac.uk
Message-ID: <3j1uv0$j1f@m1.cs.man.ac.uk>
Source record: 170421

In article <1995Feb25.191259.10090@ludens>, szoli@ludens.elte.hu (Sebestyen Zoltan) writes:
|> Hi there,
|>
|> There was a letter about EPSS recently in this newsgroup, here is a short
|> explanation about it.
|>
|> EPSS is a Standard MIDI File player for the STE.
|>
|> Unfortunately, I lost the contact address of the developpers but I'm looking
|> for it.
|>
|> If anyone knows anything about the matter, please drop me a mail!
|>
|> Thanks in advance.
|>
|> Zoltan Sebestyen

Erm, I think (deep breath):

Conny_Pettersson@p5.f419.n204.z2.fidonet.cd.chalmers.se

or

peter@vinga.trillium.se

S.Lai

P.S. I think the song 'Atomic Man' on their EPSS demo is way cool !

3401. Re: Editors for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 14:12:36 UTC
From: Sascha Djuric <sascha@nora>
Message-ID: <Pine.SUN.3.91.950301150550.5524B-100000@nora>
Source record: 170422

On 21 Feb 1995, Cornelius Krasel wrote:

>I require a decent *fast* text editor for the Falcon. I have Tempus on my ST,
>but, it doesn't work on the Falcon. Where could I ftp one from?

AFAIK the problem running Tempus on a 030 machine is simply it's 24 bit
addressing. There is a small auto-folder program coming with Tempus Word
that programs the PMMU to accept these addresses, so You could ask for
this or look for something similiar on an ftp site (there should be some
utility doing this since I saw it once, but cannot remember where:)).

Hope That Helps,
bye Sascha

3402. Re: Translators..!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 14:16:36 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.183.00094719@cfcsc.dnd.ca>
Source record: 170359

sheppard_r@ix.wcc.govt.nz (Roger Sheppard..) writes:
>Well this is the list so far for Translators, German - English...
>XLATOR2
>MULTLAN2
>GER2EN30
^^^^^^^^^^
also CVTRANS3.lzh, but same author - registered gets you french, spanish, etc
>RUFTRADE
>I think thier could be one more, has any one done a FAQ
>on this, or some kind of performance tests...
>Some food for thought....
as long as its privatized food in NZ? 8^)
take care/prends soins
-ken

3403. Re: Will Pagestream Run on F030

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 14:29:08 UTC
From: jdp4@aber.ac.uk
Message-ID: <3j20bk$kn@fileserv.aber.ac.uk>
Source record: 170423

Yes it will - Im using v.2.2 and it works fine. I would imgine that previous versions would work as well

The HipSTer

3404. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 14:36:52 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCBOBHVAUP@dksoft.ping.dk>
Source record: 170424

In <3j0h93$b9p@henry.interlink.no> Vegard Hofsoey wrote:

>: Let's get one thing straight. Crippleware is and can not ever be shareware.
>: Shareware is a fully working program without any limits, were you just
>: trust the users that they'll registre. Crippleware got limits.
>
>That is a valid definition, but AFAIK slightly crippled programs are
>*very* commonly called shareware. And as improved/updated versions more

And that is wrong.

>often than not are available to registered users, the distinction is not
>that clear, in my opinion.
>

How do you expect people to registre a program where not even the programmer
can give a real definition of his program. I have seen PD program where
the author was aking for money. I have seen shareware with limits in. I've
seen crippleware without limits..Geeh, i have even seen PD with limits in.

How do you expect people to know right from wrong with things like that.

I know the programmers are only trying to make a few buks from their programs
but i honestly don't understand why they keep mixing the definitions up
like they do. Even worse is, when an author of an shareware program starts
screaming about piracy only stated from the fact of how many times his
program has been downloaded from a system.

Don't get me wrong, i like Crippleware, Shareware and PD alot. It's the
thing that'll keep our enviroment alive. I just wish the programmers could
get their definitions right sometimes, and not start blaming the users
when they do not make a living from their program.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

3405. Re: HSMODEM6 ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 14:40:12 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCBOBHVDUP@dksoft.ping.dk>
Source record: 170425

In <3j05t4$bt4@mars.fb1.fhtw-berlin.de> Harun Scheutzow wrote:

>Informed by whom?????? Not by me! There is no update after HSMODA06 at the
>moment. Even the MIDI-driver isn't faulty, it has only some limitations,
>which are well documented.

I think it was Jan Kriesten, (author of Semper) who wrote it.

>The only error is that the Ring Indicator is always reported as active (or
>never) via GEMDOS-Fcntl in MFP.PRG of HSMODA05. Programs not requesting this
>line via GEMDOS doesn't feel the bug.
>

I'm using Semper here, and i don't have any problems..

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

3406. Re: HSMODEM6 ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 14:43:16 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCBOBHVGUP@dksoft.ping.dk>
Source record: 170426

In <3j05fa$bt4@mars.fb1.fhtw-berlin.de> Harun Scheutzow wrote:

>Barry Heath (barheath@heathen.demon.co.uk) wrote:
>
>: Still, separate German and English versions would be easier on the phonebill!
>I would be very happy if there would be anybody who maintains the english
>version. This "anybody" could publish an English-only version.
>

You must know alot of people in Germany who is capable of doing this. At
least i know a few people who can speak both German and English fine in
NeST.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

3407. WTB: 4 foot (or longer) DMA cable (male to male)

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 14:45:33 UTC
From: aq255@freenet.buffalo.edu
Message-ID: <D4rnny.JDG@freenet.buffalo.edu>
Source record: 169901

If you have one of these lying about, please E-mail me with how much you'd like to get for it.

Thanks,

Paul
aq255@freenet.buffalo.edu

3408. Re: Editors for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 14:46:06 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3j21be$ed6@dux.dundee.ac.uk>
Source record: 170427

I used Everest on my Falcon last night, it was VERY slow!

This sort of contradicts my pervious advice. However will 7up run
under MiNT 1.12?

Rod
--
--
Rod McCall, President, Lip Theatre Company
==========
// email: rmccall@mcs.dundee.ac.uk //
@@ No part of any mail I send is the reponsibility of the university @@
@@ hence don't complain to them, complain to me!! @@
==========
for infomation on the following
CD-ROM,Books & Compaq Presario email : cdsales@cix.compulink.co.uk
****

3409. <<<HELP!>>, Data lost !

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 15:38:53 UTC
From: awatson@pacifier.com
Message-ID: <3j24ed$50i@pacifier.com>
Source record: 170428

Thomas,

d > I desperately need a programm to recover lost files on a SCSI
d > drive on my TT030 !

First, if you expect to recover those files, don't WRITE anything
new to the drive. Once a file is marked as deleted, it will be
overwritten if you save something new to the disk.

As for software to undelete programs, I'm not familiar with any
Shareware/PD programs, but I use Diamond Edge for this. Works great!
You can purchase Diamond Edge from Oregon Research, and from most
Atari Dealers such as TOAD computers. Diamond Edge also defragments
your hard drive, improving access speed.

Good luck,

Anthony Watson
Mountain Software

___ Mountain Reader II - #Author 1

3410. Re: Is Atari Alive???

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 15:48:00 UTC
From: "Magnus Kollberg"
Message-ID: <ftn_2.203.221$fidonet.org_2f549730_Magnus.Kollberg@f0.n200.z2.ct.se>
Source record: 170429

On 02-22-95 Chris Herborth wrote to All...
A> Also, they are apparently very opposed to a PowerPC version of MagicMac,
A> and intend to fight the production of such a thing. :-(

Ofcourse they are. They don't want people to buy power macs to run
ATARI software on them. MagiCMac is much better and faster then system 7,
so if MagiCMac was able to run on the PowerPC the software companys would
make the programs run under MagiCMac insteed of under system 7! ;)

Just a thougth.

Magnus K
* (QW|{ 2.6 *

(UUCP Dialup connection)

3411. Re: MagiCMac Demo

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 15:48:08 UTC
From: johnmoon@pyromania.apana.org.au
Message-ID: <1995Mar1.154808.27284@pyromania.apana.org.au>
Source record: 170430

```
>P.S.: Thanks to Hensa for making the file available and thanks to John
>Moon of Oz for uuencoding and sending it to me.

Thanks Hutch, but tell me, what stuff did you run on magic mac?
How much faster did it work & did you try any midi type .prg's?

Does this also mean, that you will get all that old stuff out from your
drawers and load it into your mac to use? 8-)

__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/

johnmoon@pyromania.apana.org.au
--

__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
```

3412. Re: Experience with ST-Oberon?

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 16:13:21 UTC
From: eglis@ubaclu.unibas.ch
Message-ID: <1995Mar1.161321.44537@yogi.urz.unibas.ch>
Source record: 170327
Cross-posted to: comp.sys.atari.st,comp.lang.oberon

In article <3is5mb$b0r@lirmm.lirmm.fr>, dietz@lirmm.fr (Andreas DIETZ) writes:

> I have heard about an Oberon implementation for Atari ST computers.
> Does anybody have practical experience using ST-Oberon? Is it a
> full Oberon-2 implementation? How about support? Is it shareware,
> public domain or commercial?

Im not shure, if it's wise to announce this already, but i'm trying to implement
the Oberon System for Atari Computers, since I have 5 weeks of hollydays now.
But don't expect too much from me for the moment. As for the compilers I can
say that the compiler from Stephan Junker from what i know supports the full
Oberon-2 standard, but also adds some extensions to it, what i personally don't
like so much about it. On the other hand the GEM-Library is very good, but
i don't know yet, if i'm going to support it in the Oberon-System, or if
i'll create my own Library. You may write me your oppinion on that.
Also, if there are some people around, willing to help me a bit, i would be
glad to hear from them.

greetings

Simon Egli

3413. Re: gemulator

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 16:16:47 UTC
From: gbennett@friendly.sim.es.com
Message-ID: <3j26lf$s5u@orca.sim.es.com>
Source record: 170431

In article <Pine.SUN.3.91.950228190831.20837G-100000@PEAK.ORG>, James Wood
<jamesw@PEAK.ORG> writes:
>
>
> On 28 Feb 1995, Greg Bennett wrote:
>
> > [original posts deleted]
>
>
> I'd like to see the Gemulator run the Burning Illusion demo, or any game
> that tweaks the hardware to the max. It's been my experience with
> emualtors of *all* kinds that they never do everything right, even if
> they do the things they can do, faster.

Actually, I've never tried the demo that you have mentioned, but I have
run quite a few programs that 'tweak the hardware' and they seem to work.
Unfortunately, the Gemulator cannot read most protected disks, so many
of the games that I've wanted to test can't run cause I can't get them to
read. BTW, the Gemulator can read the standard Atari format just fine.
>
> The PC joystick just can NOT emulate a digital stick at all - for games
> that require 4 or 8-directional input. About 3/4 of the time you can get
> your player to go left instead of up..... but try a diagonal. Where
> does the second joystick go???

It's very easy to emulate an analog joystick on a PC. Haven't you
ever seen the Gravis gamepad for the PC? Also most PC joystick ports
can support two joysticks with a special y-cable. The biggest problem
with the gemulator (along with no MIDI support) is it's lack of
joystick support. Both of the problems are supposed to be resolved
in the next version of the Gemulator software, but for the time being
you just have to live without them.

>
> I'd like to try putting in ST Gauntlet and see if it runs on a PC.

I would too! If only I could get my copy of Gauntlet to read, AND I
had joystick support. (Darek are you listening? :))

>
> James
>

--
Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '

Evans & Sutherland Simulation Division ___/
* See Hitchhiker's Guide to the Galaxy (US version)

3414. Re: MEDUSA T60

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 16:29:30 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCBRAJUXUP@galaxy.teuto.de>
Source record: 170432

In <D4HIvD.3Ls@world.std.com> ysiu@lexicor.com wrote:

>Facts are that the Medusa060 was demonstrated at shows so we know it
>exists and if you call Motorola they will tell you that they have prototypes

Exactly!

>I have heard of an amiga060 accelerator, but not sure about details

Ther is ONE (!) system up and running. A now a couple of student of a local
university, who are somewhat involved with that.

But the Amiga060 has massive problems and is far from stable!

Hendr!K

3415. Re: Newbie questions...

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 16:55:12 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3j28tg$nfp@m1.cs.man.ac.uk>
Source record: 170433

In article <950227Z022010.679barheath@heathen.demon.co.uk>,
barheath@heathen.demon.co.uk (Barry Heath) writes:
|> In article <3iqfsc$qhg@delphinium.cig.mot.com>
|> whitema@chekov.cig.mot.com "Michael A. White" writes:
|>
|> > In article <950222Z095552.901barheath@heathen.demon.co.uk>
|> > barheath@heathen.demon.co.uk writes:
|> > >In article <D4CysK.4K0@cs.vu.nl> epdouden@cs.vu.nl "Ouden de EP" writes:
|> > >
|> > >> The "f" means that the computer has an internal 720kb drive. Later
|> versions
|> > >> of the ST-series have an 1.44Mb drive.
|> > >
|> > >BON-N-N-G-G-G Wrong answer. Well, right in that it has a 720k drive.
|> Wrong
|> > >because later ones didn't have 1k44. Only the Falcon has that
|> > >
|> >
|> > BON-N-N-G-G-G yourself. Some Mega STes came with 1.44 MByte floppy
|> drives.
|> >
|> > Mike
|> > whitema@cig.mot.com
|> >
|> Dunno about you, but I ain't never seen a Mega STe(f). We were discussing
|> an STf or fm as I remember. It was also wrong because some STf and fm
|> models had only a 360k drive. Ta to whoever pointed that one out, too; I
|> have to admit I always thought the 360k was only fitted to STfs and that the
|> fm had 720k as standard - but, never having checked every one, I _could_
|> just
|> be wrong...:-)

Nooooo... it was the 1040STfm that had 720 as standard, the (early) 520STfm had
a 360k drive...

|> I put it the way I did because I (and others I have met) consider the MegaST
|> range to be a tad off the mainstream "single box" ST (yeah, I know the
|> earliest ones had a separate drive)
|>
|> bazza - slightly pink and cringing in embarrassment

3416. Modem bargain

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 17:16:42 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <794078202snz@chowgar.demon.co.uk>
Source record: 170382

British Telecomm Networking Modem (NS 2232b model)

Features (taken from the manual)

* User friendly configuration using AT commands ot the internal menu system.

* Full network management facilities.

* AT and V.25 bis auto calling/auto answer using internal number store, log on sequences, passwords and dial-back security.

* Automatic Standby Switching/Switchback.

* Synchronous and Asynchronous operation.

* Error correction and data compression to V.42/V.42 bis or MNP4/5.

* Line connections: PSTN and 2 or 4-wire ALC.

* Tone, pulse or mixed dialling.

* Circuit tests - loop, self-test, BERT.

* Multiple levels of password security.

* Fixed or variable number security dialback.

(end of features page)

This is one hell of a nice modem with about a million other features that I don't even have a clue what they are. The reason I'm selling it is because every now and again it won't make a connection but if I wait a while or tap the top of the unit it works fine, maybe a loose connection but I haven't a clue about this sort of thing. Because of this I have ordered a new modem today which while not as good, has all the features I need whereas this one is wasted on me really.

The unit retails at over a grand but all I want is 100 pounds including delivery.

Anybody interested ??

Regards.

--

Simon Moore
smoore@chowgar.demon.co.uk

3417. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 17:30:31 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503011625.AA07110@ilmen.lanl.gov>
Source record: 170434

In a previous message, kim@dksoft.ping.dk (Kim Andersen) wrote:

>What makes you think more than 16 people are using your program Eric ?

While not concrete evidence, of course, the download count from various commercial services (GEnie, CIS, Delphi, etc) can give one an idea of the level of interest, at least, in any shareware program. If these download counts are hundreds of times more than the number of paid registrations, it's easy to put two and two together. And this does not include the number of copies gained via ftp.

>Let's get one thing straight. Crippleware is and can not ever be shareware.
>Shareware is a fully working program without any limits, were you just
>trust the users that they'll registre. Crippleware got limits.

Garbage! I see nothing wrong whatsoever with shareware that is fully functional with the exception of a few key features (such as SAVE). As long as it is functional enough to give the user a good understanding of how the program works in real life, there should be no complaints. In fact, it would seem that the only people that DO complain are those that wouldn't pay the shareware fee anyway. It's just piracy in another form.

This argument surfaces every few months in this newsgroup. And the same tired old arguments are always presented. Give it a rest.

-Hutch- @ Fair Dinkum Tech

3418. Re: ST Clock wanted.

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 17:38:25 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-0103951738250001@ngalm099.gal.nt.com>
Source record: 170435

In article <1995Feb27.151907.757@newsserver.rrzn.uni-hannover.de>,
pwal@lfi.uni-hannover.de wrote:

> I have a real time clock for ATARI ST, it is compatible to the one in
the MEGA ST, so it is recognized (an of course used) by TOSses >=1.02.

What exactly does TOS do with this clock (I mean is there code in the ROMS
to read a certain location & set the keyboard clock).

I was considering building my own (Dallas chip) & was wondering which
memory locations to use. I would be better off using the standard as I
have TOS 1.04.

Is it documented somewhere?

Regards

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

3419. Re: Mac does ST!

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 17:41:56 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503011637.AA07114@ilmen.lanl.gov>
Source record: 170436

In a previous article, mbecroft@iconz.co.nz (Mario Becroft) wrote:

> It may have been a demo of MagiCMac. [...]
>
> What I can't understand is why you would want a PC or Mac when you could
> keep your Atari???

Well, there are at least a few valid reasons, I would think.

If, for whatever reason, an individual has the need to run Mac or PC software, a reliable and fast emulator might make sense. Desktop space is at a premium for most folks and the fewer 'boxes' the better. If the emulator is solid (crashworthy and compatible) and runs considerably faster than the 'real thing' then it's worth considering. I admit that there are frequently trade-offs when using an emulator so it's a decision that must be made by each individual based on their needs.

But for me, I know that I would be most interested in running my Atari software on a fast 040 platform; especially on one that I already own.

-Hutch- @ Fair Dinkum Tech

3420. Re: Uniterm and Simon Poole

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 17:43:30 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCBSEDURUP@galaxy.teuto.de>
Source record: 170317

In <ftn_2.203.202.11$fidonet.org_2f4685d1_Christian.Mittendorf@ostkupan.ct.se> Christian Mittendorf wrote:

> WW> Wolfgang Wander (btw author of connect ;-)
>THERE he is! Time to ask the _ultimate_ question:
> When do we get the FAX-option disabled?????

Err, *ENABLED*!!!!!

Hendr!K

3421. Re: Newbie questions...

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 17:44:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199503011944.a45092@m4.maus.de>
Source record: 170189

>some time back that Atari actually started putting High Density drive
>mechanisms into the later STEs, although they didn't use the Ajax chip
>or TOS version that could control them. I don't know that for a fact
>myself,

The very last batch of 1040 STE had Epson SMD-340 high-density drives, Falcon style top case (rectangular drive bay) and AJAX chip on board. Instant HD floppy - just add HD mod to mainboard.

bye, Peter

3422. Re: Fast printing anyone?

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 17:46:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199503011946.a45093@m4.maus.de>
Source record: 170188

>|> At work, our Falcon 030 drives a HP Laserjet IV+ through a non-
>buffered 20
>|> meter long cable, and the throughput is at 35000 cps without _any_
>glitches.
>|>
>|> bye, Peter
>
>Really ? That sounds intereting. What does your company do ?

Sell Atari and Olivetti computers. The HP is on the other side of the shop, and the Falcon is connected to it through the mentioned cable.

The 35000 cps throughput (erm, make that "up to 39000 cps" for certain cases) is done by an accelerator driver software written by myself. Stock Falcons do up to 4500 cps.

It's called iPRN.

Anyone want this driver? It's shareware, I'd only need some guy to handle the US registration stuff.

bye, Peter

3423. Re: Editors for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 17:46:02 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCBSEDUUUP@galaxy.teuto.de>
Source record: 170319

In <3i9b66$rnf@golem.wcc.govt.nz> Roger Sheppard.. wrote:

>>Which version of Tempus? The newer ones ought to work. The latest is 2.25.
>SORRY WRONG again the last UK, version of Tempus is 2.07, I tried to buy the

Too bad 4 U.

The latest available version on this side of the pond IS 2.25.

Hendr!K

3424. Re: Geneva

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 17:48:13 UTC
From: brenjb@hg.uleth.ca
Message-ID: <3j2c0t$4di@holly.cc.uleth.ca>
Source record: 170437

In article <D4pGM1.LGF@crash.cts.com>, richcsst@crash.cts.com (Richard John Kelsch) writes:
>
>My siggestion to you is to investigate acquiring MagiC! or MultiTOS.
>They are fully GEM and TOS multitaskable. They will behave much better
>with your background program than GENEVA. Another solution would be to

That's a good suggestion, but since he already has Geneva it would be costly.

>install MiNT before running Geneva, but I have no idea if Geneva will
>work with it. MiNT is available on most ftp sights. MiNT is the

MiNT and Geneva do not co-exist currently, but I have it straight from Dan Wilga of Gribnif that they will shortly. In my opinion, that would make a superior system to MultiTOS and a strong competitor to MagiC. However, Dan also said that NeoDesk will not soon be supporting long filenames, so if that is a concern you would have to add another desktop to the system too...

>multitasking kernal that is part of the MultiTOS package, but without the
>AES extension. Since Geneva is an AES, then it is logical to assume it
>will work with MiNT. However, I have no idea as to compatibility with
>Geneva and MiNT.
>
>Good luck!

Indeed, good luck!

>
>Rich
>
Jon

3425. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 17:49:52 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCBSEDUXUP@galaxy.teuto.de>
Source record: 170321

In <3ioifj$cvs@newsbf02.news.aol.com> Kula Bocca wrote:

>Sasa, please tell us more about TOS on the PPC. This is very interesting!

No, please don't. Keep your bull for yourself. Or post in advocacy. Sincrap might like to reply to that one ;-)

Hendr!K

3426. Re: gemulator

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 17:52:38 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCBSEDVAUP@galaxy.teuto.de>
Source record: 170315

In <D4LMFK.MGF@murdoch.acc.Virginia.EDU> John Stanmeyer wrote:

>You will not be able to find the GEMulator on any FTP sites for 2 reasons:
>2) It is not exclusively software- It includes also a card that includes
>a Motorola 680X0, TOS roms, etc., that slides into an expansion slot on

It only contains the TOS-ROMs. No 680x0 whatsoever.

GEMulator is a pure software-emulator.

The JANUS-board contains a 68k as well.

Hendr!K

3427. Re: COMA FAX PROBLEMS..

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 17:55:42 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCBSEDVDUP@galaxy.teuto.de>
Source record: 170314

In <ftn_2.203.202.11$fidonet.org_2f468512_Christian.Mittendorf@ostkupan.ct.se> Christian Mittendorf wrote:

[some of Rogers drivel deleted]

>So what is _your_ problem? If _you'll_ need a copy of COMA with two keys ï¿½why
>don't you try to contact the author and explain your problem?

Why should he do that? It is much easier to shout out in a newsgroup ...

But Christian, don't bother. It is only good ol' Roge'

>(On the other hand: If you run Coma on two different machines - one at your
>business and one at home - you'll *need* _two_ licenses! Am I right?)

I would guess so.

Hendr!K

3428. Re: Where's the Barracuda ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 17:56:37 UTC
From: brenjb@hg.uleth.ca
Message-ID: <3j2cgl$4di@holly.cc.uleth.ca>
Source record: 170438

In article <D4pGy8.Ly0@crash.cts.com>, richcsst@crash.cts.com (Richard John Kelsch) writes:
>Nat! (nat@zumdick.rhein-main.de) wrote:
>: Anyone got any new info on the Barracuda 040 board by Wizztronics ?
>: I have been waiting now one year to get an accelerator board.
>: OverScan is apparently incapable of producing one (Afterburner),
>: but I have still hopes for the Wizztronics solution.
>
>: Actually does anyone know why it is so complicated to produce
>: a 040 board for the Falcon ? I would naively assume that one puts
>: a CPU with local RAM (keeping the original RAM as 'ST'-Ram) on a small
>: board, slows access to the Falcon bus to the piddling 16 Mhz and
>: that's it. (Yup I am no hardware expert...). And all this (w/o the RAM)
>: shouldn't cost more than 1000.-DM (or $500).
>
>: Nat
>The 68040 is vastly different to a 68030 in terms of hardware
>interfacing. It is a difficult process getting an 030 to work in an 040
>design. The bus signals are different and the hardware required to use
>them is different. Much of the decoding hardware of the 030 is no longer
>available in the 040. You may call this backward, but it actually makes
>the 040 design more flexible for different 040 uses. However, Motorola
>has published schematics for a bus "translator" board for it to use in
>the 040 design.
>
>With this help from Motorola, you may not see how it's so difficult.
>However, this translator disables burst mode accesses and that does limit
>the 040 tremendously. Perhaps these companies are trying to overcome
>that limitation and yet have it cooporate with the Falcon bus. It sounds
>like a hard job.
>

Even with all that aside, the biggest reason I can see for the Barracuda taking so long is all the other stuff that is in it. Steve Cohen (the developer) has likened it to a "computer within a computer". It is not just an accelerator, it also has two VME buses, a 50 pin video socket, a memory upgrade, and it also speeds up the Falcon's bus speed to give you additional resolution without an extra card (similar to the "Speedresolution Card" from Germany.) Somebody was saying something about a 96001 DSP too, but it wasn't Wizztronics (but don't quote me on that part...) There is also the capability to add the Video Funnel and an 80486 for 'whatever you would use an Intel chip for.'

>Rich
>

Jon

3429. Re: gemulator

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 17:57:20 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503011652.AA07117@ilmen.lanl.gov>
Source record: 170439

In a previous message, James Wood <jamesw@PEAK.ORG> wrote:

> I'd like to see the Gemulator run the Burning Illusion demo, or any game
> that tweaks the hardware to the max. It's been my experience with
> emualtors of *all* kinds that they never do everything right, even if
> they do the things they can do, faster.

As should have been mentioned already, the Gemulator is NOT a good choice if your primary interest is in running ST games on a PC. Many games use some rather, ah, unorthodox approaches that don't work well under an emulator. Sound and joystick support is another yet to be resolved issue.

For most productivity apps, the Gemulator seems to work pretty good, but it's certainly not for everyone. As is often the case, an emulator is seldom as good in all tasks as the 'real thing' but still might be worth considering.

-Hutch- @ Fair Dinkum Tech

3430. Re: Mac does ST!

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 18:22:58 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.184.000D6265@cfcsc.dnd.ca>
Source record: 170222

Mark Santora <santora@delphi.com> writes:
> Well folks, while I was on GEnie the other day I noticed a new file. It
> was a ST EMULATOR for a MAC! No shit. Really. I didn't dl it as I own
> an ST, but it did intrigue me. Has anyone used it or heard about it?
> I am planning to get a Pentium later this year and a Gemulator wo use
> Calamus(I wont use Windoze Nice Try). But if I can get a Mac instead...
> The possibilities are endless...
>Mark "Stingray" Santora

IMO I'd go for the MAC/PowerMAC/PowerPC. 80?86 tech is a dead end.
Hey think of it! Run a MAc running MACMagic running Magic <giggle>
-ken

3431. Re: DUET 1.00 - coming to an atari.archive near you!

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 18:43:40 UTC
From: alfasoldt@aol.com
Message-ID: <3j2f8s$cs8@newsbf02.news.aol.com>
Source record: 170440

> I want to connect my ST to my Falcon via MIDI.

Simon,

Midi_Com, LittleNet and MediumNet, among others, will do this via the MIDI ports.

Al Fasoldt, Systems Editor, Syracuse Newspapers

3432. Re: IMPORTANT NOTICE ABOUT HENSA ACCESS

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 18:45:50 UTC
From: alfasoldt@aol.com
Message-ID: <3j2fcu$csj@newsbf02.news.aol.com>
Source record: 170441

> Ruftrade ...

Thanks, folks. I've got Ruftrade now and it's a lot better than previous translation apps. Also fast!

Al Fasoldt, Systems Editor, Syracuse Newspapers

3433. Re: Geneva and MiNT (was Geneva)

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 18:53:57 UTC
From: alfasoldt@aol.com
Message-ID: <3j2fs5$cut@newsbf02.news.aol.com>
Source record: 170442

> Geneva and MiNT ...

Mike,

Dan Wilga of Gribnif is working on the MiNT-compatibility issue right now.
That's all that can be said in public. :-)

Al Fasoldt, Systems Editor, Syracuse Newspapers

3434. Re: Geneva (again)

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 19:01:16 UTC
From: alfasoldt@aol.com
Message-ID: <3j2g9s$d1e@newsbf02.news.aol.com>
Source record: 170443

>I have tried to install Geneva in my auto folder on my F030, but I can't get it to run
> properly. It bombs out. I have installed it with the installation program, but
i> t doesn't seem to work.

Henrik,

You'd have to identify your other auto-folder programs and so on before I can help a whole lot, but I''ll do what I can. Why not e-mail me a list of what else if running, what the order of the auto folder is and what DAs you have installed, too.

Al Fasoldt, Systems Editor, Syracuse Newspapers

3435. Printer Problems

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 19:02:08 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3j2gbg$qdi@golem.wcc.govt.nz>
Source record: 170444

I just got myself a Xerox 4045 Laser Printer and Photocopier, for a measly ~$150US. It will copy okay, and accepts text from the Atari without any problems whatsoever, but.....

The electrostatic drum, on the left hand side, is coated with toner, and whenever I print anything, the left hand side of the page is a black blur. Is there some way I can fix this, or does the drum have to be replaced? (I forsee hideous expense!)

Also, I can't get it to print any Graphics from the ST, and the manual isn't terribly helpful as far as telling me what printers it is compatible with. It is obviously graphics capable judging that it will photocopy stuff, and the manual _says_ it can handle graphics, but is there anyway I can get this thing to handle graphics? (Printer driver etc.!?)

If I can get this thing working, then it's a pretty cheap printer, and photocopier :) (Heck, a Dot-matrix would have cost me more than this!)

Any ideas on drivers and/or fixing the toner-sticking-to-the-drum problem!?

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.
Maintainer of the Generation-X FAQ.
"Follow the rules we've demonstrated, or else you'll end up mutilated"

3436. Re: Geneva

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 19:04:35 UTC
From: alib107@twain.oit.umass.edu
Message-ID: <3j2gg3$hch@nic.umass.edu>
Source record: 170445

Richard John Kelsch (richcsst@crash.cts.com) wrote:
: The problem with Geneva is that it is only a multitasking AES. It only
: multitasks GEM applications. It does not multitask GEMDOS or BIOS
: routines. They are still the "old" single-tasking routines. Therefore,
: if two different programs wish to use the core system resources (disks,
: etc.), then they are going to make TOS very displeased.

This is simply not accurate. While the current version of Geneva does rely on cooperative multitasking, saying that the original poster's problems have anything to do with this fact is totally incorrect. In fact, it is because Geneva does NOT use preemptive multitasking that is it so much faster and more compatible that MultiTOS. All of the poster's questions are, in fact, answered by the Geneva manual.

Neither MagiC nor MiNT do anything special to the pre-existing GEMDOS of BIOS. They simply tack code on top of it that allows it to multitask preemptively. Very little is actually needed to change at the BIOS or GEMDOS levels. The hard part is getting programs to work well together once you have added preemptive multitasking.

Dan Wilga
gribnif@genie.geis.com

3437. Re: Geneva and MiNT (was Geneva)

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 19:10:30 UTC
From: alib107@twain.oit.umass.edu
Message-ID: <3j2gr6$hch@nic.umass.edu>
Source record: 170446

Mike Morris (mike@medsun.unige.ch) wrote:
: Richard Kelsch said:
: >> Since Geneva is an AES, then it is logical to assume it
: >>will work with MiNT. However, I have no idea as to compatibility
: >>with Geneva and MiNT.

: Anybody who can fill us in? Do they get on all right? In a week
: or so I will be wanting to do it, so I could wait; but...)

Geneva 003 and MiNT do not get along. However, for the next version of Geneva, 004, I am working on MiNT compatibility. This will provide true preemptive multitasking, as well as all of the other nice file functions that are part of MiNT. 004 should be out in May, and we are going to put out a newsletter when it is available.

Dan Wilga
gribnif@genie.geis.com

3438. AV Protocol Docs in ENGLISH

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 19:15:33 UTC
From: alib107@twain.oit.umass.edu
Message-ID: <3j2h4l$hch@nic.umass.edu>
Source record: 170447

I would very much like to get a hold of documentation for the AV Protocol. So far, I have yet to see anything that is completely in English, however.

There was one archive alleging to be in English that turned out to be nothing more than the regular German files with one small TXT file in English tacked on.

If anyone can point me to an ftp site, please respond to my GEnie address, below. Do not reply to this message directly, as I rarely read mail at this site.

Dan Wilga
Gribnif Software
gribnif@genie.geis.com

3439. diablo 630 atari->PC???

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 19:48:25 UTC
From: cfauconn@eduserv.rug.ac.be
Message-ID: <3j2j29$lpa@infoserv.rug.ac.be>
Source record: 170318

[No readable article body recovered]

3440. WANTED - Atari Monitor - WANTED

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 19:55:09 UTC
From: Paul@wimpey.dungeon.com
Message-ID: <Paul.203.000D8AED@wimpey.dungeon.com>
Source record: 170313
Cross-posted to: uk.forsale,demon.forsale,dungeon.forsale,comp.sys.atari.st

Has anyone out there got an Atari Colour Monitor for sale at a reasonable price?

Paul

****
* Paul Whiteside Internet: Paul@wimpey.dungeon.com *
* Feltwell, Norfolk Fidonet : 2:2504/100 *
****

3441. Re: Geneva and MiNT (was Geneva)

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 20:23:30 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3j2l43$hpb@status.gen.nz>
Source record: 170172

Mike Morris (mike@medsun.unige.ch) wrote:
: Richard Kelsch said:
: >> Since Geneva is an AES, then it is logical to assume it
: >>will work with MiNT. However, I have no idea as to compatibility
: >>with Geneva and MiNT.

: Anybody who can fill us in? Do they get on all right? In a week
: or so I will be wanting to do it, so I could wait; but...)

I can't tell you as I don't have Geneva, however I think Geneva would need some re-writing to operate under MiNT as Geneva, apart from being an AES, must have it's own Multitasking kernal. I think the AES part of Geneva would not operate with any other kernal for a start, and the Kernal and AES are probably lumped into one programme knowing how Neodesk is. So, I don't think it would be possible as Geneva is. Of course I may be wrong, as I don't have Geneva.

-- Mario Becroft (mbecroft@iconz.co.nz)

3442. Re: Civilization on Falcon ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 20:27:04 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3j2lao$hpb@status.gen.nz>
Source record: 170171

Aidan Keady (akeady@nmrc.ucc.ie) wrote:
: How can the game Civilization be made to work on the Falcon ?
: I'm sure there was a thread on this a long time ago, but as I
: didn't then have a Falcon I ignored it.
: The Falcon 030 list of games compiled by Heiko Hartmann mentions
: that a `newer patched version' works without modification.
: Where are these patches ? My original version of Civ was buggy
: and MicroProse replaced it with one that hardly ever crashes but
: it doesn't work on the Falcon as it doesn't seem to recognise the
: keyboard. There must be someone out there who has succeeded
: in getting it to work ?

The demo version off the ST Fromat disc worked fine on my TT030. And anything that works on the TT030 should work on tha Falcon030 I would think. Try out backwards 2, this wil almost certainly make it work.

Hope that helps,
-- Mario Becroft (mbecroft@iconz.co.nz)

3443. Re: Thieves in our group

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 20:56:45 UTC
From: abstract@wam.umd.edu
Message-ID: <3j2n2d$86h@cville-srv.wam.umd.edu>
Source record: 170448

Look, I want to apologize for losing my cool there. I think ripping people off is one of the worst things you can do. With Shareware authors, you are stealing directly from a person, lashing out at them personally, for no reason. I feel very strong about that... but I didn't mean to lose it and rant and rave there. Sorry, guys.
--Lunatic

3444. Falcon external HD installation problems

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 21:16:09 UTC
From: v_white@ece.wisc.edu
Message-ID: <3j2o6p$cj4@news.doit.wisc.edu>
Source record: 170449

Friends

I recently purchased a bare bones Falcon, and I'm having trouble
installing an external hard drive.

I started by installing the AHDI.PRG in the /auto directory.

Thus, when I rebooted, it recognized the hard drive, I got the message

Device 0 - Micropolis
Device 1 - Maxtor
Not Boot loaded

(which is very hard to read as it flashes on the screen only a tiny
fraction of a second)

The "not boot loaded" command is reasonable, as I was booting off the
floppy.

Then, when I finally get to the gem desktop screen, I only have the two
floppy icons, trash icons, and what appears to be some generic
hard disc icons (for drives D: and E:), which are there regardless
of whether I have the scsi stuff connected or not.

At this point when I run the HINSTALL.PRG, and do an install,
I see no drives highlighted as being available for mounting.
All I see is a matrix of drives, up to about H:, which are all
in "Half-tone" sort of signifying they aren't available for mounting.

I am ignored when I click on them.

I can quit the program and go back normally to the desktop.
But there's no hard drive installed.

There's no cherry bombs or anything. Just no available drive.

Any ideas??

Thanks!!

Victor White
v_white@janus.ece.wisc.edu

3445. Re: Oh, what have I done?

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 21:40:11 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D4s6uz.Knx@cix.compulink.co.uk>
Source record: 170331

> : Yes! There will be a new mag called "Atari World" in April.
> Who is publishing it?
People you can trust ie not bloody Future! I'm not sure if *everything*
has been made public yet so wont say too much but it WILL be worth it!

Iain

3446. Re: Was Atari A-Z book a con?

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 21:40:14 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D4s6v2.Kon@cix.compulink.co.uk>
Source record: 170333

> Has anybody actually received a copy of this book?
> Does it really exist?
I believe there was a problem with the first print run and it had to be
redone. I think copies have started going in the last few days though.

> Or have I been duped?
If its the Mark Baines book then no.

Iain

3447. Re: Oh, what have I done?

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 21:40:17 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D4s6v5.KpD@cix.compulink.co.uk>
Source record: 170332

> A big WAHOO! I take it this will have no resemblance to ST World
-
> which was swallowed up by ST Review, and that with ST Format.
Alas no although I suspect the name is a nod of respect to STW :-)

> Will it cater for the Atari scene as a whole or will it
> concentrate mainly on the Falcon?
Well I'm doing some jaguar reviews for them along with Graeme Rutt so I suspect it will be quite wide ranging!

The mag will be good value, well written and worth buying!

Iain

3448. Printer Driver for ST

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 22:23:44 UTC
From: jtempril@uoguelph.ca
Message-ID: <3j2s5g$kp@ccshst05.cs.uoguelph.ca>
Source record: 170341

Hya All...

I'm looking for some printer drivers for my Atari ST. I have a Bj200e
and I need the drivers for programs like Word Writer 2.0 or Time Works
DTP'er .... can someone please help!!!!

```
============================================================_/_/_/_/ _/_/_/_/
[]+[] Whats wrong with being drunk? Ask a glass of water! _/ _/_/
===========<jt@snowhite.cis.uoguelph.ca>================== _/ _/_/
_/ _/ + _/_/ +
_/_/_/ _/_/
```

3449. Re: Bio Hazard

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 22:27:02 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3j2sbm$s6g@golem.wcc.govt.nz>
Source record: 170351

In article <D4KH6v.Hvr@bath.ac.uk>, ma2ljg@bath.ac.uk (L J Greenhalgh) writes:
>In the referenced article, gloganwr@is.dal.ca (Gabriel Logan-Wright) writes:
>>I'll probably get flamed to the Nth degree for asking for a registered
>>s gloganwr@is.dal.cahareware game, (I've found Atari users much more
>>defensive over that)

>When reading posts like the above , I wonder if it's worth even
>supporting the ST. What are authors supposed to think when they
>read crap like this? The ST shareware market is small as it is,
>without people blatantly advertising for free registered copies
>of programs.

May be you have been taken in by some brain dead Teenager or should say a
snotty one at that...

>If you really are that hard up, may I suggest that you order a
>full copy from LAPD in the UK who have a license to sell the
>registered version of Bio Hazard for 3 uk pounds.

> Les Greenhalgh

> Bio Hazard author

Any one can afford 3 Pounds...!!!

Please don't believe all that you see posted here, it seems thier are a few
nutty people around in more ways than one...

May be he was just trying to wind you up...!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3450. Re: gemulator

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 22:28:42 UTC
From: gbennett@friendly.sim.es.com
Message-ID: <3j2seq$35l@orca.sim.es.com>
Source record: 170202

In article <3j1njk$a3f$1@mhadf.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> writes:
> Games are the weakest spot for the Gemulator, because most of them do "break
> the rules", and going directly to the hardware is almost guaranteed to fail
> when that hardware isn't there.

Actually, the majority of games fail because of their copy protection schemes.
Gemulator doesn't do well with nonstandard disk formats.
As far as hardware is concerned, although it's true that the Gemulator doesn't
have any hardware, it does emulate at the hardware level - ie. even software
that "breaks the rules" should still work. In other words, although the
hardware isn't physically there, it does exist in a virtual ST. You can
peek and poke to your heart's content, and the Gemulator should behave
properly.

>
> It also doesn't support the joystick at all, as far as I know, which eliminates
> a huge percentage of games right there.

True, hopefully Darek will get the next version of Gemulator out soon.
>
> The Gemulator's strong point is running well-behaved applications software
> like Calamus where someone might have a large investment in software that they
> don't want to have to give up when moving to a new platform.
>
> It's true that the idea of emulators is usually a lot better than the actual
> implementation...
>
> BobR

--
Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
* See Hitchhiker's Guide to the Galaxy (US version)

3451. Re: ST Emulator for the IBM?

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 22:34:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0rjwyq-0005tWC@black.csi.cam.ac.uk>
Source record: 170201

In article <9502281608.AA06849@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) wrote:

>>There's one other; it's called Janus
>
> Ah, right you are, Patrick. Thanks for the reminder as I had forgotten
> about that one.
>
> How does it work, overall, in comparison to the Gemulator?
> Has anyone done a side by side test?

I've never used either apart from briefly at shows, however the Janus should be faster on moderate PCs, with the Gemulator possibly faster on better systems. The Janus has 68000 (@16Mhz IIRC) on board so does not have to be emulated. Apart from when in some compatibility modes it uses the x86 and possibly the graphics card to accelerate most VDI functions, so the graphics are very fast and colourful. On graphics speed it beats a TT on a mid range PC.

3452. Re: Bio Hazard

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 22:39:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3j2t24$s6g@golem.wcc.govt.nz>
Source record: 170352

In article <950225Z150004.003barheath@heathen.demon.co.uk>, barheath@heathen.demon.co.uk (Barry Heath) writes:
>In article <9502241444.AA06206@ilmen.lanl.gov>
> hutch@ilmen.lanl.gov "Hutch" writes:
>
>> In a previous article, self-proclaimed pirate gloganwr@is.dal.ca (Gabriel
>> Logan-Wright) wrote:
>>
>><clipped>

Come on Chaps Please don't get taken in by such posts..

also Hutch you are to paranoid about all that Copying stuff..

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3453. Re: Editors for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 22:41:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0rjx4t-0005uDC@black.csi.cam.ac.uk>
Source record: 170349

In article <Pine.SUN.3.91.950301150550.5524B-100000@nora>, Sascha Djuric <sascha@nora> wrote:

> AFAIK the problem running Tempus on a 030 machine is simply it's 24 bit
> addressing.

No, it's also the fact that it writes directly to the screen - with the patch you describe it should work on the Falcon in ST high or medium, but it won't work in any of the other graphics modes that most Falcon owners choose to run in.

3454. Re: FTP site for TOS v1.00

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 22:41:21 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3j2t6h$s6g@golem.wcc.govt.nz>
Source record: 170353

In article <1995Feb27.153725.758@ecc.tased.edu.au>, hlyr_any@ecc.tased.edu.au writes:
>Does anyone know where I can download Tos v1? I've seen it in a PD library but
>I'd prefer to download it.

YOU CAN'T AS ITS NOT PD AT ALL...!!!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3455. Re: SCSI Floppy, other questions

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 22:57:57 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3j2u5l$s6g@golem.wcc.govt.nz>
Source record: 170354

In article <950226Z124530.419barheath@heathen.demon.co.uk>, barheath@heathen.demon.co.uk (Barry Heath) writes:
>In article <macdonald.176.000F22F1@cfcsc.dnd.ca>
> macdonald@cfcsc.dnd.ca "Ken Macdonald" writes:
>
>> Rich.Tietjens@f6969.n106.z1.fidonet.org (Rich Tietjens) writes:
>> >LGselector is not freeware or shareware. Try Selectric - it's a German file

>It's a toss-up (no pun intended) between LGS and Selectric for capability,
>though Selectric also has a cpx to control/call/modify it.

I still use UIS III, very very good, thier is also BOXKITE and this
new FREEEDOM, the demo is worth a look at.....

How about some one doing a feature list of all these Item selectors...??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3456. Re: HSModem - still confused !

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 23:15:32 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <794099732snz@yeadontt.demon.co.uk>
Source record: 170230

In article <3j0720$bt4@mars.fb1.fhtw-berlin.de>
harun@PROBLEM_WITH_INEWS_DOMAIN_FILE "Harun Scheutzow" writes:

> Phil Yeadon (phil@yeadontt.demon.co.uk) wrote:
>
> : The TTMFP chip controls SERIAL 1 (switchable to the LAN port).
>
> WRONG! The switch takes place between LAN and SERIAL2, both maintained
> by the same part (A) of the SCC.
>
> Regards, harun@linux.fb3.fhtw-berlin.de
>
>

One little mistake!!!! :-)

Seriously though, I would like to here from any fellow TT owners about their success/failures while using the machine.

I mainly use my TT for programming (mostly GFA Basic and a little assembler), with a little DTP work thrown in for good measure.

I am currently writing an Off-Line reader to replace the NOS utilities.

The program is currently titles OASIS.

The program is a single application supporting both Usenet and E-mail in a GEM enviroment (windows, menus etc.). OASIS is totally compatible with the NOS file formats for news and e-mail.

I hope to be uploading OASIS to several FTP sites in the next few weeks, I will let everybody know when I have done this in comp.sys.atari.announce.

Future versions of OASIS will include the replacing of the NOS On-Line code with something more suited to the Atari platform and a GRAPHIC WEB BROWSER!! (don't hold your breath on this one!).

Any comments/wish lists for the OASIS package would be most welcome.

(I am still waiting for the EDITOR Dave!)

--

```
*****************************************************************************
* )|( ###### ###### *
* )|( Phil Yeadon # # *
* ) | ( phil@yeadontt.demon.co.uk # # *
* ) | ( # # *
*****************************************************************************
```

3457. Re: Geneva and MiNT (was Geneva)

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 23:16:18 UTC
From: zap@eskimo.com
Message-ID: <D4sBB7.D5z@eskimo.com>
Source record: 170450

I am hoping I can simply patch my brand new, just installed Geneva and make
it compliant with Mint for less than an 'arm-and-a-leg' as I can now see
that I need to install Mint to take care of my multitasking needs.
--
Randall Dale Spreadborough <zap@eskimo.com>
PGP v2.6.2 Public Key Available by Request

3458. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 23:42:36 UTC
From: raylee@witenite.demon.co.uk
Message-ID: <794101356snz@witenite.demon.co.uk>
Source record: 170248

In article <3isfoc$k56$1@mhadg.production.compuserve.com>
76702.1466@CompuServe.COM "BobR" writes:

> By the way, have you ever had to explain to someone why their Atari ST
> won't boot because an AUTO file program is in the wrong order..?

And have YOU ever had to explain to someone that there MPEG files won't run because their driver was overwritten by another installation program that doesn't care about what it finds in it's place, but if it doesn't agree with it, it sholdn't BE there and erases it?

I see NO reason for the advocacy of PC's over Atari's on the point of installation because THERE ISN'T ANY. PC's have more problems because of the plethora of add-ons around, where the Atari simply has those that user's of that market's machine are going to actually USE.

Oh, and sales staff? On a visit to our local PC superstore, a comms friend of mine asked the PC Texpert if they had a running version of OS/2 Warp he could have a look at, to which the rep. replied that they didn't unfortunately as they were trying to eliminate a few bugs(AFAIK). To which my friend (who happened to be picking up his P90 at the time) asked if he could take the advertised Beta copy.
After much frantic re-configuration of an office PC (about 45 mins, all told) we were looking at a '486 playing chess with itself, playing Mah Jong with itself, itself, itself, and itself, playing some bundled form of Patience, and some other menial Windose work. I don't think that my comms friend was a real expert on PC's, but we got VFM out of the deal. And I vowed never to touch PC's on the basis of sales advice, ever.

This tale shows the sort of people who seem to be qualified(!) to sell PC's to the public, yet can't 'just configure the rest of the cards to match the new one'. With regards to advocating the PC market, it belongs in the realm of applying Health and Saftey At Work Regulations to Willy Wonka's Chocolate Factory. Get Real!

--
Raymond D. Lee Email - raylee@witenite.demon.co.uk
Snailmail - F35 Bishopscourt, Radcliffe Road, East Croydon CR0 5QH
Hailmail - +44-181-686-2450, +44-370-252470, +44-831-938197
IRCland - ray4short (as in 'Hey! It's Ray!')
'From the moment that you login, You're never alone' (orig.)
'You'll never know the darkness until you see the light' (orig.)

3459. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 23:50:46 UTC
From: raylee@witenite.demon.co.uk
Message-ID: <794101846snz@witenite.demon.co.uk>
Source record: 170250

In article <3iu75r$1rf$2@mhade.production.compuserve.com>
76702.1466@CompuServe.COM "BobR" writes:
>
> Computers are just computers. The more complex the system, the more complex
> the problems.
>
> BobR
>

Right, so you keep to your PC ('*just* reconfigure the !!!')! The reason that you are having difficulty here, is that you've only just come across some ST users that KNOW what's going on in the box! If I told you about all the PC users that I've met that DON'T ... but don't take my word for it, ask any medium-sized company's Micro-support desk ...
User: There's nothing on the screen.
Helpdesk: Can you give me the serial nunbers, please?
U: I can't actually read them.
H: Why not?
U: The lights are all out (sic) ...

--
Raymond D. Lee Email - raylee@witenite.demon.co.uk
Snailmail - F35 Bishopscourt, Radcliffe Road, East Croydon CR0 5QH
Hailmail - +44-181-686-2450, +44-370-252470, +44-831-938197
IRCland - ray4short (as in 'Hey! It's Ray!')
'From the moment that you login, You're never alone' (orig.)
'You'll never know the darkness until you see the light' (orig.)

3460. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 23:58:12 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCBXDJVFUP@dksoft.ping.dk>
Source record: 170227

In <9503011625.AA07110@ilmen.lanl.gov> Hutch wrote:

>While not concrete evidence, of course, the download count from various
>commercial services (GEnie, CIS, Delphi, etc) can give one an idea of
>the level of interest, at least, in any shareware program. If these
>download counts are hundreds of times more than the number of paid
>registrations, it's easy to put two and two together. And this does not
>include the number of copies gained via ftp.

And you can't use it for nothing, can you ? It doesn't show a damn thing
Hutch.

>
>>Let's get one thing straight. Crippleware is and can not ever be shareware.
>>Shareware is a fully working program without any limits, were you just
>>trust the users that they'll registre. Crippleware got limits.
>
>Garbage! I see nothing wrong whatsoever with shareware that is fully
>functional with the exception of a few key features (such as SAVE). As
>long as it is functional enough to give the user a good understanding of
>how the program works in real life, there should be no complaints. In
>fact, it would seem that the only people that DO complain are those that
>wouldn't pay the shareware fee anyway. It's just piracy in another form.

Garbage you say, why not just say it's crippleware insted. Not only is
it the truth, it's also more easy for the users to understand.
What does it hurt for an author to say it's a crippleware program he has
done, rather than a 'fake' shareware ? You better tell me, cause i can't
find of any reliable excuse.

And excuse me, are you calling me a pirate Hutch ? You should know better
i guess. And calling me a pirate based on my previous message is a very
low life comment. You could do better unless you have no idea what you're
talking about, which i believe is one of your problems right now.

>
>This argument surfaces every few months in this newsgroup. And the same
>tired old arguments are always presented. Give it a rest.
>

I just want the software to be named their real names, cause it DOES matter.

Greets
Kim

--

```
/-------------------------------------------------------------------------\
-/-------------------------------------------------------------------------\-
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
| The scandinavian board when you | 5 Atari computers including a Falcon. |
| have Atari problems or requests. | Modem handle 19200 Zyxel baud. |
| CD-Roms online Free download limit.| Many years of experience. |
-\-------------------------------------------------------------------------/-
 \-------------------------------------------------------------------------/
```

3461. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-01 23:59:26 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D4sDB2.G3H@cix.compulink.co.uk>
Source record: 170358

In message <3ijbvg$qji@henry.interlink.no>, vegard@henry.interlink.no said:

> Now, about to release another shareware program, I would like to hear
> some opinions regarding crippleware. How much is *too* much? Should

It must work - but just leave out some of the better features - so that
anybody *really* using it will need to register.

Also get local registration agreements in place. Nobody likes to send money
abroad.

:-)

Roland.

@CiX

3462. ST for sale

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 00:15:49 UTC
From: bryonm@omnifest.uwm.edu
Message-ID: <3j32nl$kva@omnifest.uwm.edu>
Source record: 170357

Atari ST for sale:

520ST system: 1/2 meg chip w. power supply.

SF354 disk drive: double sided, w. power supply, and disk cable.

Asking $110.00+shipping or BEST OFFER! if interested -- leave mail

Bryon Morisette

3463. Re: Oh, what have I done?

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 00:46:49 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D4sFI2.KvH@cix.compulink.co.uk>
Source record: 170362

In message <1995Mar1.120101.6574@bay.cc.kcl.ac.uk>, udem148@bay.cc.kcl.ac.uk said:

> Will it cater for the Atari scene as a whole or will it concentrate
> mainly on the Falcon?

Well it better cater fro the whole Atari scene - as there are many non Falcon owners who have no intention of buying one.

Roland.

@CiX

3464. Newswatcher for Atari 1040st?

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 01:55:41 UTC
From: jasst104+@pitt.edu
Message-ID: <3j38iu$o1e@usenet.srv.cis.pitt.edu>
Source record: 170364

I was wondering if someone knows...
whether there is software for the atari 1040st that works similar to Mac's Newswatcher Usenet news reader?

3465. Re: How to make res-independent RSC's ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 02:07:28 UTC
From: ekl@sdf.saomai.org
Message-ID: <D4sJ8I.47v@sdf.saomai.org>
Source record: 170387

In article <3iqm39$pmg@status.gen.nz>,
Mario Becroft <mbecroft@iconz.co.nz> wrote:
>Mark Baker (mnb20@hermes.cam.ac.uk) wrote:

>Not necassarily - I use character snap all the time with no problems.
>It's only when you want to get fancy using lines a few pixels apart or
>whatever that char snap is no good.

Hmm .. I think for most uses, a box where the line is in the center of a
character box would work well for most people. A little GUSERDEF goes
a long way!

>The problem I have is that any kind of bitimage (image,icon,cicon) will
>come out all tall in medium rez. as rsrc_obfix() has no way of squishing
>bitimages... To get around this, I draw two bitimages, and if I am in a
>low vertical resolution (with 8pixel high fonts) I just point the ob_spec
>field of the image to another image draw squashed.

That won't always work. You could try v_bit_image(), but I'm not sure how
fast it is. It would be OK for a couple icons and such at startup I bet.

>Also remember that when you call rsrc_load() it automatically rsrc_obfix().

Which is why I tend to not mess with RSC fix-up routines.

3466. Re: My monitor is interfering with the soundon my Mega STe

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 02:11:16 UTC
From: ekl@sdf.saomai.org
Message-ID: <D4sJEv.49C@sdf.saomai.org>
Source record: 170388

In article <3ioebu$g83@hobbes.cc.uga.edu>,
Stephen Hunt <shunt@sb.dcs.uga.edu> wrote:
>For some reason, whenever I route the sound from the RCA ports on the
>Mega STe into a stereo, the most hideous buzz overwhelms what little
>sound comes out. I notice that whenever I remove my monitor cable
>from the computer, it goes away, and the sound is wonderful. What is
>wrong here? The sound on my monitor (SC1224) does not work anymore,
>so using the ports is the only way for me to get sound. Help!

Evidently, when your monitor's sound blew it screwed up internally and
is now routing some noise back through the the sound in-put line. This
makes alot of sense. If the amp blew in the monitor the ... hmm .. I'm
no EE so I don't know the technical term, but its kind alike a feedback
line that controls gain, anyway, that would feed right back into your
computer and likely into the RCA lines. Or perhaps its just a bias problem.

In any case, the monitor =IS= the cause. Just cut the sound line from the
cable to the monitor internals.

3467. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 02:23:11 UTC
From: vegard@henry.interlink.no
Message-ID: <3j3a6f$5s8@henry.interlink.no>
Source record: 170366

Eric March (diehl@nudge.io.org) wrote:
: Vegard Hofsoey (vegard@henry.interlink.no) wrote:
: : BTW, the program in question is called FrontEnd, and can be described as
: : a kind of GEM based "visual GFA basic". I'll post more when I upload...

: Sounds nice ... is it just an editor, on the order of the mythical "GFA
: Basic 4.0" editor? That would be quite nice. So long as it is interpretive
: as GFA has always been, and supports all the many nice features the GFA
: editor has. (Partial command recognition is at least a must) If it is a
: compiler shell ... have you seen Dave Munsie's G-Shell? What would it offer
: over that?

The program reads RSC-files, and automatically produces an
application/accessory from that (in LST format). It should be so easy to
use that even novices to programming would be able to have great
interfaces without much effort...

Vegard (vegard@interlink.no)

3468. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 02:34:18 UTC
From: vegard@henry.interlink.no
Message-ID: <3j3ara$5s8@henry.interlink.no>
Source record: 170348

Kim Andersen (kim@dksoft.ping.dk) wrote:
: In <3j0h93$b9p@henry.interlink.no> Vegard Hofsoey wrote:

: >: Let's get one thing straight. Crippleware is and can not ever be shareware.
: >: Shareware is a fully working program without any limits, were you just
: >: trust the users that they'll registre. Crippleware got limits.
: >
: >That is a valid definition, but AFAIK slightly crippled programs are
: >*very* commonly called shareware. And as improved/updated versions more

: And that is wrong.

That may be so, but in that case it's a common misnomer...

: >often than not are available to registered users, the distinction is not
: >that clear, in my opinion.
: >

: How do you expect people to registre a program where not even the programmer
: can give a real definition of his program. I have seen PD program where
: the author was aking for money. I have seen shareware with limits in. I've
: seen crippleware without limits..Geeh, i have even seen PD with limits in.

: How do you expect people to know right from wrong with things like that.

: I know the programmers are only trying to make a few buks from their programs
: but i honestly don't understand why they keep mixing the definitions up
: like they do. Even worse is, when an author of an shareware program starts
: screaming about piracy only stated from the fact of how many times his
: program has been downloaded from a system.

: Don't get me wrong, i like Crippleware, Shareware and PD alot. It's the
: thing that'll keep our enviroment alive. I just wish the programmers could
: get their definitions right sometimes, and not start blaming the users
: when they do not make a living from their program.

Kim, I do *not* blame users for me not getting enough to make a living
from registrations. I had not excpected to do that, anyway... I just
wanted to explore the *degrees* of crippling
that is ideal. In an ideal world, it would not be needed at all, and I
seriously consider *not* crippling my next program release. I am not
sure how wise that is, hence the post. I do
think your definition of shareware leaves precious few "real" shareware
programs, though...

Vegard Hofs&#65533;y (vegard@interlink.no)

3469. Toner for Atari Lasers in Australia

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 04:09:07 UTC
From: pmh@noddy.forestry.tas.gov.au
Message-ID: <pmh.100.2F562600@noddy.forestry.tas.gov.au>
Source record: 170363

For anyone interested in obtaining toner for SLM604/804 and SLM605/805 in Australia I reproduce the following letter for your info

As discussed I have been able to locate a source of supply for High Quality Compatible Toner Cartridges to suit both the Atari SLM605/805 and Atari SLM604/804 Laser Printers, and accordingly advise the following details/prices.

SLM604/804 $49.50 per unit $47 per unit for orders of 6+

SLM605/805 $43.00 per twin pack $40 per twin pack for orders of 6+

All prices are inclusive of both Sales Tax & Delivery in the Hobart (Tasmania) Metro area.

Australian Laser Charge (Tas)
22 Berega St
Howrah, 7018
Ph (002) 442 470
Fax (002) 447 655

Cheers,

Peter Hopson

PS The last price quoted by Paragon for Atari Toner for SLM804 was $139.00 per unit & $79.95 for the SLM605 twin pack

3470. Harddisk on TT030

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 04:33:52 UTC
From: mtaylor@perth.DIALix.oz.au
Message-ID: <3j3hrg$9it$1@perth.DIALix.oz.au>
Source record: 170223

FOR ANYONE INTERESTED

I have just purchased a Quantum Lightning 730 MB drive for my TT030 with Tos 3.06 UK. It is SCSI 2 and very fast. I do use ICD Pro drivers though and I would strongly suggest either these or some other than the Atari AHDI as they work properly with SCSI 2 commands. They are also much faster than AHDI and I have had less data corruption problems since using ICD Pro Drivers. I have also partitioned my HD with the following C:12 megs DE: 100megs each FGHI: 130 meg each without any problems. I previously had a Conner 170 meg drive which performed flawlessly for 18 months or so. Just look for Mac advertisements as these are SCSI drives and usually very cheap. One problem I did have with my new drive is that they use a very tiny 2 pin connector for the drive activity LED and I couldn't find a suitable plug. I simply cut the wires on the existing LED and inserted them firmly and insulated them with a special putty silicone I have. If anybody knows where these small plugs can be purchased it might be of interest. By the way the TT can handle drives that either have parit enabled or disabled.

Anyway have fun with the bigger drive...its really great!!!!

Regards from OZ
Mark

--

Mark Taylor || INDELIBLE DESIGN - General Printing
Western Australia || InterNet: mtaylor@perth.dialix.oz.au

3471. Re: [Q] Playing Audio CDs

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 04:59:00 UTC
From: Julian_Reschke@wi2.maus.de
Message-ID: <199503020659.a3855@wi2.maus.de>
Source record: 170199

In article <3it5pn$q5d@falcon.natinst.com>, Ben Gilbert
(bgilbert@natinst.com) wrote:
>I'm no expert on CD-ROM drives, but I don't really think this is possible

Obviously :-)

>with the current drives out there. I am not sure, but I believe that with
>audio CDs, you can control the CD-ROM player and tell it what to play or to
>skip, etc, but it won't actually read the music on the CD as data. That's

Some of the drives, notably the Toshiba drives, *can* read die Digitial
Audio data stream.

>why, for example, you can't see a directory of a audio CD, because it is
>not treated the same way as a computer data CD. There is nothing in theory
>to prevent the two formats from overlapping, such that you could actually
>look at the contents of a song on a music CD, but I don't think you can do
>it now.

You can. There are drivers out there which support it and programs that
read the data and write it to a standard audio files. Besides, the function
calls needed for this are defined and published (look for cdbind*.zoo on
ftp.uni-muenster.de, pub/atari).

3472. Need help w/hard drive

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 05:43:52 UTC
From: abstract@wam.umd.edu
Message-ID: <3j3luo$1he@cville-srv.wam.umd.edu>
Source record: 170367

I have a 1040STfm. With the ICD AdSCSI or Link, can I use any
standard SCSI hard drive? Or are there restrictions? Oh, and
will they be compatible when I upgrade to Falcon? Thanks in advance!

--Lunatic

3473. Re: gemulator

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 06:42:39 UTC
From: Jackdeth@voyager.cris.com
Message-ID: <3j3pcv$atm@voyager.cris.com>
Source record: 170370

Hutch (hutch@ilmen.lanl.gov) wrote:

: As should have been mentioned already, the Gemulator is NOT a good choice
: if your primary interest is in running ST games on a PC. Many games use
: some rather, ah, unorthodox approaches that don't work well under an
: emulator. Sound and joystick support is another yet to be resolved issue.

: For most productivity apps, the Gemulator seems to work pretty good, but
: it's certainly not for everyone. As is often the case, an emulator is
: seldom as good in all tasks as the 'real thing' but still might be worth
: considering.

I'm considering the purchase of a new Pentium 90 system (I will keep my ST).
I would like to see how fast the the gemulator would run ST stuff with that
kind of speed under it! I take it that you can't play any games on it that use
a joystick then? Can you give specifics on the sound? Can you get any real
sound if you have a good sound card in the PC or will the gemulator not use
it?

Jack Deth

3474. Re: Was Atari A-Z book a con?

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 07:08:58 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <950302Z070858.500dbrewood@nest.demon.co.uk>
Source record: 170329

> OK I saw the ad. and sent of my money nearly three weeks ago and - zip!
>
> Has anybody actually received a copy of this book?

There was a problem over the print run, this has now been sorted out and the first batch of orders were sent out last week (my order was in this batch) I believe that the rest of the books will go out from the next batch.

--


```
================================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
= 7 Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
================================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, Audio/Photo CD. Beta tester. =
================================================================================
```

3475. Re: Was Atari A-Z book a con?

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 08:01:24 UTC
From: dcohen@cix.compulink.co.uk
Message-ID: <D4szMD.LEL@cix.compulink.co.uk>
Source record: 170372

In message <3j1t35$f8k@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk said:
> em09@liverpool.ac.uk (Mr. J. Boyes) writes:
> > OK I saw the ad. and sent of my money nearly three weeks ago and
> > - zip!
>
> There were printing problems, but the books went out last week AFAIK.

Yes, I got the book last week. "Printing problems" is putting it mildly.
I think Mark said there was a fire at the printers. Wait another week,
maybe he couldn't send out all the orders at once, and e-mail him if you
don't get it by then.

Daniel Cohen
e-mail: D.E.Cohen@qmw.ac.uk or dcohen@cix.compulink.co.uk

3476. Re: ATARI Works black page syndrome

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 08:19:06 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3j3v1q$bho@sphinx.Gsu.EDU>
Source record: 170369

Hutch (hutch@ilmen.lanl.gov) wrote:
: In a previous article, cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) wrote:

: > As far as I can tell, AtariWorks isn't even usable for casual word
: > processing; IMHO it's totally unsuited for anything. :-(

: Yeh, I used to think AtariWorks was pretty much the most worthless word
: processor I've used of late... and then I tried MS Word 6.0 on the Mac.

: Ackkkkk!!! Takes up 18Mb on my hard disk, takes 1.3 minutes to load, has
: a "loverly" Windoze-clone interface, is slower than <insert profane
: adjectives here>, and isn't even crashworthy. Oh yeah, a GREAT upgrade.
: Thanks for nothing, MicroSloth.

: Word 5.1 is OK, but maybe it's time to reconsider WordPerfect? At least
: there is always Steno on the Falcon. :)

Well... I'm cursing this "#&#"#&"# Word Perfect 6.0 for DOS on a
portable 386DX-20. This bloody program is unbelievably slow even on a
486-66, and its Speedo scaler is a piece of crap! Congratulations,
Atari: Speedo-GDOS is a dream compared to this... Even v 4.1.

I _really_ miss my Papyrus =-) !

Tommi

3477. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 08:56:20 UTC
From: diehl@nudge.io.org
Message-ID: <3j417k$hdn@ionews.io.org>
Source record: 170293

Kim Andersen (kim@dksoft.ping.dk) wrote:
: What makes you think more than 16 people are using your program Eric ?

Let's see. It got more than 250 downloads from GEnie alone. You have to think that at least a few of those are using the program. In addition I have recieved messageqs from people who are using it, but who have not registered, and I can't guess at the number of people who have downloaded it from the Internet, local bulletin boards or gotten it from a CD (it has been included on the Crawly Crypt Collection) but I have to think there are probably quite a few. Given that Fansi is a unique program on the Atari, one that chances are, most SysOps of BBSs would be interested in, it's not hard to figure out that there are probably quite a few more people using it than have registered.

: Let's get one thing straight. Crippleware is and can not ever be shareware.
: Shareware is a fully working program without any limits, were you just
: trust the users that they'll registre. Crippleware got limits.

You're splitting hairs. The terminology isn't as important as the results.

: Greets
: Kim

: --

: /---\
: -/---\-
: | DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
: | The scandinavian board when you | 5 Atari computers including a Falcon. |
: | have Atari problems or requests. | Modem handle 19200 Zyxel baud. |
: | CD-Roms online Free download limit.| Many years of experience. |
: -\---/-
: \---/

--
_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

3478. Re: ATARI ST STINKS!!!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 09:10:48 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950302010730.18264G-100000@PEAK.ORG>
Source record: 170373

On Sat, 25 Feb 1995, Chris Herborth wrote:

> In <D4DC1t.3BF@bath.ac.uk>, J S W Chan writes:
> >Has anyone noticed that their ST stinks?
> >This was a while ago, but I was on typing away at my program late one night,
> >and I had the misfortune of getting my head near the keyboard, and it
> >stank, of a warm rubbery smell, really horrid. Anyway, I swapped my STE
> >for an STFM (+ cash), and that smelt quite bad too. Does anyone else ST
> >keyboard smell badly? Is it the keyboard itself, or is it years of sweat
> >poured over the keyboard?
> >I room was quite well ventilated (Had loads of draft in that student
> >room!), so it wasn't stuffiness.
>
> My 1040STf (bought mid-Feb.86... 9 years old!) doesn't smell, and it's
> had LOTS of nasty stuff done to it, including pouring a full mug of hot
> chocolate onto the keyboard (good thing the design makes everything pour
> out the front instead of onto the chips), and dumping a bowl of oatmeal
> onto the keyboard. I've also got three cats, and lots of cat-hair.

Ha ha! That's pretty humorous....and it keeps ticking. Looks like your
1040ST joined "the breakfast club" on a couple of occasions. Wiford
Brimly would probably say that's good for your computer (Quaker Oats: the
right thing to do) :)

JW

3479. Re: Magic? Benchmarks?

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 09:14:59 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950302011322.18264H-100000@PEAK.ORG>
Source record: 170374

On Sat, 25 Feb 1995, Chris Herborth wrote:

> In <1995Feb22.132514.84@genrad.co.uk>, Paul Hills writes:
> >Subject: Magic? Benchmarks?
> >
> > As a follow up to my other post about SPECmarks, I've just read that
> >Motorola/IBM have released their projected new SPECint92 marks for the PowerPC:
> >
> > PPC620 - 330 SPECint92
> > PPC604 - 225 SPECint92
> > PPC603 - 160 SPECint92
> > PPC602 - 50 SPECint92
> > PPC601 - 125 SPECint92
> >
> > And I assume the SPECfp92 marks are fairly impressive too, although
> >they weren't listed.
>
> These numbers are totally meaningless without a Mhz rating for the chip.
> A 60Mhz PPC601 gets about 60-61 SPECint92 (60Mhz Pentium gets about
> 58-60). These are also "best-case" numbers; Pentium systems get
> anywhere from ~70-95% of the "best-case" SPECint numbers, depending on
> the system and how it's built.
>
> > If those rumours of a "PowerST (!)" are true, then if it used a
> >PowerPC620 at full whack that would silence the PC brigrade for good!
>
> A PowerPC-based Atari system running TOS would be about as fast as a TT,
> which would be totally pointless, unless the system could run AIX, or
> Windows NT, or MacOS. Given Atari's previous adherence to industry
> standards, you can bet it'd be TOS-only. Using such a system would be a
> massive waste of computing power; the operating system and 100% of
> applications (with the possible exception of Papyrus, Connect, GEM-View
> and the dozen other apps that are still getting work done on them) would
> be run in emulation like a snappy 25Mhz 68LC040 instead of a screaming
> PowerPC-whatever.
>

Yeah...but couldn't they make a new TOS in native PPC code, like the
PowerMac got "System"?

3480. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 09:59:04 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3j44t8$9gm@m1.cs.man.ac.uk>
Source record: 170375

In article <3isfoc$k56$1@mhadg.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> writes:
|> 1)...It's not as difficult as you make it sound, and
|>
|> 2)...Once it's set up there's no reason to play with it incessantly.
|>
|> The typical "giggle HA HA HA" description of PC users is that they're
|> constantly having to tinker with CONFIG.SYS and AUTOEXEC.BAT files...
|>
|> That's stupid... you set it up once and leave it alone.

Yeh right! You have to set it up more than once, because you need 1 for
windows, and at least one for games...

My flat-mate (also a CS student) has to switch his autoexec.bat/config.sys
every time he wants to play a game.... Every time, he is in danger of
deleting the files....

|> By the way, have you ever had to explain to someone why their Atari ST
|> won't boot because an AUTO file program is in the wrong order..?

Have you tried to explain about config.sys?

Both autoexec and auto are programs that are run at startup, and their
efects can be seen..... but config.sys?

|> It seems computers are computers, no matter what brand name is on the
|> outside of the case...

But some are worse than others.....

|> BobR

Anthony

3481. Re: Oh, what have I done?

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 10:08:21 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D4t5Hx.8px@cix.compulink.co.uk>
Source record: 170379

```
>A big WAHOO! I take it this will have no resemblance to ST World -
>which was swallowed up by ST Review, and that with ST Format.
>Will it cater for the Atari scene as a whole or will it
>concentrate mainly on the Falcon?

The new magazine is using many of ST Review writers.

Editor - Vic Lennard
Sub Editor - Andrew Wright
Tech Editor - Ofir Gal

-------------------------------
Ofir ogal@cix.compulink.co.uk
-------------------------------
```

3482. Re: ST Formats email address (was Re: ATARI ST STINKS!!!!)

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 10:20:22 UTC
From: Nick.Peers@adlib.centron.com
Message-ID: <d83_9503021651@centron.com>
Source record: 170268

```
Somebody was after STF's e-mail address. Here are a couple for you:

klevell@futurenet.co.uk

nick.peers@adlib.centron.com

Any use?
Nick
+--------------------------------------------------------------------+
| Standard disclaimer: The views of this user are strictly his own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+--------------------------------------------------------------------+
```

3483. Re: HP550 Driver for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 10:26:00 UTC
From: "Sven Bornemark"
Message-ID: <ftn_2.200.136.56$fidonet.org_2f559e67_Sven.Bornemark@p56.dada.ct.se>
Source record: 170400

Hello David,

> I'm thinking of getting a HP550 Deskjet and I was wondering if there
> was a driver available that would work on the Falcon. Does anyone
> know?

There certainly are: For printing pictures, try *Imagecopy 3.5x*
(commercial) or *GEM-View* (shareware). Both these programs (and
there are others too) print your piccies, and in colour too!

Printing from *Calamus 1.09 and SL* works fine too.

> Thanks in advance....

You're welcome!

Yours sincerely

-Sven-
Sven Bornemark Musik
Lergodsv 79, S-238 40 OXIE, Sweden. +46-40 54 54 54
sven@dada.ct.se | 2:200/136.56 | 90:1102/116.56
Hot software from the cold north

(UUCP Dialup connection)

3484. Re: File at UNI-KL.DE..

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 10:26:49 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3j46h9$1cpe@sat.ipp-garching.mpg.de>
Source record: 170378

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
> In <950222Z093602.213barheath@heathen.demon.co.uk>, Barry Heath writes:

[...]

> rm -f `find / -name *.bak -print`

> That will easily destroy *.bak (usually backup files of some sort) on
> the system under UNIX, or my OS/2 box at work, or my ST. That operation
> is not as easy under GUIs. Granted, this can also be done under a
> well-designed GUI (like the Mac),

Um, how? (Just out of interest, not to bash GUIs :-) Applescript doesn't
count :-)

[...]

> >As for the Mac Fileselector, I can't comment as I've never moved in such
> >circles ;-)

> Much better designed than the one in Windows or OS/2. I prefer the
> fileselector on the Atari,

Me too! A pity that something similar isn't available under X. (The
Motif fileselector is much less powerful...)

> just look at a UNIX system running X... it's a GUI that's usually
> used to run xterm, a little window with a shell in it. Then again, all
> the applications are horrendous... ;-)

IMO nedit is a nice editor. I have to agree, though, that X lacks
standardization even more than the Atari platform. Just look at all
those applications which are completely different to use...

(Sorry, no experience with NeXTstep).

What I really would like to see is a Gemini-like file manager for X.
All the free file managers I've seen so far cannot come close even to
the TOS 1.0 desktop.

--Cornelius (who has managed to be completely off-topic ;-).

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

3485. Re: HSMODEM6 ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 10:30:00 UTC
From: "Bertil Jagard"
Message-ID: <ftn_2.203.221.14_0e76cf98_Bertil.Jagard@p14.straight.ct.se>
Source record: 170187

In a Message of <26-Feb-95> Kim Andersen writes:

KA> in version 6, (could be it was only the midi driver), and there has
KA> been an update of the faulty driver after version 6. I havnt' seen an
KA> update though. And i still need to try version 6 as well. I'm using
KA> version 5 here and the MFP is working just fine.

Hi Kim.. It was HSmodem 05 that hade a bug in the MFP.. Version 06 is only
a bug update of 05. I'm using 06 without any problems.

Regards Bertil Jagard..
(UUCP Dialup connection)

3486. Re: GIF-->Jpeg Converter Needed

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 10:31:00 UTC
From: "Sven Bornemark"
Message-ID: <ftn_2.200.136.56$fidonet.org_2f559fb8_Sven.Bornemark@p56.dada.ct.se>
Source record: 170399

>> Imagecopy 3.x is spectacular, Mark. It's commercial, but easy to find
>> in Europe and in North America.

Currently up at *3.52*. It certainly does every job I want it to!

> What ? You don't know Gemview ?? The last PD viewer now i thinks is the
> v3.00

GEM-View is *shareware*, and latest version i *3.12*. Beautiful program!

BTW, Swedish users can register GEM-View via me! By paying SEK 220:- to
my Swedish post giro account, a registered version will appear a few days
later. Quick eh?

Yours sincerely

-Sven-
Sven Bornemark Musik
Lergodsv 79, S-238 40 OXIE, Sweden. +46-40 54 54 54
sven@dada.ct.se | 2:200/136.56 | 90:1102/116.56
Hot software from the cold north

(UUCP Dialup connection)

3487. Re: Geneva

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 10:31:06 UTC
From: and@sun1
Message-ID: <1995Mar2.103106.863@newsserver.rrzn.uni-hannover.de>
Source record: 170259

Dan Wilga (alib107@twain.oit.umass.edu) wrote:
: Richard John Kelsch (richcsst@crash.cts.com) wrote:
: : The problem with Geneva is that it is only a multitasking AES. It only
: : multitasks GEM applications. It does not multitask GEMDOS or BIOS
: : routines. They are still the "old" single-tasking routines. Therefore,
: : if two different programs wish to use the core system resources (disks,
: : etc.), then they are going to make TOS very displeased.

: This is simply not accurate. While the current version of Geneva does rely on
: cooperative multitasking, saying that the original poster's problems have
: anything to do with this fact is totally incorrect. In fact, it is because
: Geneva does NOT use preemptive multitasking that is it so much faster and
: more compatible that MultiTOS. All of the poster's questions are, in fact,

It is definitely not true that preemptive multitasking always slows down a
system in a noticable way. The slow down between MagiC 1.x (cooperative)
and 2.x/3.x (preemptive) is far below 1 %.

: answered by the Geneva manual.

: Neither MagiC nor MiNT do anything special to the pre-existing GEMDOS of BIOS.
: They simply tack code on top of it that allows it to multitask preemptively.

This is definitely FALSE concerning MagiC. Please do not tell lies! MagiC has
(since V 1.0) a newly written BIOS and a newly
written GEMDOS that does task switching etc. MagiC 3 even multitasks
floppy and harddrive access, i.e. it is able to copy or format in the
background without noticable slow down. Furthermore MagiC's GEMDOS is fully
reentrant. Furthermore MagiC 3 has an interface
for installing device drivers. Drivers are being developped that are capable
of knowing which process owns which device or interface.
MagiC has never used any part of the old ROM operating system. It was a
stand alone system from the beginning.

: Very little is actually needed to change at the BIOS or GEMDOS levels. The hard
: part is getting programs to work well together once you have added preemptive
: multitasking.

That is also NOT TRUE. You have to make sure not more than one process
using any device at the same time. Furthermore you have to make sure that
task switching is not blocked during device I/O. And make sure that all your
code is reentrant when task switching can occur.

: Dan Wilga
: gribnif@genie.geis.com

--

ANDREAS KROMKE
(author of MagiC)

3488. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 10:38:00 UTC
From: "Sven Bornemark"
Message-ID: <ftn_2.200.136.56$fidonet.org_2f55a1c7_Sven.Bornemark@p56.dada.ct.se>
Source record: 170251

Hi Kim/All,

> Let's get one thing straight. Crippleware is and can not ever be
> shareware. Shareware is a fully working program without any limits,
> were you just trust the users that they'll registre. Crippleware got
> limits.

I understand there are no written laws on these matters, only general
opinions, but I never read or heard that *true shareware* must be
fully working programs!

In my not so humble opinion a small amount of "cripples" are fine. I'd rather
have that than loads of irritating pop up menus making me feel miserable!

If there are commonly and widely accepted rules for these matters, could
anyone please update me? And if so, don't forget to include the origin of such
a "document"!

Yours sincerely

-Sven-
Sven Bornemark Musik
Lergodsv 79, S-238 40 OXIE, Sweden. +46-40 54 54 54
sven@dada.ct.se | 2:200/136.56 | 90:1102/116.56
Hot software from the cold north

(UUCP Dialup connection)

3489. Re: [Q] RSC ed. for Colour Icons (aes 4)

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 10:46:00 UTC
From: "Sven Bornemark"
Message-ID: <ftn_2.200.136.56$fidonet.org_2f55a2b4_Sven.Bornemark@p56.dada.ct.se>
Source record: 170252

Hi Martin/All,

MB>> I can't afford now to buy interface 2 from Compo :-(
>
> the icon-editor of interface 2 is available seperately. the name is
> "zoom" and should be about $35.

And very intuitive and straightforward it is too! Wonderful interface (sorry!)
and totally compatible in everything I've used it with.

Yours sincerely

-Sven-
Sven Bornemark Musik
Lergodsv 79, S-238 40 OXIE, Sweden. +46-40 54 54 54
sven@dada.ct.se | 2:200/136.56 | 90:1102/116.56
Hot software from the cold north

(UUCP Dialup connection)

3490. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 10:58:51 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3j48db$dpp@matrix.fwi.uva.nl>
Source record: 170383

jacquesa@cs.man.ac.uk (Anthony Jacques) wrote:

:
:In article <3isfoc$k56$1@mhadg.production.compuserve.com>, BobR
:<76702.1466@CompuServe.COM> writes:
:|> 1)...It's not as difficult as you make it sound, and
:|>
:|> 2)...Once it's set up there's no reason to play with it incessantly.
:|>
:|> The typical "giggle HA HA HA" description of PC users is that they're
:|> constantly having to tinker with CONFIG.SYS and AUTOEXEC.BAT files...
:|>
:|> That's stupid... you set it up once and leave it alone.
:
:Yeh right! You have to set it up more than once, because you need 1 for
:windows, and at least one for games...

strange, I play a lot of games. Never ever did I have to change
autoexec.bat or config.sys. In fact I have never ever edited these
files. But I *did* install soundblaster, cd-rom player etc.

:
:My flat-mate (also a CS student) has to switch his autoexec.bat/config.sys
:every time he wants to play a game.... Every time, he is in danger of
:deleting the files....

Hahaha! Every time I edit a file, I am in "danger" of deleting it?

:
:|> By the way, have you ever had to explain to someone why their Atari ST
:|> won't boot because an AUTO file program is in the wrong order..?
:
:Have you tried to explain about config.sys?

no, and never needed an explanation either.

:
:Both autoexec and auto are programs that are run at startup, and their
:efects can be seen..... but config.sys?
:
:|> It seems computers are computers, no matter what brand name is on the
:|> outside of the case...
:
:But some are worse than others.....

I guess so.

:|> BobR
:
:Anthony

--
Martijn Dekker | PFF: http://www.fwi.uva.nl/~mdekker/pff.html
University of Amsterdam | or finger -l mdekker@turing.fwi.uva.nl
Math department | E-mail: mdekker@fwi.uva.nl

3491. Re: Monitor port on ST....

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 11:12:20 UTC
From: limchung@iscs.nus.sg
Message-ID: <3j496k$njo@nuscc.nus.sg>
Source record: 170114
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 25 Feb 1995 14:15:43 GMT, Jo Even Skarstein (josk@stud.unit.no) wrote:
: Well I've had some ST's during the past, and on all of them pin 2 contains
: a composite *video* signal, with picture information. I've actually used
: this pin to connect some of my ST's to a videorecorder.

: On old ST's without RF-modulator pin 2 is not used. This is at least correct
: on a old 1040STF I'm looking at this very moment. Don't know about Mega ST1,
: but since this was the lates Mega ST I guess it has a modulator and therefore
: a composite video on pin 2.

I connected pin 2 on my 1040STF (bought in 1989) to a composite monitor
and surprisingly it did carry a video signal though the signal was very
weak. No matter how much I tried to adjust the contrast and brightness
knobs, the picture was very faint, and it wouldn't show on my TV when I
connected it via the VCR.

Chung Yong
National University of Singaore

3492. Re: gemulator

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 12:03:07 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3j4c5ranh5@mhadg.production.compuserve.com>
Source record: 170391

>...it does emulate at the hardware level...

Sounds like Darek did even better than I'd thought..!

Trapping direct writes to the hardware and still running as fast as it does
is pretty good..!

I remember when Dave Small was developing the Mac emulator and having seemingly
random crashes all the time, only to find out that a LOT of Mac programmers
had been "sloppy" and forgotten to initialize variables, so the first deposit
to one of them would try to write to location zero. That was fine on the
Mac, since its ROM starts at 0000, but on the ST it generated an exception
since the system wasn't in 68000 supervisor mode. Dave ended up having to
have the emulator watch for those situations and trap them before they could
crash the system.

Unfortunately I think I tossed the last newsletter from BraSoft that told
what the new features of Gemulator version 3.0 will be. Since I still run
my STe next to my PC, I don't have any immediate need for ST emulation...

BobR

3493. Re: Connecting Stfm & Pc together ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 12:05:00 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.TCqWbL_pt56@semprini.waterloo-rdp.on.ca>
Source record: 170386

In <199502241013.a64945@a2w.maus.de>, Ian Taylor writes:
>Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote on 21.02.95:
>
>>First you can link with a null modem cable and transfer files with a
>>comms package, although I believe most PC's will only do 9600 as
>>standard unless enhanced.
>
>A "standard" PC will give you 19200 bits/sec.

Not reliably. Due to the crappiness of the PC "architecture" (I'm using the term loosely, just like the PC industry does), you need an I/O card with a 16550 UART (basically, it's a serial-port handling chip with a fairly large buffer), otherwise you'll lose data a lot.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

3494. Re: gemulator

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 12:07:17 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3j4cdlanh6@mhadg.production.compuserve.com>
Source record: 170392

>GEMulator is a pure software-emulator.

Hendrik, I think what we're saying is that the Gemulator needs a piece of hardware (the Gemulator card and TOS ROMs) to work with the Gemulator software.

You're correct that the emulator doesn't use any kind of ST hardware like a PC emulator in an ST usually uses a "PC on a board".

I think we're thinking of something like "pc-ditto" when we think of a pure software emulator.

BobR

3495. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 12:16:28 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.WODOE_fBd7E@semprini.waterloo-rdp.on.ca>
Source record: 170389

In <D4LsD2.8z4@crash.cts.com>, Richard John Kelsch writes:
>Well, you see, if TOS were "improved" to be multicompliant like Apple's
>PowerMAC System 7.5, then you could run multimode software on that there
>PowerPC. Software that says "Accelerated for Power Macintosh" doesn't
>necessarily has 100% native PPC code. It does, however, have mixed
>code. The routines can be multilingual. So, if a PowerPC TOS were to be
>created, then both 680x0 TOS programs could be run as well as
>"Accelerated" PPC TOS programs. This means cross platform compatible
>software.

This isn't possible AFAIK with the TOS binary format; the Mac binary
format easily handles this due to the strange database-like file
structure they use.

>Picture this, a program that runs on both machines (680x0 & PPC), but
>when it is executed on a PPC it loads a special "plugin" that recognizes
>it's run on a PPC and executes the code in native PPC code. That is how
>Apple designed the interface and how TOS could also be modified.

We don't even have dynamically-loadable code, so TOS would require LOTS
of modification, or every program would have to include the code to do
it (*bloat*).

>Also, the system routines would be in native PPC code. Have you ever
>seen a PPC native program run? I have, and I have a PowerMAC (in
>addition to my ST) and it is unbelievably fast! Keep in mind, this
>processor can emulate, in software, a 25MHz 68030 easily (remember PC
>Ditto on your ST? Slowwww). Now, that's faster than a "native" running
>Falcon! So, if it is so fast emulating, then think how fast it is native
>code. The difference is phenominal.

Who's going to re-code TOS (which *still* has lots of 680x0-specific
assembly in it) for the PowerPC? Certainly not Atari.

>Besides, now that Apple is slowly moving to the PPC line, they will use
>less and less 680x0 chips. That means Motorola will eventually have to
>discontinue development in the series (remember 6809?) as there will not
>be a market for them. Atari is not enough to give Motorola an incentive
>for further development and manufacturing.

Apple is _slowly_ moving to PowerPC? I think they're announcing 1-2
68040-based systems this year; the rest are all PowerPC, including the
laptops.

Motorola will probably product 680x0-series chips for a LONG, LONG time;
Apple's chip demands are a small amount of what Motorola sells. Systems
like the SuperNES and Jaguar use 68000 chips, and many other systems use

them as well for specific tasks (AFAIK, nobody else uses them for game consoles or computers).

>Remember when the shift was made from 8 bit to 16 bit? There is a
>current market of 32 processors. However, the PPC (a 64bit CPU mind you)
>is the next step in technology. Soon the older designes will be phased

All of the current PowerPC chips are 32-bit. The PowerPC-620 will be the first 64-bit PowerPC chip, and I don't think it's in production yet.

>out. Technology moves on. Sure, the 68060 is the state of the art for
>the 680x0 series, but I will bet it is the last of the line for that
>series. Motorola will just use its "integer unit 'CPU 32'" in their
>microcontroller line when all is said and done. Incedently, the 68060
>uses the same technology as the PPC, but with a CISC based execution unit
>instead of a RISC one.

68060 has been a known dead-end for several years. Motorola was not willing to go through the hoops Intel is going through to produce the P6.

>One last thing, what's wrong with combining a 68060 and a P603 (PPC) in
>the same motherboard???

The 68060 is *expensive* and the PowerPC-603 is cheap, and FASTER. Why would you bother? It'd just drive up the price of the motherboard.
Atari clones are already priced way out of reality.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

3496. Re: Falcon DSP mod player routine

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 12:16:49 UTC
From: lais@cs.man.ac.uk
Message-ID: <3j4cvh$cjg@m1.cs.man.ac.uk>
Source record: 170390
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

In article <3iu181$6p7@ophelia.waterloo.net>, sshifter@ophelia.waterloo.net
(Mike Pelletier) writes:
|> Howdy, gang. I've pretty much finished a spiffy new MOD player. It
|> runs as a PRG or ACC, has the _coolest_ 3D look interface, and (coolest
|> of all) automatically scans any floppy you put in the drive and loads
|> any .MODs it contains with no need for the user to even have the
|> ACC open. Unfortuneately I have run into one /small/ problem.
|>
|> I have _NO_ idea how to play a .MOD. Oops?

Oops indeedy there, my friend ! A touch of Mr. Bean perhaps ?

S.Lai :)

3497. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 12:18:58 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3j4d3ianh7@mhadg.production.compuserve.com>
Source record: 170394

Actually, this is beginning to wander too much from Atari stuff, but...

>Well, I have a few friends with PC's and when I visit them they _need_ to
>change to make one program run. To make another program run they have to change
>something else.

Usually the only things that will need different startup configurations like
this are games.. with a lot of newer games using DOS extenders, it's just
easier to do a "clean boot" by holding down the SHIFT key (with DOS 6.x)
when MS-DOS starts to boot.

Also with DOS 6.x, they can set up multiple startup files (very much like
using something like CodeHeads multi-boot program on an ST) so they can just
hit a key to use a different configuration.

In "most" cases though, once everything's been set, the only time changes may
need to be made is when something new is added, and not even always then.

BobR

3498. Re: Quicktime Player wanted!/AIF

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 12:20:13 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <3j4d5tE218@uni-erlangen.de>
Source record: 170277

sven.bornemark@p56.dada.ct.se (Sven Bornemark) writes:

> > And what kind of player do I need to play sound's with the extension
> > AIF?

Take the sharware program '525 v2.01' and convert it to any format you
can play. 525 is available via ftp (e.g. from ftp.uni-stuttgart.de)
or I can email it to you.

--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

3499. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 12:21:03 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3j4d7fanh8@mhadg.production.compuserve.com>
Source record: 170396

>But some are worse than others.....

No, some are different than others, and may do things in different ways

That doesn't make them any better or worse, only different.

BobR

3500. Re: Was Atari A-Z book a con?

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 12:26:09 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3j4dh1anh9@mhadg.production.compuserve.com>
Source record: 170397

I noticed all the addresses talking about the book, or mentioning having gotten it were all UK addresses... did anyone in the US ever figure out how to pay for the book..?

I was interested in ordering a copy, but the info Mark posted seems to preclude anyone in the US from being able to pay for it, other than somehow getting to Canada to buy a Canadian postal money order..

BobR

3501. Re: Falcon DSP mod player routine

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 12:41:57 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3j4eel$cu9@m1.cs.man.ac.uk>
Source record: 170393
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

In article <3iu181$6p7@ophelia.waterloo.net>, sshifter@ophelia.waterloo.net
(Mike Pelletier) writes:
|> Howdy, gang. I've pretty much finished a spiffy new MOD player. It
|> runs as a PRG or ACC, has the _coolest_ 3D look interface, and (coolest
|> of all) automatically scans any floppy you put in the drive and loads
|> any .MODs it contains with no need for the user to even have the
|> ACC open. Unfortuneately I have run into one /small/ problem.
|>
|> I have _NO_ idea how to play a .MOD. Oops?

I know that user interface is important, but surely this should have been
your first thought about this prog..... <grin>

|> So, anyways, can anyone direct me to PD or at least cheap DSP .MODS
|> playing source? Thanks.
|>
|> Hmm...
|>

Hmmm... Well, the BiMaster of BTM (or something like that...) code is part
of the assembler library FALCLIB ..... It has a couple of bugs though, and
relies on a pre-assembled kernel....

Or, if your feel like doing something special, you could check out the
(again assembler) fast_dtm code. This is Jaccard Emmanuels DTM player code.

Both of these are available over FTP from falcon/programming directories
on most ftp sites (cnam.fr has them IIRC)

Hope this helps.

Anthony

3502. Re: Please answer a stupid question...

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 12:52:29 UTC
From: whitema@chekov.cig.mot.com
Message-ID: <3j4f2d$7s3@delphinium.cig.mot.com>
Source record: 170395

In article <FB3SEHWRUP@galaxy.teuto.de> neptune@galaxy.teuto.de (Hendrik Mylius) writes:
>In <3io6dl$cn6@delphinium.cig.mot.com> Michael A. White wrote:
>
>>A Mega ST better than an STE? At what? Remember that all STEs have a built
>>in Blitter. No expansion cards either - you're talking CPU power.
>
>Erm, what do you think the MegaST's had?
>

Yes, but the ranking was that a Mega ST was superior (not equal to) an
STe. I don't have a problem with equal.

Mike
whitema@cig.mot.com

3503. Re: Falcon DSP mod player routine

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 13:03:32 UTC
From: Frank.Charlton@256-510-2.centron.com
Message-ID: <d0b_9503040734@centron.com>
Source record: 170228

In a message of 27 Feb 95 sshifter@ophelia.waterloo.net wrote to All :

s> Howdy, gang. I've pretty much finished a spiffy new MOD player. It

s> I have _NO_ idea how to play a .MOD. Oops?

You've pretty much finished it and it can't play MODs? :-) In that case I've
pretty much finished my port of NeXTStep for the Spectrum 128 :-))

```
+-----------------------------------------------------------------+
| Standard disclaimer: The views of this user are strictly his own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+-----------------------------------------------------------------+
```

3504. Re: Oh, what have I done?

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 13:42:36 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3j4i0c$hcr@epsilon.qmw.ac.uk>
Source record: 170130

udem148@bay.cc.kcl.ac.uk wrote:
: Will it cater for the Atari scene as a whole or will it
: concentrate mainly on the Falcon?

AFAIK, it will cater for the Atari scene as a whole...

Danny
--
.signature.signature

3505. Re: Oh, what have I done?

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 13:44:34 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3j4i42$hcr@epsilon.qmw.ac.uk>
Source record: 170131

Iain Laskey (ilaskey@cix.compulink.co.uk) wrote:
: Well I'm doing some jaguar reviews for them along with Graeme Rutt so I
: suspect it will be quite wide ranging!

The PD section is being done by Joe Connor, and me. :-) The PD games
by Nial Grimes.

There will be something for everyone.

: The mag will be good value, well written and worth buying!

This I can agree with. :-)

Danny

--
.signature.signature

3506. Re: HSModem - still confused !

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 13:59:46 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950302Z135946.374barheath@heathen.demon.co.uk>
Source record: 170253

In article <794099732snz@yeadontt.demon.co.uk>
phil@yeadontt.demon.co.uk "Phil Yeadon" writes:

< large clip >
:
: I am currently writing an Off-Line reader to replace the NOS utilities.
:
: The program is currently titles OASIS.
:
: The program is a single application supporting both Usenet and E-mail in a
: GEM enviroment (windows, menus etc.). OASIS is totally compatible with the
: NOS file formats for news and e-mail.
:
: I hope to be uploading OASIS to several FTP sites in the next few weeks, I
: will let everybody know when I have done this in comp.sys.atari.announce.
:
: Future versions of OASIS will include the replacing of the NOS On-Line code
: with something more suited to the Atari platform and a GRAPHIC WEB BROWSER!!
: (don't hold your breath on this one!).
:
: Any comments/wish lists for the OASIS package would be most welcome.
:
: (I am still waiting for the EDITOR Dave!)
:
As you will guess if you've been reading my other argument, please give it
a GEM interface :-)

bazza
--

+++++++ standard disclaimer applies +++++++ views are all mine ++++
* barheath@heathen.demon.co.uk - O O O O O O *
| ------------------ ----------------- ___ o |
* | Barry Heath | |the spare room | _______) |__^__H_ *
| |_________________| |_____________| |_____| |________|_ |
_________o_o__________o_o____o_o_________o_o___o_o_o__()_()_()_o_________

3507. MODS, MODS, MODS.....

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 14:06:51 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1995Mar2.140651.6595@bay.cc.kcl.ac.uk>
Source record: 170254

Do most .MOD music files carry the same standard? For instance
can one use the likes of ST Protracker or ST TCB tracker to play say Amiga
music MODS, or are there slight modifications needed for compatiblity
and if so what are they?
I know there are various standards for samples - WAVS+AU (PC's),
SND (macs) AVR RAW etc, and format conversion progs around - no probs here.

Any hints appr.

-Al, udem148@bay.cc.kcl.ac.uk-

P.S: In the meantime, I'm gonna expt. a bit and see if there are
any compat probs.

3508. Re: MiNT 1.12 - Baud Rate Settings?

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 14:15:36 UTC
From: ia_ric@cs.utwente.nl
Message-ID: <3j4ggb$nns@utrhcs.cs.utwente.nl>
Source record: 170255
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

In article <SCHWAB.95Feb17104624@issan.informatik.uni-dortmund.de>,
schwab@issan.informatik.uni-dortmund.de says...
>
>In article <3hviv9$1me@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk
(Chris Ridd) writes:

....

>|> I think you have to run HSMODEM *after* Mint, ie ignore what the
>|> HSMODEM docs say. The MintNet docs may be of some help to you.
>
>It's actually the other way round, you should run HSMODEM *before*
>MiNT, still ignoring the HSMODEM docs.

Well I've spent the previous weekend and several evenings trying to find
out what goes wrong with hsmodem and MiNT 1.12, well 19K2 doesn't work
reliable (at least with RTS/CTS handshake) wherever you put hsmodem....

I still can't put the finger on the problem. It seems to me that the new
Mint version is severely broken for speeds >= 19k2 at least on a normal
ST, with tos 2.06. 9600 baud seemed to work well.

This isn't the first time I had troubles with Hsmodem and Mint. I had it
running stable once using Mint 1.10 (pure C 1.1 compiled) and running
hsmodem before mint.

I too examined the Mintlibs I'm using (pl44). It could be that programs
compiled with this code might (????? not quite sure yet) be broken.

Anyone suggestions.....

3509. Re: Oh, what have I done?

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 14:19:55 UTC
From: lais@cs.man.ac.uk
Message-ID: <3j4k6b$err@m1.cs.man.ac.uk>
Source record: 170257

In article <D4q0F4.9t6@cix.compulink.co.uk>, ilaskey@cix.compulink.co.uk ("Iain Laskey") writes:
|>
|> > Any more news on the new ST mag ? Any firmer dates ? We're waiting !
|>
|> It's called Atari World and is edited by Vic Lennerd of St Review fame.
|> Distribution should be much better that STR was so you should be able to
|> find it in the shops! Pretty much all the old STR regulars will be in it.

Sounds good, but Vic said he was off to work for MacWorld, so what's the score here ? Are there two Vic Lennards ?

S.Lai

3510. Re: syslogd setup for Mintnet

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 14:22:30 UTC
From: ia_ric@cs.utwente.nl
Message-ID: <3j4gtg$nns@utrhcs.cs.utwente.nl>
Source record: 170258

Hi,

In article <3hkfqj$kn7@agate.berkeley.edu>, tkk@uclink2.berkeley.edu
says...

>Could someone explain how the "syslogd" program from MintOS is supposed

I run syslogd from the rc file of init. Though running it from some
commandshell does work too (naming it syslogd.tos or whatever should do
the trick from the desktop too).
One small remark: I use a PureC recompiled version (a bit hacked too get
it compiled but not that severe...).

Hope this is of help....

Ric Klaren

3511. Re: Harddisk on TT030

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 15:23:43 UTC
From: damms002@acpub.duke.edu
Message-ID: <3j4ntv$fdt@news.duke.edu>
Source record: 170270

I also recently upgraded my TT030 with a 540 Fujitsu harddrive but sometimes while initializing the drive the ICD driver only displays two partitions with about 200 MB each instead those 5 partitions. All data are srewed up at this point and rebooting is the only way to solve the problem.

Could it be, that I have to install the drive as SCSI 1. I have only the ICD driver but not the ICD pro driver.

Thomas Damms
damms002@acpub.duke.edu

3512. Re: GIF-->Jpeg Converter Needed

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 15:25:54 UTC
From: djs@jet.uk
Message-ID: <djs.794157864@gen-off-1>
Source record: 170271

wells_s@ix.wcc.govt.nz (steve wells) writes:
>GEM-View doesn't do a terribly great job of dithering 16-bit JPEG's down
>to 8-bit (256 color) GIF's too well.
Maybe you need to fiddle with the options a bit? I get pretty good results
using FS dither/octree/216.

djpeg does a pretty good job too.

--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==

3513. Lure of the Temptress- I need Help!

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 16:00:02 UTC
From: py94dej@exeter.ac.uk
Message-ID: <D4tLu0.L9o@exeter.ac.uk>
Source record: 170260

[No readable article body recovered]

3514. Re: Thieves in our group

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 16:15:29 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503021510.AA07297@ilmen.lanl.gov>
Source record: 170261

In a previous article, abstract@wam.umd.edu wrote:

> Look, I want to apologize for losing my cool there. I think ripping
> people off is one of the worst things you can do.

> I feel very strong about that... but I didn't
> mean to lose it and rant and rave there. Sorry, guys.

Very nice sentiments and we all understand. Someone once said that even
_I_ had become worked up about software piracy before. Nyah, couldn't be. :)

But seriously, I don't think theives deserve any apologies. Lay into 'em!

-Hutch- @ Fair Dinkum Tech

3515. Re: Was Atari A-Z book a con?

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 16:17:06 UTC
From: djs@jet.uk
Message-ID: <djs.794160946@gen-off-1>
Source record: 170262

em09@liverpool.ac.uk (Mr. J. Boyes) writes:

>I _hate_ being conned, please say it isn't so.
Do you really think that Mark Baines is the sort of person that
will con Atari users? Of course not.

My copy arrived last week, he was sending out loads about then. There
had been some delay at the printers, I understand. The author is
msbaines@cix.compulink.co.uk
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

3516. Re: Will Pagestream Run on F030

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 16:27:01 UTC
From: djs@jet.uk
Message-ID: <djs.794161592@gen-off-1>
Source record: 170263

pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:

>it doesn't seem to like Blowup's custom resolutions.
Works just fine here with BlowUp.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

3517. Re: MagiCMac Demo

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 16:27:43 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503021523.AA07308@ilmen.lanl.gov>
Source record: 170264

In a previous article, johnmoon@pyromania.apana.org.au (John Moon) wrote:

>Thanks Hutch, but tell me, what stuff did you run on magic mac?

The only things I tried was LHARC and GFA BASIC along with some
compiled GFA programs. LHARC worked fine but no go on the GFA stuff.
Of course, if I had read the FAQ first I would have known that. :)
Unfortunately for me, GFA would be one of the primary Atari apps
that I would want to use with MagiCMac, so my initial exuberance
had died off quite a bit. Too bad for me. But I'm sure many Calamus
SL users should be thrilled with it. :)

>How much faster did it work & did you try any midi type .prg's?

Desktop operations are very fast. I'm not into MIDI so didn't have
anything to try. But I understand from the FAQ that MM does not
currently support MIDI. Something about an optional MIDI interface?

>Does this also mean, that you will get all that old stuff out from your
>drawers and load it into your mac to use? 8-)

Nope, I'll probably just continue using my 'old' Falcon for that. :)

-Hutch- @ Fair Dinkum Tech

3518. Re: Bio Hazard

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 16:29:08 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503021524.AA07311@ilmen.lanl.gov>
Source record: 170265

In a previous article, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard..) wrote:

> Come on Chaps Please don't get taken in by such posts..

I think the original poster was _quite_ serious about his request, Rog.

> also Hutch you are to paranoid about all that Copying stuff..

Who me??? Yeh, could be, mate. But I tell you what, Rog. Why don't YOU spend 2 or 3 years developing a commercial application and tell me how YOU feel the first time you find it on a pirate BBS?

Until then, don't even _attempt_ to tell me how I or any other software developer should react about software piracy issues. Sheesh!

-Hutch- @ Fair Dinkum Tech

3519. Re: Ray Tracing Software

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 16:29:10 UTC
From: djs@jet.uk
Message-ID: <djs.794161683@gen-off-1>
Source record: 170266

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>I have POV Shell, but not the actual program. Where can I get it from?
Look on CIX in atari.st/2listings

Or on numerous ftp sites (eg atari.archive).

You'll be tearing your hair out unless you've got an FPU, though.

--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

3520. Re: gemulator

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 16:38:25 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503021533.AA07314@ilmen.lanl.gov>
Source record: 170267

In a previous article, Jackdeth@voyager.cris.com (JACKDETH) wrote:

> I'm considering the purchase of a new Pentium 90 system (I will keep my ST).
>I would like to see how fast the the gemulator would run ST stuff with that
>kind of speed under it! I take it that you can't play any games on it that use
>a joystick then? Can you give specifics on the sound? Can you get any real
>sound if you have a good sound card in the PC or will the gemulator not use
>it?

Well, for the real info, you should email the Gemulator author at
darekm@microsoft.com who can fill you in on the current status of the
product. Darek has been quite active in supporting the product and making
enhancements for it so perhaps some of these issues have been addressed.
I sold my Gemulator about a year ago so I may be a bit out of date on the
latest capabilities.

Atari joysticks are still a no go, AFAIK.

Sound was not supported in the last version I tried. Ask Darek.

Undoubtedly, it should blaze on a 90MHz Pentium since a 486DX33 gives you
roughly 8MHz ST speed and a 486-66DX2 gives you MegaSTe speed or better.

As others have said, there are still some tradeoffs involved, but it does
work pretty well. You should try to demo one if at all possible.

-Hutch- @ Fair Dinkum Tech

3521. TESTBED

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 17:02:34 UTC
From: Adrian.Gruber%239@satlink.oau.org
Message-ID: <154_9503031220@satlink.oau.org>
Source record: 170272

```
(407)381-2610
**STarBase1**
_____.-----._____
___----------. ... ..... ... .~~~~~~~~~~___
================================================
~~~------.......____________.......------~~~
(____) \ | / (____)
|| _/ | \_ ||
\\_______--~ //~~~\\ ~--_______//
~~~~~--__ \\___// __-------
~~-_______-~~
A Falcon030 Octopus TestBed
Testing Octopus V.063 alpha
Using USR V34-VFC Modems
ATariNet 51:1/22 FidoNet 1:363/239
InterNet %239@satlink.oau.org
UseNet COMP.SYS.ATARI
24 Hours
Orlando/Union Park, FL.
United States of America
Over 5000 Atari Files on CD-ROM
FTN Boards may Freq " OKFILE1"
Your SysOp: Adrian Gruber
(No Calls during ZMH-4-6AM STD TIME)

--
|Fidonet: Adrian Gruber 1:363/239
|Internet: Adrian.Gruber%239@satlink.oau.org
|
| Standard disclaimer: The views of this user are strictly his own.
| From C.F.Satlink +1-407-240-7781 (ANSI or Vt-100 _required_).
```

3522. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 17:08:05 UTC
From: healy@nosc.mil
Message-ID: <1995Mar2.170805.28144@nosc.mil>
Source record: 169981

How refreshing! We haven't had a Bob Retelle pc vs st
flameup in ages :-)

Mike Healy

healy@nosc.mil

3523. Re: Help with Atari Disc Driv

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 17:24:00 UTC
From: gary.ratliff@starnetbbs.com
Message-ID: <9503030701335386@starnetbbs.com>
Source record: 170209

TF>From: fabatz@col.hp.com (Tom Fabatz)
TF>I have an Atari 520ST and the disc drive light stays on and
TF>does not load any software. Has anybody experienced this problem
TF>and if so, can you please let me know if it's fixable or not. If not
TF>does anybody know an Atari Dealer in Colorado?
TF>Thanks you.

You could have Toad fix it. Or if you can take the unit apart order a
1.44 3/2 dirve and install it. Just look as how it is mi=ounted and
install. The most reliable are the TEAC drives. These run about $50.

The address of Toad Computers in Maryland is posted freq here. Will
bring their catalog and add to this message before uplaoding.

Gary

* OLX 2.1 TD * "Pieces of Nine! Pieces of Nine!" Another parroty error!

3524. Re: Softlogik and Atari..

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 17:38:00 UTC
From: gary.ratliff@starnetbbs.com
Message-ID: <9503030701335387@starnetbbs.com>
Source record: 170211

AR>: to sales. How many new copies of Pagestream do you think Soft-Logik could
AR>: sell today? Not upgrades, _new_ packages. Very few, I'd surmise.

Their attitude wasn't conductive to make me want to deal with them. I bought another Atari and in the packet was a disl of their earlier Desktop Publishing program. As I could figure out how to do about everything but get the pictures and other graphic material imported to the page I wrote and showed them that this was indeed a ligitimate disk.

They would not answer a question or offer to sell me a copy of the manual for this package. Instead they suggesdted that I just spend $495 and get their latest version fo Pagestream. Gee I already only paid $49.95 for Fleet Street with full manuals from E. Arthur Brown and had bought Express Publisher at a Walmart closeout (PC they DTP) for $15.00

So why should I even consider their modest proposal?

Gary

* OLX 2.1 TD * If your duck goes "Qwk Qwk Qwk...", it's mail.

3525. Re: Not a word about MacMagic

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 17:48:01 UTC
From: thomash232@aol.com
Message-ID: <3j50ch$s5m@newsbf02.news.aol.com>
Source record: 170288

Maybe this is not the best place for this, but I've downloaded the MagicMac demo, and I want it. I can't get through to the creators, Application Systems by phone, but did try to send a fax. It went through, but without confirmation.

So, anyhow, my question is, since there appears to be no US distributors for this, how can I get this package? Do they have an on-line area (hopefully in English, too)

Tom

3526. Re: What should I do?

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 17:57:16 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCCSEGWTUP@galaxy.teuto.de>
Source record: 170249

In <3ijnei$cng@cville-srv.wam.umd.edu> A statistic wrote:

>: Buy a MacIntosh Performa and get Magic for Mac!
>Any particluar reason...?

One of the fastest TOS-compatible machines around! And you get a nice MAC as well, FREE ;-))

Hendr!K

3527. Re: HSModem

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 18:03:58 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCCSEGWWUP@galaxy.teuto.de>
Source record: 170151

In <FB1MAAUYUP@dksoft.ping.dk> Kim Andersen wrote:

>HM> CoNnect's Z-modem-bargraph looks like a fast peak-meter, when one uses EISDN
>HM> at 64 kbit :-))) (>7500 cps for packed stuff ;-)
>Thats what i need my high DTE rate for. I should be having my ISDN modem in

You mean terminaladaptor? Which one did you buy?

>a few weeks now. Although i may have a small problem running bundle
>channel 2x64Kbit.

Why would that be? Anyway, it'll double your cost as well.

>Btw, i've just been informed that Hsmodem v.6 can go up to 230.000 on the
>serial port. This is what i need for my ISDN.

Does the terminaladaptor support that? I only now of ones doing 115k2, which
is way fast enough for compressed files anyway.

Bye.

/Hendr!K/

3528. Re: Mac does ST!

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 18:06:03 UTC
From: thomash232@aol.com
Message-ID: <3j51eb$sbs@newsbf02.news.aol.com>
Source record: 170294

My reasons for wanting MagicMac are pretty straightforward. I have a souped-up up Mega with Turbo 030, 16 megs of TT ram, and Crazy Dots.

1. Speed
2. More colors
3. HD floppy usage
4. Calamus SL

At this point, if my Mega goes up, I will not (short of a marketing miracle) buy another Atari computer. The Medusa is nice, but way too expensive. I already have a Mac (Quadra 660av), and at least I can still get hardware for it (as opposed to the Atari).

Secondly, I feel I've invested a lot of $$ in software, and prefer many programs to the ones on the Mac, like Calamus SL, STalker, STraight Fax.

So, hopefully most, if not all, will be totally compatible, and if so, will probably sell my Mega.

Tom

3529. Sale: Odd ST hardware bits

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 18:17:05 UTC
From: gbernath@oucsace.cs.ohiou.edu
Message-ID: <D4ts4I.LFo@boss.cs.ohiou.edu>
Source record: 170234

```
Everything's gotta go, I'm under orders to get rid of my "junk".
Listed prices are immediate sale, first-response-gets-it prices.
If no one matches that price, I'll sell for the best lower
offer I get in the next few days. Buyer pays shipping.

ICD AdSpeed STe - $100
16 MHz accelerator, for 1040STe only. Solderless plug-in
installation. (I would say "easy installation", but you do
have to take the STe apart.)

Atari SM147 monitor - $75
14" flat screen monochrome monitor, no internal speaker.
Slight distortion around upper left corner, but not something
that I ever really noticed during general use. Only used a
few hundred hours.

Monitor Master and mini-speakers - $30
Allows push button switching between color and mono
monitors. Has an output jack for the speakers, which are
are Labtec CS-150's (use 2 "C" batteries each, not included).

Atari mouse - $5

Atari (2600 style) joystick - $2

Greg Bernath gbernath@oucsace.cs.ohiou.edu
--
Greg Bernath gbernath@oucsace.cs.ohiou.edu
```

3530. Ultimate Arena

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 18:45:00 UTC
From: herve@thebbs.freenix.fr
Message-ID: <8A4B4A1.00AD001703.uuout@genesis8.frmug.fr.net>
Source record: 170269

In a message of <26 Feb 95 11:29:11>, Stirre31 (2:320/220) writes in area 'SYSATARIST':
S> Has anyone gotten this game to run on the falcon? If so, how?
S> I get the loading screen and then get an error -034 messege.
S> Can someone help? Thanks.

This software is only for Atari STE, I think the coders will make a version compatible with Falcon but not yet ...

Regards,

Herve - Herve@thebbs.freenix.fr

--- JetMail 0.99beta16
* Origin: --==> THE BBS for ATARI <==-- Paris, France (FidoNet 2:320/107)

3531. Re: MEDUSA T60

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 18:52:43 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D4ttrv.G0I@cix.compulink.co.uk>
Source record: 170237

The Medusa is on sale from System Solutions
(ssolutions@cix.compulink.co.uk) where a basic system is on sale for 2995
UKP. I suggest you try mailing them for further information

Steve
(No sig yet - I'm working on it)

3532. Re: PD Games..

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 19:10:48 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3j557p$s7k@bs33n.staffs.ac.uk>
Source record: 170243

STIRRE31@MAINE.MAINE.EDU wrote:
: Rich,
: Are the games you mentioned available via FTP? And, are they compatible
: with the Falcon (especially Fatemaster)? Thanks for any info.
: sincerely,
: scott tirrell

I have the source code to both Sim Pig and Fatemaster. I've been playing
with them lots and will upload the full Falcon fixed versions as soon as
I can. I'll let you know when I do.

RiCH

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

3533. Re: MEDUSA T60

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 19:17:56 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D4tuxw.Jp3@cix.compulink.co.uk>
Source record: 170244

In message <3isn36$443@news.iesd.auc.dk>, chainxor@kom.auc.dk said:

>Do you really think Motorola would give Medusa Computer Systems a buggy
>PROTOTYPE of a processor to use in a computer-design ??????????

Yes, it is standard practice in the industry.

The CPU vendor benefits from feedback from the OEM's. Motorola may
have called it a development sample. However I was quoting the person
demonstrating the T60 at ProTos, with whom I had a very interesting
discussion.

HAND.

Barry wilsontjb@cix.compulink.co.uk

3534. Re: Editors for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 19:55:52 UTC
From: nat@zumdick.rhein-main.de
Message-ID: <FCCTCIZJUP@zumdick.rhein-main.de>
Source record: 170301

In <m0rjx4t-0005uDC@black.csi.cam.ac.uk> Mark Baker wrote:

>In article <Pine.SUN.3.91.950301150550.5524B-100000@nora>, Sascha Djuric
><sascha@nora> wrote:
>
>
>> AFAIK the problem running Tempus on a 030 machine is simply it's 24 bit
>> addressing.
>
>No, it's also the fact that it writes directly to the screen - with the
>patch you describe it should work on the Falcon in ST high or medium, but
>it won't work in any of the other graphics modes that most Falcon owners
>choose to run in.

Yet again: the newest versions of Tempus work w/o problem on the F030
in ALL screen modes that give 640 pixels across. And it works under MTOS
too. Newer versions -> 2.2+

Nat!

------------------"Bang that bit that doesn't bang"---------------

And I love to talk philosophy / but I gotta take a piss
Man, that philosophy / runs right thru you

David Lee Roth

3535. Looking for ST-S3 sw

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 20:00:42 UTC
From: mark@forsyth.demon.co.uk
Message-ID: <950302Z200042.409mark@forsyth.demon.co.uk>
Source record: 170070

Hi

I wonder if anyone can help me. I got a copy of the ST to Psion S3 sw from
the Imperial College mirror of the UMICH site but the file would not upzip
correctly. Does anyone know where a working copy of this is held or where
I can get hold of the author (Keith Baines) as all the usefull documentation
is in the archive that I cannoe extract

Thanks in advance

Mark Forsyth | |\ /|/--\ |--- |
Surrey, England | | \/ ||--| |-- | Email : mark@forsyth.demon.co.uk
| | || | | |

A Truely wise man never plays leapfrog with a unicorn

3536. Re: Newbie questions...

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 20:08:37 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950302210457.21419B-100000@mars>
Source record: 170300

On Mon, 27 Feb 1995, Barry Heath wrote:

> have to admit I always thought the 360k was only fitted to STfs and that the
> fm had 720k as standard - but, never having checked every one, I _could_ just
> be wrong...:-)

My first machine was a STfm fitted with a 360k drive.
/Jens

3537. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 21:17:00 UTC
From: Martin_Reitzlein@gi.maus.de
Message-ID: <199503022317.a4469@gi.maus.de>
Source record: 170101

MS>Do you think IBM will show such a thing ???

no. but let's discuss this oracle at the next "stammtisch" (sorry for that, no-german-speaking-people, but my dictionary only gives: "table reserved for regular guests". is beeing german really that kind specific, that you don't have a peculiar expression for this?).

gruss, martin .

3538. Re: Geneva

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 21:17:35 UTC
From: zap@eskimo.com
Message-ID: <D4u0HC.M91@eskimo.com>
Source record: 170153

As soon as I figure out that trick I'll be happy. I know it's in the
manual somewhere! :-)
--
Randall Dale Spreadborough <zap@eskimo.com>
PGP v2.6.2 Public Key Available by Request

3539. Re: How do you get the MagicMAC Demo to work

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 21:22:18 UTC
From: ercorp@aol.com
Message-ID: <3j5cua$195@newsbf02.news.aol.com>
Source record: 170154

I have a Mac IIx with system 7.5 and cant get the Magic Demo to work. I get an error in german about something 32 bit???? I believe the Mac IIx is an 24 bit unit and I tried the connectix program to emulate 32 bit but still no luck. Any suggestions.
Tom Ferreira

3540. Re: Oh, what have I done?

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 21:29:33 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D4u119.CKC@cix.compulink.co.uk>
Source record: 170155

> Sounds good, but Vic said he was off to work for MacWorld, so what's
> the score here ? Are there two Vic Lennards ?
Just one and he's a workaholic!

Iain

3541. Help needed with Connect script

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 21:33:14 UTC
From: hallvart@oslonett.no
Message-ID: <3j5diq$mqu@hasle.oslonett.no>
Source record: 170139

can someone help me make a script for use with connect?

Hallvard

3542. Can we start a demo list?

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 22:23:11 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950302135600.25671C-100000@PEAK.ORG>
Source record: 170285

I've been recently scraping up demos that I could find for the ST.
Needless to say, the Europeans write the best demos! After watching the
"Burning Illusion" demo, my hat is off to them!!!

I don't have many demos, yet over the 10 years of the ST, I am sure that
there must be many of them. Here's what I have so far:

1) BOINK - ST version of the Amiga bouncing ball.
2) FUJIBOINK - spinning/bouncing Atari fuji with 512-color(???) scroll
3) LCD- "little color demo" - mostly sound, but neat colors
4) JUGGLER- ST version of the Amiga demo
5) COL-DEMO -- doesn't do much but throw up a pallette of more than 512
colors. They flicker, though.
6) BALLIT- little chrome ball bounces off a mirror, next to other chrome
balls. Simple, no sound.

Those were all I'd seen, until BURNING ILLUSION! I can't express how
impressed I was. I didn't know my ST had it in it. That's what has me
craving more of these demos....particularly the high-quality ones, like
what comes from Europe.

How about starting a list of demos? Everybody, post your favorite, plus
a few honorable mentions. An FTP site to get them would be nice, too.
The few that I have came from the umich archives, mirrored at my school
in Oregon (ftp archive.orst.edu - look in pub/mirrors/archive.umich.edu/atari

There were a few others, but they require a meg (poor me). That's the
subject of another message (RAM).

James

3543. stone age 520ST RAM!!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 22:37:02 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950302142354.2003A-100000@PEAK.ORG>
Source record: 170286

I have a stone-age 520ST - that is, external drives. It's only 512k!!!
I need an upgrade. Short of sending across the country to Toad
computers, can you experienced users suggest some RAM upgrade options?

I remember back in the old days, it was common to piggyback RAM chips. I
am *NOT* an electronics person (I wish), so I know little of this. It
seems like there were some resistors added, and some control lines added
that had to be connected to the MMU. Is there a text file somewhere that
explains how to do this procedure?

I've heard differing opinions on the solderless upgrades. Some people
say that they come loose, give sporadic errors, etc. However, since I
can't find **ANYBODY** who will work on an Atari, I thought I might try
this. I called TOAD computers, and we talked about this upgrade for a
moment. When I said that I had a "stone age" model without internal
drive, they said that these are a little harder to work on, and that it
might be advisable to send in the computer and have it installed.

Right now, it looks like I'll have to send in the computer. The only
problem I have is that it seems like if I pay shipping 2-ways on the
computer, and pay for a memory board (accepts SIMMs, I presume), then it
seems like it would be a waste to stop a 1 meg....Compared to the "fixed
costs" of getting an upgrade at all, why not throw in 4 and be done with
it? That's expensive, of course.

That leads me back to thinking about the piggyback upgrade. 1 meg would
probably suffice on this particular computer. I live in Oregon. Does
anybody know of somone around the Portland area who will perhaps
"moonlight" upgrade?

Is there any technically-minded Atarian out there who might be willing to
consider moonlighting to do an upgrade? (I'd mail it)

Does anybody know what is the cheapest method of upgrading to a meg? Any
hobbiest smaller shops that work on Atari?

Thanks very much or any suggestions you may have.

James

3544. Re: gemulator

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 23:13:20 UTC
From: gbennett@friendly.sim.es.com
Message-ID: <3j5jeg$j39@orca.sim.es.com>
Source record: 170295

In article <9503021533.AA07314@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:
> In a previous article, Jackdeth@voyager.cris.com (JACKDETH) wrote:
>
> > I'm considering the purchase of a new Pentium 90 system (I will keep my ST).
> >I would like to see how fast the the gemulator would run ST stuff with that
> >kind of speed under it! I take it that you can't play any games on it that use
> >a joystick then? Can you give specifics on the sound? Can you get any real
> >sound if you have a good sound card in the PC or will the gemulator not use
> >it?
>
>
> Well, for the real info, you should email the Gemulator author at
> darekm@microsoft.com who can fill you in on the current status of the
> product. Darek has been quite active in supporting the product and making
> enhancements for it so perhaps some of these issues have been addressed.
> I sold my Gemulator about a year ago so I may be a bit out of date on the
> latest capabilities.
>
> Atari joysticks are still a no go, AFAIK.
>
> Sound was not supported in the last version I tried. Ask Darek.
>
> Undoubtedly, it should blaze on a 90MHz Pentium since a 486DX33 gives you
> roughly 8MHz ST speed and a 486-66DX2 gives you MegaSTe speed or better.
>
> As others have said, there are still some tradeoffs involved, but it does
> work pretty well. You should try to demo one if at all possible.
>
> -Hutch- @ Fair Dinkum Tech

Gemulator 3.02 does support sound, but it still has some bugs in it
(better than nothing, but still pretty weak)
--
Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
* See Hitchhiker's Guide to the Galaxy (US version)

3545. looking for a catalog

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 23:32:11 UTC
From: dalewis@cs.buffalo.edu
Message-ID: <D4u6pn.4C5@acsu.buffalo.edu>
Source record: 170302

hello,
I was wondering if someone could point me to where I could get a catalog
of atari parts/equipment. Is it possible to buy atari equip/hardware over
the net (through commercial sources)?

If it's in the faq (is there one?), mail me the faq or tell me where it is :-)

dough

3546. Faulty RAMS...!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-02 23:59:12 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3j5m4g$c7j@golem.wcc.govt.nz>
Source record: 170160

*** AT&T DRAMS ***

I have replaced a number of Ram fitted to my Mega ST2, these
are AT&T and have a gold metal top date code is 07887 74
these get internal shorts plus other intermitant results..

I think I have seen a similar post regarding this brand of ram chips...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3547. Re: WTB(UK) SCSI HD

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 00:19:24 UTC
From: paul@xciv.demon.co.uk
Message-ID: <794189964snz@xciv.demon.co.uk>
Source record: 170164

In article <02281995.223935@empyr.dircon.co.uk>
kevan@empyr.dircon.co.uk "Kevan Winch" writes:

> Hi,
>
> Anyone selling a SCSI hard drive (just the bare drive, I have the
> rest) ? I would prefer something in the 80Mb to 200Mb range, but will
> consider anything. (as long as there are no bad sectors :-))
>
> Cheers,
>
>
> Kevan@empyr.dircon.co.uk
>
> VQWK 6.20 [Rev H - 04/04/94]
>

--
/* ||| Internet: paul@xciv.demon.co.uk (home), paul@xexos.com (work) */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* "The smoke cleared, the dust settled, no-one knew how many had died, */
/* all around were broken men, they'd said it was safe, they'd lied." */

3548. Re: GDOS-Fonts for NVDI

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 01:18:10 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950303Z011810.652barheath@heathen.demon.co.uk>
Source record: 170273

In article <macdonald.179.00108C88@cfcsc.dnd.ca>
macdonald@cfcsc.dnd.ca "Ken Macdonald" writes:

: barheath@heathen.demon.co.uk (Barry Heath) writes:
: >In article <d93rkr.793582067@txfs1.hfb.se>
: > d93rkr@t.hfb.se "Robert Krenn - HFB T d93" writes:
: >> Actually I'm searching for a program to edit GDOS-fonts with!
: >> Anyone know of one... PD/SW/Comercial????
: >> //Robert
: >What you want is Fontkit Plus. I've got FP4, but I believe 5 may now be out.
: >With this you can edit GDOS fonts, convert Calamus and Mac fonts, compress,
: >clip and do just about anything you need to. It's commercial, and about
: >ukp19.00
:
: >bazza
:
: I purchased Fonty from them recently, which will convert Adobe fonts to CFN
: format. If I'd known about Fontkit I might have purchased that instead. Would
: it convert from Adobe(Mac or PC) or True type to Calamus?
: thanks/merci
: -ken
:
According to the intro in FKit+4, there are conversion modules to convert
Calamus, HP, Mac and Signum to GEM (GDOS), and GEM to HP or Signum. From
that I infer that the answer is "negative" - however there may be a later
version, mine is a couple of years old, now. As it's only a local call for
me to find out, would you like me to try??

bazza
--
+++++++ standard disclaimer applies +++++++ views are all mine ++++
* barheath@heathen.demon.co.uk - O O O O O O *
| ------------------ ----------------- ____ o |
* | Barry Heath | |the spare room | _______) |__^__H_ *
| |_________________| |_____________| |_____| |_________| |
_________o_o___________o_o____o_o_________o_o___o_o_o__()_()_()_o_________

3549. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 01:30:42 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.bMZpL3FQDGk@semprini.waterloo-rdp.on.ca>
Source record: 170180

In <3isfoc$k56$1@mhadg.production.compuserve.com>, BobR writes:
>1)...It's not as difficult as you make it sound, and
>
>2)...Once it's set up there's no reason to play with it incessantly.
>
>The typical "giggle HA HA HA" description of PC users is that they're
>constantly having to tinker with CONFIG.SYS and AUTOEXEC.BAT files...
>
>That's stupid... you set it up once and leave it alone.

Obviously you've never had to:

1) Add a new piece of hardware to your PC
2) Play a game on your PC
3) Put your PC on a network

And you're probably not too concerned about making your system more
stable.

>By the way, have you ever had to explain to someone why their Atari ST
>won't boot because an AUTO file program is in the wrong order..?
>
>It seems computers are computers, no matter what brand name is on the
>outside of the case...

But some are far less annoying than others; with a Mac or Atari with
some sort of boot manager it's _easy_ and fast to get past a buggy piece
of software that's locking you up during boot. With a PC, you have to
boot from floppy. Oh, so fast, especially if you're running OS/2.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

3550. Re: Zmodem

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 01:33:36 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.GJVMuyPj19Y@semprini.waterloo-rdp.on.ca>
Source record: 170181

In <2f51a8aa12200f0@xs4all.nl>, Jos den Bekker writes:
>Does anyone know a zmodem program for the ST that works properly with
>Unix sz/rz AND under MiNT? I'm using XYZ now, which works terrifically
>well with Unix sz/rz, but not under MiNT.

I managed to port a UNIX sz/rz to MiNT, but it doesn't appear to work
100%; it's fine for downloading multiple files, but it doesn't work for
uploading multiple files.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

3551. POPMail/SLip??

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 02:11:14 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <AA573192mrn@albemuth.equinox.gen.nz>
Source record: 170210

Hi there,

Does anone know of a Popmail via SLiP client for the atari. Preferably one that doesn't require MiNT-net etc. but if not I guess I need to know about them as well.

Cheers,
John

-=-=-=-=-=-=-=-=-=-=- John Collis at home -=-=-=-=-=-=-=-=-=-=-
john@albemuth.equinox.gen.nz or john@southern.co.nz
John Collis at 3:770/105.7@fidonet or 51:801/1.7@atarinet

3552. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 02:21:54 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCDCBDURUP@dksoft.ping.dk>
Source record: 170276

In <3j3ara$5s8@henry.interlink.no> Vegard Hofsoey wrote:

>That may be so, but in that case it's a common misnomer...

And why not, if i may ask ?

>Kim, I do *not* blame users for me not getting enough to make a living
>from registrations. I had not excpected to do that, anyway... I just
>wanted to explore the *degrees* of crippling
>that is ideal. In an ideal world, it would not be needed at all, and I
>*seriously* consider *not* crippling my next program release. I am not
>sure how wise that is, hence the post. I do
>think your definition of shareware leaves precious few "real" shareware
>programs, though...
>

I have nothing against crippling at all, but calling such a program shareware
is just something i have a problem with. Shareware and crippleware is not
the same, but you guy's want it to be. And when you can't get away with
that, you start shouting piracy, (like Hutch did). That is not playing
fair, as it'll leave no alternatives to the users.

You can do with your program whatever you want, but if you make somekind of
limits it's no longer shareware, and therefore shouldn't be named shareware.

Thats really all i'm saying.

One thing though. I really would like to know why you insist on calling it
shareware when it's crippleware. Whats the reason ? (Perhaps Hutch should
answer this).

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

3553. Atari Programming Books

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 03:22:36 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <b3e_9503030408@flight.org>
Source record: 170304

```
How does $5.00 apiece sound. Please leave me e-mail to where I can call and
make arrangements. Thanks
---------------------------- -//- ----------------------------
Internet: Michael.Fitzpatrick@flight.org
| FlightLine BBS 612.544.5118 <> note: the views of this |
| airline-generl.aviation-flsim <> user are strictly his own. |
---------------------------- -//- ----------------------------
```

3554. Re: Newbie questions...

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 03:49:07 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3j63jj$m9b$3@mhade.production.compuserve.com>
Source record: 170278

>My first machine was a STfm fitted with a 360K drive.

Yes.. Atari released the STfm originally with a single sided drive, and shipped them that way until they used up their stocks of those drives, at which time they started shipping double sided drives as standard.

Many of the original systems were converted to double sided drives, but every now and then one of them shows up with the single sided mechanism intact.

The STfm also used the 1040ST motherboard, but with only half the RAM installed, which meant the memory could be doubled on the board, at the cost of some tedious de-soldering of the unpopulated RAM area.

BobR

3555. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 04:00:43 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3j649b$m9b$4@mhade.production.compuserve.com>
Source record: 170279

> ...you've only just come across some ST users that KNOW what's going on
>in the box!

Umm.. Raymond... I've been doing Atari user support on CompuServe, GEnie and Delphi for over 10 years now... I've come across a few ST users in that time, some of whom know the machines in intimate detail, and others who aren't sure which side of the disk goes up.

Atari systems have problems just like IBMs have problems and Macs have problems... that doesn't make any of them any better or worse than any of the others, just different.

BobR

3556. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 04:10:17 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3j64r9$m9b$5@mhade.production.compuserve.com>
Source record: 170280

>I see NO reason for the advocacy of PC's over Atari's on the point
>installation because THERE ISN'T ANY.

My question was NOT meant as "advocacy of the PC over the Atari", but as an
illustration of the fact that EVERY system has its problems.

Running down a different brand of computer because it may have problems
does NOT make any other system any better.

BobR

3557. Re: stone age 520ST RAM!!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 04:18:23 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3j65af$m9b$6@mhade.production.compuserve.com>
Source record: 170281

Re: Upgrading a 520St...

The very best way to upgrade a 520St is to take the money you'd spend on a memory upgrade and buy a used 1040STe.

Seriously...

The 1040Ste uses industry standard SIMMs, and can be expanded to 4 Megs VERY easily and inexpensively.

It also has some enhancements in the area of graphics and sound over the 520, has a blitter chip, and comes with a much improved version of TOS, all installed and completely reliable.

Any "memory upgrade" done on a 520 ST will by contrast be expensive and far less reliable.

I bought a 1040STe with 4 Megs of RAM in it for $125 last year. I paid far more than that for the 520ST memory upgrades I've had in the past, and was never fully satisfied with the way those upgrades worked.

Check ads on local BBSs for people selling used STes, and watch the articles here for similar deals. The overall results will be far more satisfying...

BobR

3558. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 04:20:16 UTC
From: farrellc@fraser.sfu.ca
Message-ID: <farrellc.794204416@sfu.ca>
Source record: 170282

I'm the last one who'd want to squash a rumour about anthing new on the Atari front, but here's a little piece of information to consider here:

TOS also stands for Taligent Operating System.

Of course, this begs the question: should Atari sue? :-)

Gordon Farrell
gfarrell@cs.sfu.ca

3559. Re: Mac does ST!

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 04:28:34 UTC
From: nolram@delphi.com
Message-ID: <J26alQ6.nolram@delphi.com>
Source record: 170283

Mario Becroft <mbecroft@iconz.co.nz> writes:

>What I can't understand is why you would want a PC or Mac when you could
>keep your Atari???
>
>Hope that helps,
> -- Mario Becroft (mbecroft@iconz.co.nz)

Well Software is easier to find, desk space(and I have my mac, st, and the 8
bit
all in front of me), Having one machine do the jobs of others is a dream
come true, I use the mac for my work, My wife uses Soft-Pc to call her job(she
uses pcANYWHERE).

3560. Re: First word plus

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 05:08:00 UTC
From: Julian_Reschke@wi2.maus.de
Message-ID: <199503030708.a4050@wi2.maus.de>
Source record: 170102

In article <D4q0F9.9uG@cix.compulink.co.uk>, Iain Laskey
(ilaskey@cix.compulink.co.uk) wrote:
>There is a PD program that spits out 'proper' ascii files from 1st Word
>documents. The name was something like 1stw2asc. Bound to be on umich or
>a mirror.

You might also try 'wpcat' (ftp.uni-muenster.de:
pub/atari/Gemini/texttl*.tos).

3561. -=** Atari PC/JAG/Lynx WWW Links! **=-

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 06:08:03 UTC
From: rbatina@infinet.com
Message-ID: <3j6bo3$ien@horus.infinet.com>
Source record: 170287

: rbatina@infinet.com (Robert Batina) writes:

: > --==**< http://www.infinet.com/~rbatina >**==--

: >Please consider adding my home page to your collection. Although it
: >doesn't contain a lot of original information by me, it has *tons* of links
: >to information that you may find useful. Here are some examples of what
: >you can get to, through my home page:

: Is there still software support for the C64/128? I owned one of each
: and a Plus/4 several years ago. They were truly great machines. I
: wouldnt' trade my MSTe for one now, but the C128 sure helped me get
: through school!

Not commercially.... well, not very much... but the pd/sw/warez scene is
still big time strong... btw, the web site for atari stuff I have links
to is also the same one where the c64 stuff can be found... see address
below...

--

Robert J Batina - Lancaster, Ohio USA Proud user of: Lynx, SNES, SCD,
/\/ Genesis, NES, Gameboy, Amiga 500,
Internet e-mail: rbatina@infinet.com 32X, X-BAND, 3DO, IBM 286,
Web: http://www.infinet.com/~rbatina Norand 4000, GameGear, & 2600!

3562. Re: <<<HELP!>>, Data lost !

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 06:10:37 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3j6bst$fcl@golem.wcc.govt.nz>
Source record: 170120

In article <3j0itn$1fb@news.duke.edu>, damms002@acpub.duke.edu (Thomas Damms) writes:
>Could somebody post where I could get a programm to undelete
>resp. recover files which were acidentally seleted ?
>
>I desperately need a programm to recover lost files on a SCSI drive
>on my TT030 !
>
>Thomas Damms
>damms002@acpub.duke.edu

CHKDISKI3 could work BUT ONLY IF THE DRIVE WAS RESENTLY DEFRAGED,
if this is not the case, say good by file...

I have used ST-Knife not PD and CHKDISK3 to recover some files,
CHKDISK3 is on most sites...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3563. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 06:48:01 UTC
From: diehl@r-node.io.org
Message-ID: <3j6e31$rmg@ionews.io.org>
Source record: 170289

Vegard Hofsoey (vegard@henry.interlink.no) wrote:
: The program reads RSC-files, and automatically produces an
: application/accessory from that (in LST format). It should be so easy to
: use that even novices to programming would be able to have great
: interfaces without much effort...

That sounds interesting... but I don't quite understand how a fully functional program can be made simply from the RSC file. Does it just take the RSC file and create source code that GFA coders can use and modify in GFA?

: Vegard (vegard@interlink.no)

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

3564. Re: Thieves in our group

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 06:52:09 UTC
From: diehl@r-node.io.org
Message-ID: <3j6eap$rmg@ionews.io.org>
Source record: 170290

One of the poor losers (abstract@wam.umd.edu) wrote:
: Look, I want to apologize for losing my cool there. I think ripping
: people off is one of the worst things you can do. With Shareware
: authors, you are stealing directly from a person, lashing out at them
: personally, for no reason. I feel very strong about that... but I didn't
: mean to lose it and rant and rave there. Sorry, guys.

That's okay. I feel the same way, too ... piracy used to mean ripping off megalith corporations who, it was assumed, could absorb the losses without batting an eye. But that isn't the case with Shareware. Both are expressly wrong, but shareware piracy hits just that much closer to home because there just aren't any middle-men; you're ripping off the author directly, and that's just about all there is to it. I don't like it, either. I think it is inevitable, and a fact of life, but I still don't have to like it for that.

: --Lunatic

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

3565. Re: MODS, MODS, MODS.....

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 06:57:37 UTC
From: diehl@r-node.io.org
Message-ID: <3j6el1$rmg@ionews.io.org>
Source record: 170291

udem148@bay.cc.kcl.ac.uk wrote:
: Do most .MOD music files carry the same standard? For instance
: can one use the likes of ST Protracker or ST TCB tracker to play say Amiga
: music MODS, or are there slight modifications needed for compatiblity
: and if so what are they?

It is generally accepted that .MOD means 4-channel ProTracker-type music MODule. There are, however, exceptions...

TCB Tracker does not conform to any standard; its MODs are proprietary, and usable only by itself and Audio Sculpture, which happens to support TCB MODs.

There are also a number of MOD formats in the PC world that can be 6 or 8 track format ... these can not be loaded by ProTracker.

Additionally, there are Oktalyzer MODs, which can only be loaded by Oktalyser on the STE and Amiga, and by (I think) Screamtracker on the PC.

But for the most part, most MODs are 4 channel Noise/Protracker format. Some MODs (Protracker ones) use CIA timing -- a method of extending the tempo ranges, and for that you must use a ProTracker compatible player (or ProTracker itself) to play them at the proper speeds, or remove the Fxx speed commands (unless the speed commands are under F1F)

: I know there are various standards for samples - WAVS+AU (PC's),
: SND (macs) AVR RAW etc, and format conversion progs around - no probs here.
:
: Any hints appr.

: -Al, udem148@bay.cc.kcl.ac.uk-

: P.S: In the meantime, I'm gonna expt. a bit and see if there are
: any compat probs.

There always are ... but for the biggest repository of MODs on the net, check out Aminet. The main dist. site is ftp.wustl.edu in /pub/aminet/mods and there you will find literally thousands of them. (Including a few of mine... :-)

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

3566. TT for sale

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 07:48:12 UTC
From: hing@csulb.edu
Message-ID: <3j6hjs$grq@garuda.csulb.edu>
Source record: 170191

I have a TT that I want to sell. I has 4Meg of ST RAM 0 Meg of TT ram, a 32Meg non populated RAM board, 220 Meg HD, 105 Syquest, Supra 14400 Fax/Modem 14" monitor + plenty of software.

Make an offer.

--

o---o
E-mail: hing@engr.csulb.edu	URL: http://www.engr.csulb.edu/~hing/
``If I live, I will fight, where ever I must, as long as I must,
until the enemy is defeated and the national stain washed clean.''
o------------------------- Charles de Gaulle -------------------------o

3567. WWW-Browser for MiNT uplo

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 08:10:09 UTC
From: m9003@abc.se
Message-ID: <3j6it1$151@oden.abc.se>
Source record: 170111

t > Hello netters ! I've just uploaded an executable version of
t > the WWW-Browser "Chimera" for MiNT-X to ftp.germany.eu.net and
t > ftp.uni-muenste.de. Enjoy and Happy Browsing Theo

Hi Theo - sounds cool. I just went over ftp.germany.eu.net and
couldn't find the directory for it. *Where* did you put it (what
dir) or where is the Atari specific area where the people taking
care of ftp.germany.eu.net might be putting it ?

Cheers
Martin R.

___ Mountain Reader II - #01234567

3568. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 08:45:55 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3j6l03$f25@matrix.fwi.uva.nl>
Source record: 170105

raylee@witenite.demon.co.uk wrote:

:In article <3isfoc$k56$1@mhadg.production.compuserve.com>
: 76702.1466@CompuServe.COM "BobR" writes:
:
:> By the way, have you ever had to explain to someone why their Atari ST
:> won't boot because an AUTO file program is in the wrong order..?
:
[snip]
:
:I see NO reason for the advocacy of PC's over Atari's on the point of
:installation because THERE ISN'T ANY. PC's have more problems because of
:the plethora of add-ons around, where the Atari simply has those that user's
:of that market's machine are going to actually USE.

the pc has more problems? I would say the pc has more add-ons! And yes, people
USE them.

[tale deleted]

:This tale shows the sort of people who seem to be qualified(!) to sell PC's
:to the public, yet can't 'just configure the rest of the cards to match the
:new one'. With regards to advocating the PC market, it belongs in the realm
:of applying Health and Saftey At Work Regulations to Willy Wonka's Chocolate
:Factory. Get Real!

All I can conclude from your tale is that that particular salesperson
was not particularly well qualified for the job.
I think Atari machines are extremely easy to configure, and its one
of the strong points of Atari. But don't go pc-bashing without good
arguments.

--
Martijn Dekker | PFF: http://www.fwi.uva.nl/~mdekker/pff.html
University of Amsterdam | or finger -l mdekker@turing.fwi.uva.nl
Math department | E-mail: mdekker@fwi.uva.nl

3569. Re: Bio Hazard

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 08:50:20 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950303Z085020.780barheath@heathen.demon.co.uk>
Source record: 170200

In article <3j2sbm$s6g@golem.wcc.govt.nz>
sheppard_r@kosmos.wcc.govt.nz "Roger Sheppard.." writes:

: In article <D4KH6v.Hvr@bath.ac.uk>, ma2ljg@bath.ac.uk (L J Greenhalgh) writes:
: >In the referenced article, gloganwr@is.dal.ca (Gabriel Logan-Wright) writes:
: >>I'll probably get flamed to the Nth degree for asking for a registered
: >>s gloganwr@is.dal.cahareware game, (I've found Atari users much more
: >>defensive over that)
: < blah blah blah>
: >read crap like this? The ST shareware market is small as it is,
: >without people blatantly advertising for free registered copies
: >of programs.
: < more cut>
: May be you have been taken in by some brain dead Teenager or should say a
: snotty one at that...
: < even more>
: Any one can afford 3 Pounds...!!!
:
: Please don't believe all that you see posted here, it seems thier are a few
: nutty people around in more ways than one...
:
: May be he was just trying to wind you up...!!
:
:
Perhaps I should suggest that he goes to his local primary school playground
and tries to get a pirate copy there. Although they tend to concentrate more
on Amiga piracy these day, I'm sure he'll get the right response - from the
staff if not from the kids :-)

my apologies to Hutch; I'm not used to University English - I actually
thought the guy -meant- what he wrote...

bazza
--
+++++++ standard disclaimer applies +++++++ views are all mine ++++
* barheath@heathen.demon.co.uk - 0 0 0 0 0 0 *
| ------------------ ----------------- ____ o |
* | Barry Heath | |the spare room | _______) |__^__H_ *
| |_____________| |_____________| |_____| |_________| |
_________o_o___________o_o____o_o_________o_o___o_o_o__()_()_()_o_________

3570. Re: New Atari Computer Ru

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 09:38:29 UTC
From: m9174@abc.se
Message-ID: <3j6o2l$1bb@oden.abc.se>
Source record: 170298

> Yes, I *do believe that there is substantial enough reason for it to
> actually happen (IBM could quickly scoff the existing european TOS users), to
> actually post this message.

I just spoke with a friend of mine who _also_ have heard a rumour like
this from a computer manufacturer in Germany. But all we can do is
wait and see, but I don't have any big expectations.

Carl L. - Zero-X beta-tester.

---
* Kivi 1.21 *

3571. Re: Bio Hazard

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 09:38:31 UTC
From: m9174@abc.se
Message-ID: <3j6o2n$1bc@oden.abc.se>
Source record: 170299

> I'm a university student, so my internet access is free. I can't afford
> to feed myself, let alone register a game. ($7? Hardly, translates to
> about $20+ from canada to the Uk when all's said and done). I don't have
> excess cash. I don't smoke and I don't drink, and even then I have no
> cash. Hence the request.

Does that give you the right to ask for a registered version free?

Carl L. - Zero-X beta-tester.

---
* Kivi 1.21 *

3572. Re: Chimera/PBM/MintX

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 10:08:26 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <SCHWAB.95Mar3110826@issan.informatik.uni-dortmund.de>
Source record: 170115
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In article <H.eg.5JYiJulOjw6@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

|> In <D4FDDv.7n0@watserv3.uwaterloo.ca>, Samy Mesbah writes:

|>> As well, it seems that Chimera (BTW, for those who don't know Chimera
|>> is a graphical WEB browser for X11 that doesn't need motif) requires
|>> a utility called xmkmf, which I assume is a make utility of X based systems,
|>> and all its makefiles are called Imakefile. I really don't know
|>> what I'm doing so if anyone has any suggestions for me they would
|>> be greatly appreciated - if anyone really knows what they're doing
|>> compiling X/network applications maybe you could e-mail me.

|> xmkmf isn't really needed; you can usually create a proper Makefile by
|> hand. I know this because our systems at work are not set up properly,
|> and xmkmf fails miserably.

All that xmkmf actually does it to filter the makefile template
through the C preprocessor after adding some #include's of
configuration templates, and postprocesses the output by re-inserting
backslashes at the places that are marked with `@@'. I should not be
too hard to do that by hand.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

3573. Re: HSMODA05/06 with Mega STE

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 10:09:37 UTC
From: cmothers@netcom.com
Message-ID: <cmothersD4v081.1oD@netcom.com>
Source record: 170116

Daniel Eriksson (root@icon.pp.se) wrote:
: In <D4A3BJ.Cs5@cix.compulink.co.uk>, sidcelery@cix.compulink.co.uk ("Harry Sideras") writes:
: > Why are you using the MFP module with your MSTE, Daniel? Are you using
: > some software that only works with modem 1 (Fax software?).

: It`s because I sometimes hook up devices to all three serial ports.
: A modem, a VT100-terminal and a null-modem SLIP-link to my Falcon. :-)

Well I think the new ssc modules work with all the ports on the MSTE I am using that one and modem1 right now.

3574. Geneva

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 10:13:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <a69_9503031920@tor250.org>
Source record: 170158

Z > I have Stalker 3.02. What is the latest version?

the latest version is 3.04; you can upgrade it via patches being made available by Gribnif through the nets. You'll need a patch to bring it up to 3.03, then a patch to bring it up to 3.04. It basically makes it more compatible with the Falcon, as well as allowing for some new options like the ability to toggle the blitter on and off. They're also working on version 4, which should be out by the fall.

Z > Have you managed to aquire some neat icons for Neo4 yet? I
Z > have tried making some with various degrees of success. If you
Z > have some nice files(pun intended) why not drop them to me or
Z > post them on the net?

You're in luck - a friend of mine at TAF has uploaded several of my 3DIcons files up to HENSA - hopefully Danny can tell whether or not they're available now. They're in monochrome, but I've heard from people who've been using them in medium res and TTs to good effect. Hopefully I'll be getting a Falcon soon (or, if not, a multisync monitor) so I can start working on stuff for the colour crowd. Also be on the lookout for a file consisting of 243 icons from Fred Zimmerman - some of those are pretty sharp!

And as, like me, you are a Gribnif fan, look out for WORLDCLK.LZH - it's a program by Dan Wilga that puts a small map of the world on your screen and allows you to click on cities and determine what time it is there. He's only asking for chocolate if you're registering it (I'm going to contribute some unique Canadian examples of which when he shows up at ACE '95 :)).

... Just hand over the chocolate and nobody will get hurt. - Troi
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

3575. Re: ATARI Works black page syndrome

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 10:58:17 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3j6so9$6n2@m1.cs.man.ac.uk>
Source record: 170303

In article <3j3v1q$bho@sphinx.Gsu.EDU>, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) writes:
|> Hutch (hutch@ilmen.lanl.gov) wrote:
|> : In a previous article, cherborth@semprini.waterloo-rdp.on.ca (Chris
|> Herborth) wrote:
|>
|> : > As far as I can tell, AtariWorks isn't even usable for casual word
|> : > processing; IMHO it's totally unsuited for anything. :-(
|>
|> : Yeh, I used to think AtariWorks was pretty much the most worthless word
|> : processor I've used of late... and then I tried MS Word 6.0 on the Mac.
|>
|> : Ackkkkk!!! Takes up 18Mb on my hard disk, takes 1.3 minutes to load, has
|> : a "loverly" Windoze-clone interface, is slower than <insert profane
|> : adjectives here>, and isn't even crashworthy. Oh yeah, a GREAT upgrade.
|> : Thanks for nothing, MicroSloth.
|>
|> : Word 5.1 is OK, but maybe it's time to reconsider WordPerfect? At least
|> : there is always Steno on the Falcon. :)
|>
|> Well... I'm cursing this "#��"#�"# Word Perfect 6.0 for DOS on a
|> portable 386DX-20. This bloody program is unbelievably slow even on a
|> 486-66, and its Speedo scaler is a piece of crap! Congratulations,
|> Atari: Speedo-GDOS is a dream compared to this... Even v 4.1.

```
Well think about me... WP 6.0 on a 286@12Mhz!

At least I have Atari works on my Falcon....

|> I _really_ miss my Papyrus =-) !
|>
|> Tommi

Anthony
```

3576. Re: Oh, what have I done?

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 11:23:28 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3j6u7g$dsh@whitbeck.ncl.ac.uk>
Source record: 170123

In article <1995Mar1.120101.6574@bay.cc.kcl.ac.uk>, udem148@bay.cc.kcl.ac.uk writes:
>> Yes! There will be a new mag called "Atari World" in April.
>
> A big WAHOO! I take it this will have no resemblance to ST World -
>which was swallowed up by ST Review, and that with ST Format.

Resembling ST-World woud be no bad thing, as ST-World was the best serious
ST magazine ever published (english language). It's reviews were deep, it's
programming section VERY good (published how to do software overscan before
the technique was even used widely in demos, etc).

I live in hope.....

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ---------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

3577. Re: Editors for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 11:27:12 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3j6ueg$dsr@whitbeck.ncl.ac.uk>
Source record: 170122

In article <3j21be$ed6@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>This sort of contradicts my pervious advice. However will 7up run
>under MiNT 1.12?
>

UNfortunately, all the versions of 7up I've tried die big time under MiNT, hanging
the whole system......bugger.

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

3578. Chimera - Tried It, Liked It.....

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 11:40:57 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3j6v89$e2r@whitbeck.ncl.ac.uk>
Source record: 170113

Well, I finally got round to installing & playing with the Chimera WWW browser
for MiNT-X last nite, and it's well funky. Nice, fast(ish), it's not as good
as Netscape, but it's almost identical in functionality to Mosaic.
Contrary to the posting by the guy who did the port, it DOESN'T max out the
memory on a 4Meg machine - I run Fvwm as my window manager, and I can still
launch Chimera from the window manager with the GoodStuff button bar providing
me with 4 1600*1200 desktops (ok, things are getting a little tight by then....).

Tried it over a 2400baud dialup link & performance was acceptable if you turn
on delayed picture loading. I could see it being really good over a faster link.

Verdict: Recommended, the best WWW browser available for the Atari. All MiNT-X
users should get it ASAP.

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

3579. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 11:43:16 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950303Z114316.043barheath@heathen.demon.co.uk>
Source record: 170103

In article <3j3ara$5s8@henry.interlink.no>
vegard@henry.interlink.no "Vegard Hofsoey" writes:

: Kim Andersen (kim@dksoft.ping.dk) wrote:
: : In <3j0h93$b9p@henry.interlink.no> Vegard Hofsoey wrote:
:
: : >: Let's get one thing straight. Crippleware is and can not ever be
shareware.
: : >: Shareware is a fully working program without any limits, were you just
: : >: trust the users that they'll registre. Crippleware got limits.
: : >
Bullshine! IMHO, shareware is try before you buy, regardless of how crippled
the program is. Crippleware is a subdivision of the major category, whether
that be free or share.
: :
: : :
: Kim, I do *not* blame users for me not getting enough to make a living
: from registrations. I had not excpected to do that, anyway... I just
: wanted to explore the *degrees* of crippling
: that is ideal. In an ideal world, it would not be needed at all, and I
: *seriously* consider *not* crippling my next program release. I am not
: sure how wise that is, hence the post. I do
: think your definition of shareware leaves precious few "real" shareware
: programs, though...
:
: Vegard Hofs?y (vegard@interlink.no)
:
:
The other possibility for your program receiving comparatively few
registrations, may just be the cost. DM60 (I seem to recall) is on the upper
limits of shareware fees, equating to about ukp50 by the time bank charges
are added. Most shareware being priced at about ukp10, $15 etc., there
-could- be just the faint suggestion of profiteering (no offence intended).
As many commercial programs are now available for not much more, (Calamus
1.09 for ukp59, for instance) it could be argued that this view is
justified.
Whether your program is actually worth its fee doesn't seem to get
considered :-(

Some programs it is impractical to cripple - file selectors come to mind -
but "serious" applications such as yours, I feel, need it.
I still feel that crippling the SAVE (and probably PRINT) function is your
best bet. Whether you change the fee is up to you.

bazza
--
+++++++ standard disclaimer applies +++++++ views are all mine ++++
* barheath@heathen.demon.co.uk - 0 0 0 0 0 0 *
| ------------------ ----------------- ____ o |
* | Barry Heath | |the spare room | _______) |__^__H_ *
| |__________________| |_____________| |_____| |_________| |
_________o_o__________o_o____o_o_________o_o___o_o_o__()_()_()_o_________

3580. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 11:49:14 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <Ki0VvAGMBh107h@elfhaven.ersys.edmonton.ab.ca>
Source record: 170183

In <FCBXDJVFUP@dksoft.ping.dk> kim@dksoft.ping.dk (Kim Andersen) writes:
>In <9503011625.AA07110@ilmen.lanl.gov> Hutch wrote:

>>While not concrete evidence, of course, the download count from various
>>commercial services (GEnie, CIS, Delphi, etc) can give one an idea of
>>the level of interest, at least, in any shareware program. If these
>>download counts are hundreds of times more than the number of paid
>>registrations, it's easy to put two and two together. And this does not
>>include the number of copies gained via ftp.

>And you can't use it for nothing, can you ? It doesn't show a damn thing
>Hutch.

Actually, it does tell you a few things; if you track the download counts,
you can see a trend. If 200 people download your program one month, then
200 the next month, then 200 the next month, and 200 the month after that,
you would have to be blind not to notice a trend. The Atari market is
not growing at all, so continued downloading of a program month after
month (each time there is a new release) is a fairly good way to see what
is going on. I do not scream and yell about "stealing" and "piracy" when
people do not register and yet continue to use the product. The decision
is up to them.

An objective comment; since adding a "nag" box to MasterBrowse and ESS-Code,
registrations have increased noticeably. They are still not flooding in,
but they are more numerous than before. That is the only thing that I
did to the program. If I had, say, disabled other features, what would
have happened? I'm not sure (and I do not plan to do this, BTW).

>>>Let's get one thing straight. Crippleware is and can not ever be shareware.
>>>Shareware is a fully working program without any limits, were you just
>>>trust the users that they'll registre. Crippleware got limits.
>>
>>Garbage! I see nothing wrong whatsoever with shareware that is fully
>>functional with the exception of a few key features (such as SAVE). As
>>long as it is functional enough to give the user a good understanding of
>>how the program works in real life, there should be no complaints. In
>>fact, it would seem that the only people that DO complain are those that
>>wouldn't pay the shareware fee anyway. It's just piracy in another form.

>Garbage you say, why not just say it's crippleware insted. Not only is
>it the truth, it's also more easy for the users to understand.
>What does it hurt for an author to say it's a crippleware program he has
>done, rather than a 'fake' shareware ? You better tell me, cause i can't
>find of any reliable excuse.

Think for all of ten seconds and you will see why not. The name
"crippleware" has very bad connotations. What you do not seem to realize
is that words change meaning over time. There was a time when Shareware
meant you had the complete working program with no disabled features.
It no longer means that, now. Now it means you have the program and you
can take a look at it and use it, but you have to pay before you can do
anything productive with it (such as save your work).

When I say stereo, do you immediately think of an 8-Track? I think of a
CD. The meaning of the word has changed (though the literal definition
may not have).

>>I just want the software to be named their real names, cause it DOES matter.

If you want to change the definition of Shareware, write some... Does that
sound fair to you?

>Greets
>Kim

--
--Michel Forget // Electric Storm Software
CST, NAIT, CO-OP Student //

3581. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 11:52:29 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <NI0VvA1EBh107h@elfhaven.ersys.edmonton.ab.ca>
Source record: 170184

In <3j3ara$5s8@henry.interlink.no> vegard@henry.interlink.no (Vegard Hofsoey) writes:

>Kim, I do *not* blame users for me not getting enough to make a living
>from registrations. I had not excpected to do that, anyway... I just
>wanted to explore the *degrees* of crippling
>that is ideal. In an ideal world, it would not be needed at all, and I
>*seriously* consider *not* crippling my next program release. I am not
>sure how wise that is, hence the post. I do
>think your definition of shareware leaves precious few "real" shareware
>programs, though...

I would say it leaves none; on the PC (which is a much larger market for
Shareware) everything labeled as such has a nag-box or some disabled
feature. The simple fact of the matter is that not many people register
a program unless they are a) honest (and there are honest people out
there) or b) have some compelling need to do so.

>Vegard Hofsy (vegard@interlink.no)

--
--Michel Forget // Electric Storm Software
CST, NAIT, CO-OP Student //

3582. Re: ST Conference?

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 11:56:36 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950303Z115636.000barheath@heathen.demon.co.uk>
Source record: 170104

In article <3j1i2s$64q@epsilon.qmw.ac.uk>
efac001@alpha.qmw.ac.uk "D.Bhabuta" writes:

: Harry Sideras (sidcelery@cix.compulink.co.uk) wrote:
: : Isn't there a User Group in Manchester? MAG? That's Denesh, isn't it?
:
Funny, I thought MAG was the Action Group for Motorbikes - does this mean a
two-stroke Atari is coming :-)

Seriously, a conference / massive ug meet would be grand; all I ask is that
it is held _somewhere_ closer to the middle of the country than the usual
London or Glasgow. Brum seems fair to me, though Nottingham is walking
distance :-)

bazza
--
+++++++ standard disclaimer applies +++++++ views are all mine ++++
* barheath@heathen.demon.co.uk - O O O O O O *
| ------------------- ----------------- ____ o |
* | Barry Heath | |the spare room | _______) |__^__H_ *
| |_________________| |_____________| |_____| |_________| |
_________o_o___________o_o____o_o_________o_o___o_o_o__()_()_()_o_________

3583. Re: Gasteiner

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 12:07:43 UTC
From: lais@cs.man.ac.uk
Message-ID: <3j70qf$8nq@m1.cs.man.ac.uk>
Source record: 170305

In article <1995Mar1.104541.103@genrad.co.uk>, hillsp@genrad.co.uk (Paul Hills)
writes:
|> In message <793879218.4@cs.york.ac.uk>, Andrew Hague wrote:
|>
|>] From Gasteiner's reputation I don't
|>] think I'd ever buy anything from them. Are they a better company than
|> they
|>] were about 2-3 years ago?
|>
|> I would avoid them if possible too. I don't know what they were
|> like two or three years ago, but if they were worse than they are now
|> then they must have been completely and utterly useless. Sorry for this
|> long post, but it's a long story!
|>
|> I bought a hard drive from them for my Falcon about six months ago.
|> When it arrived, (unboxed, just wrapped in bubble-wrap with a sticky topside
|> where a label had been ripped off it) I found that the mounting bracket does
|> not come with the drive (no mention of that in the advert) so that cost me
|> an
|> extra 25 quid. When I mounted that flimsy bit of metal, I found that the
|> ribbon cable supplied is too short to stretch up to the drive, and that the
|> drive doesn't even fit in the bracket. After several phone calls to people
|> at Gasteiner who didn't have a clue about anything, I bent the bit off
|> metal to fit. At least it keeps the drive off the motherboard.
|> Now to load the HD driver software. I ran AHDI, and it couldn't
|> see the drive. After faffing around for a few days, and many more phone
|> calls
|> to people at Gasteiner who didn't have a clue about anything, I thought -
|> "sod it, I'll reformat the drive and see what happens". So I did. And it
|> worked. "I'll never use Gasteiner again", I thought.
|>
|> This Christmas my wife bought me a scanner from... Guess who!
|> It arrived in November with no cartridge adaptor, no power supply, no
|> manuals, and no software, but apart from that everything was there (the
|> scanner was). After repeated phone calls from my wife to people at Gasteiner
|> who didn't have a clue about anything, one by one, she got all the parts
|> except the cartridge port. Not being knowledgeable about computers, she
|> didn't
|> know what was needed, and Gateiner certainly weren't going to tell her.
|> Instead they realised she didn't know about it, so just reeled off crap
|> about the scanner, and generally abused her over the phone.
|> Come Christmas, I opened my present to find that there were still
|> bits missing. Over the next few weeks, after talking on the phone to several
|> people at Gasteiner who didn't have a clue about anything, I got everything

|> except the Touch-up software. Eventually, the manager at Gasteiner said,
|> "send everything back and we'll resend a new box", after admitting that
|> the scanner I was sent was one that had been loaned to them and didn't
|> work anyway. So a couple of weeks later, I got a new scanner. But no Touch-
|> up software. I phoned some people at Gasteiner who didn't have a clue about
|> anything, and eventually received a parcel with Touch-Up in it (that was
|> last week - three and a half months after ordering a scanner). The only
|> thing I'm still missing is the Merge-It software, which I got with the
|> first scanner but not with the second.
|> You never know, I might get everything by next Christmas.
|>
|> After reading this far, would you EVER use Gasteiner? Do so at your
|> peril!
|> Paul Hills

This just about sums up their crappy attitude.

S.Lai

3584. FS: New Ultima V

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 12:14:44 UTC
From: bensmith@teleport.com
Message-ID: <3j717k$3jh@linda.teleport.com>
Source record: 170347

I Have a New, ShrinkWrapped copy of Ultima V "Warriors of Destiny" by Lord British. Package Contents: Game Disks\Amulet\Book of Play\Cloth Map\ Journal\Reference Card.

$20.00 U.S.

--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

3585. Re: Gasteiner

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 12:19:28 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950303Z121928.989barheath@heathen.demon.co.uk>
Source record: 170106

In article <1995Mar1.104541.103@genrad.co.uk>
hillsp@genrad.co.uk "Paul Hills" writes:

: In message <793879218.4@cs.york.ac.uk>, Andrew Hague wrote:
:
:] From Gasteiner's reputation I don't
:] think I'd ever buy anything from them. Are they a better company than they
:] were about 2-3 years ago?
:
: I would avoid them if possible too. I don't know what they were
: like two or three years ago, but if they were worse than they are now
: then they must have been completely and utterly useless. Sorry for this
: long post, but it's a long story!
:
: <long tale of woe deleted to avoid even more tears>

I ordered a trackball and clock module from them shortly before Christmas.
They arrived within a week, undamaged and functional. Admittedly it was a
"crystal" trackball that lights up, which I'd said I didn't want (but it
keeps my youngest granddaughter happy). However, discretion was decided as
the best course, so I kept the light up ball and left it at that. Seems I
may have made the right decision by accident.
Personally, I'd recommend System Solutions for just about anything Atari in
the hardware line. My MiniS hard drive has been excellent.

bazza
--
+++++++ standard disclaimer applies +++++++ views are all mine ++++
* barheath@heathen.demon.co.uk - 0 0 0 0 0 0 *
| ------------------- ----------------- ____ o |
* | Barry Heath | |the spare room | _______) |__^__H_ *
| |_________________| |_____________| |_____| |_________| |
_________o_o___________o_o____o_o_________o_o___o_o_o__()_()_()_o_________

3586. Re: Printer Problems

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 12:31:18 UTC
From: jondinga@io.org
Message-ID: <3j726m$b8i@ionews.io.org>
Source record: 170240

On 03-01-95 wells_s@kosmos.wcc.govt.n wrote to ALL...
w> I just got myself a Xerox 4045 Laser Printer and Photocopier, for a
w> measly ~$150US. It will copy okay, and accepts text from the Atari
w> without any problems whatsoever, but.....
w>
I was considering getting that copier/printer the next time I see a
used one ... please post your progress, especially about the graphics!

Thanks. Jon

* (QW|{ 2.6 * Find an impersonator who CAN'T do Jack Nicholson.

3587. Re: Bio Hazard

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 12:31:19 UTC
From: goringgn@aston.ac.uk
Message-ID: <D4v6s8.58D@aston.ac.uk>
Source record: 170306

```
In article 1bc@oden.abc.se, m9174@abc.se (Carl Lofgren) writes:
>> I'm a university student, so my internet access is free. I can't afford
>> to feed myself, let alone register a game. ($7? Hardly, translates to
>> about $20+ from canada to the Uk when all's said and done). I don't have
>> excess cash. I don't smoke and I don't drink, and even then I have no
>> cash. Hence the request.
>
>Does that give you the right to ask for a registered version free?
>
>Carl L. - Zero-X beta-tester.
>

Oh for christ's sake Carl, stop jumping on the bloody bandwagon, it was a long
time ago and we've all done embarrassing and stupid things at sometime in a our
past. No doubt he is fully shamed and has learned his lesson the hard way so
I'd be indebted to you if you'd keep your shit-filled gob shut.

Graham

+-------------------------------------------------------------------------+
|Why not visit my unfinished Home Page? Refreshments served every hour.|
+---------------+ http://www.aston.ac.uk/~goringgn/ +------------------+
| Set in the beautiful country-side |
| Of Aston University |
+-----------------------------------+
```

3588. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 13:01:56 UTC
From: richcsst@crash.cts.com
Message-ID: <D4v879.n4I@crash.cts.com>
Source record: 170307

: Right, so you keep to your PC ('*just* reconfigure the !!!')! The reason that
: you are having difficulty here, is that you've only just come across some ST
: users that KNOW what's going on in the box! If I told you about all the PC
: users that I've met that DON'T ... but don't take my word for it, ask any
: medium-sized company's Micro-support desk ...
: User: There's nothing on the screen.
: Helpdesk: Can you give me the serial nunbers, please?
: U: I can't actually read them.
: H: Why not?
: U: The lights are all out (sic) ...

: --
: Raymond D. Lee Email - raylee@witenite.demon.co.uk

Hey Ray, I happen to be an expert with PC's and can get just about any
card to work with any program, but you are right the PC is a horrorible
machine. Getting it to work does require special batch file "programs"
that ask which program you intend to run and configure the appropriate
drivers as such. XMS memory drivers are a joke and the worlds biggest
headache and the worlds stupidest design. Display cards are again the
worlds stupidest design. Paged memory windows for display cards?!
STUPID! Also, the "new" local bus design, a supposed breakthrough in
technology. Hmmm, Apple and Atari have been using local bus since day one.

Every time I have to sit in front of a PC I appreciate my Atari more and
more. Which, by the way, I just purchased a 4 meg Falcon today! Ooooh baby!

Rich

3589. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 13:07:20 UTC
From: richcsst@crash.cts.com
Message-ID: <D4v8GA.Mn@crash.cts.com>
Source record: 170308

Martijn Dekker (mdekker@fwi.uva.nl) wrote:
: jacquesa@cs.man.ac.uk (Anthony Jacques) wrote:

: :
: :In article <3isfoc$k56$1@mhadg.production.compuserve.com>, BobR
: :<76702.1466@CompuServe.COM> writes:
: :|> 1)...It's not as difficult as you make it sound, and
: :|>
: :|> 2)...Once it's set up there's no reason to play with it incessantly.
: :|>
: :|> The typical "giggle HA HA HA" description of PC users is that they're
: :|> constantly having to tinker with CONFIG.SYS and AUTOEXEC.BAT files...
: :|>
: :|> That's stupid... you set it up once and leave it alone.
: :
: :Yeh right! You have to set it up more than once, because you need 1 for
: :windows, and at least one for games...

: strange, I play a lot of games. Never ever did I have to change
: autoexec.bat or config.sys. In fact I have never ever edited these
: files. But I *did* install soundblaster, cd-rom player etc.

Ever notice that the Soundblaster is the ONLY sound card that others have
drivers for?? Get any other kind and you ask for trouble. So, you say
stick with SB. No, SB sucks rocks and there are other cards of much
greater quality out there. However, a SYS and BAT nightmare is in the works.

: :
: :My flat-mate (also a CS student) has to switch his autoexec.bat/config.sys
: :every time he wants to play a game.... Every time, he is in danger of
: :deleting the files....

: Hahaha! Every time I edit a file, I am in "danger" of deleting it?

Yes my ignorant friend. The PC is famous for playing havoc with HD's and
directories when driver conflicts occur.

: :
: :|> By the way, have you ever had to explain to someone why their Atari ST
: :|> won't boot because an AUTO file program is in the wrong order..?
: :
: :Have you tried to explain about config.sys?

: no, and never needed an explanation either.

: :
: :Both autoexec and auto are programs that are run at startup, and their

: :efects can be seen..... but config.sys?
: :
: :|> It seems computers are computers, no matter what brand name is on the
: :|> outside of the case...
: :
: :But some are worse than others.....

: I guess so.

: :|> BobR
: :
: :Anthony

: --
: Martijn Dekker | PFF: http://www.fwi.uva.nl/~mdekker/pff.html
: University of Amsterdam | or finger -l mdekker@turing.fwi.uva.nl
: Math department | E-mail: mdekker@fwi.uva.nl

Rich - PC installer, configurer, consultant, and hater.

3590. Re: Can we start a demo list?

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 13:07:20 UTC
From: lais@cs.man.ac.uk
Message-ID: <3j74a8$ae4@m1.cs.man.ac.uk>
Source record: 170309

In article <Pine.SUN.3.91.950302135600.25671C-100000@PEAK.ORG>, James Wood
<jamesw@PEAK.ORG> writes:
|>
|>
|> I've been recently scraping up demos that I could find for the ST.
|> Needless to say, the Europeans write the best demos! After watching the
|> "Burning Illusion" demo, my hat is off to them!!!
|>
|> I don't have many demos, yet over the 10 years of the ST, I am sure that
|> there must be many of them. Here's what I have so far:
|>
|> 1) BOINK - ST version of the Amiga bouncing ball.
|> 2) FUJIBOINK - spinning/bouncing Atari fuji with 512-color(???) scroll
|> 3) LCD- "little color demo" - mostly sound, but neat colors
|> 4) JUGGLER- ST version of the Amiga demo
|> 5) COL-DEMO -- doesn't do much but throw up a pallette of more than 512
|> colors. They flicker, though.
|> 6) BALLIT- little chrome ball bounces off a mirror, next to other chrome
|> balls. Simple, no sound.

|> How about starting a list of demos? Everybody, post your favorite, plus
|> a few honorable mentions. An FTP site to get them would be nice, too.
|> The few that I have came from the umich archives, mirrored at my school
|> in Oregon (ftp archive.orst.edu - look in
|> pub/mirrors/archive.umich.edu/atari

OK dude.

1) High Fidelity Dreams (512K, colour, works on mono but no picture, STE,STFM)
A stunning sound disk from Aura in Germany, with superb 50KHz replay on STE
and 16KHz on STFM. Uses 16MHz for decrunching on MegaSTE.
2) Grotesque (1Mb, colour, STE) Mindboggling flashy, in-yer-face, techno/rave
job by Sweden's Omega. SMOOOOTH screen update and music sampled from Front
242
3) Punish Your Machine (512K, colour, STE, STFM) Another cool two-disker from
Delta Force in Germany.
4) Songs of The Unexpected (512K, colour, STE) Wizzcat's cool sounddisk with
excellent modules and quality. Includes CD player style interface and cool
oscilloscope display of the four voices.
5) Brain Damage (1Mb ?, colour, STE) Aggression strikes with a two disk running
show with tracker music and lots of very good effects, started off by a
totally wicked rendered/digitized animation with sampled sound. Very
competent
indeed.
6) Fish 'n' Chips (512K, colour, STE, STFM) An above average demo from down

under.
Has an ACIIIEEEEDD!! tracker screen for those that like that stuff :)
7) Mindbomb (512K, colour, STE, STFM) *Classic* 20 screen masterpiece from The Lost Boys. Simple reset demo.
8) Ooh Crikey Wot a Scorcher (512K, colour, STE, STFM) The last from TLB (sniff).
A great 3D fractal flight intro where you fly over a landscape to find the demos
which include a fantastic flashy acid screen - "Well, shall we have some more tea ?"
Also a reset demo with quartet music.
9) Eat My Bollocks (512K, colour, STE, STFM) Brilliant. All chip music but very nice effects, very slick. Better all chip noise than a poor STFM sample eh !
10) Overdose (512K, colour, STE, STFM) More Agression coding, more Agression quality ! Not as good as Brain Damage due to STFM compatibility, but still well produced. Highlight is a _beautiful_ spinning raytraced spaceship with lots
of frames. It only lasts a few seconds though !
11) Dynamite (1Mb, colour, mono, STE/TT) A selection of (some well known) songs using Unit 17's 8 voice EPSS replay system. Nice beat ! Slick graphics, with
spectrum analyzer bars and oscilloscope. You can also connect your MIDI keyboard and use this demo as a MIDI sound module ! Reset proof.

That's all I can think of right now,

bye !

S.Lai :)

3591. Re: MiNT 1.12 - Baud Rate Settings? continued

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 13:33:08 UTC
From: ia_ric@cs.utwente.nl
Message-ID: <3j72a9$549@utrhcs.cs.utwente.nl>
Source record: 170322
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I said previously:

>This isn't the first time I had troubles with Hsmodem and Mint. I had it
>running stable once using Mint 1.10 (pure C 1.1 compiled) and running
>hsmodem before mint.

This was with Hsmodem 5. I got hsmodem 6 yesterday and running it before
Mint 1.12 does the trick. RTS/CTS works again Fcntl works well, my mgetty
works I'm happy again.... ;-)

greets Ric

3592. Re: Harddisk on TT030

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 13:40:08 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Mar3.134008.14693@rhrk.uni-kl.de>
Source record: 170310

damms002@acpub.duke.edu (Thomas Damms) writes:

>Could it be, that I have to install the drive as SCSI 1. I have only the
>ICD driver but not the ICD pro driver.

No, it won't help. The Atari doesn't have any problem with SCSI 2 drives. The
driver normally even won't recognize if you use a SCSI 1 or SCSI 2 drive.
SCSI 2 offers additional features but is compatible to all SCSI 1 features.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

3593. PS/2 for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 14:47:51 UTC
From: pks-110@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3j7a6n$i60@brachio.zrz.TU-Berlin.DE>
Source record: 170241

Anybody know what type of PS/2 module
the HARD & SOFT RAM Card for Falcon requires?

W or W/O parity?????

Please respond to kellogg@ftsu09.ee.tu-berlin.de

THANXXX, Peter.

3594. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 14:48:17 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3j7a7h$fl@turing.fwi.uva.nl>
Source record: 170312

richcsst@crash.cts.com (Richard John Kelsch) wrote:

:Martijn Dekker (mdekker@fwi.uva.nl) wrote:
:
:: Hahaha! Every time I edit a file, I am in "danger" of deleting it?
:
:Yes my ignorant friend. The PC is famous for playing havoc with HD's and
:directories when driver conflicts occur.

I think YOU are ignorant, if you delete a file when you edit it.
but maybe you use a stupid editor?

:Rich - PC installer, configurer, consultant, and hater.

maybe add 'atari worshipper' ?

:

--
Martijn Dekker | PFF: http://www.fwi.uva.nl/~mdekker/pff.html
University of Amsterdam | or finger -l mdekker@turing.fwi.uva.nl
Math department | E-mail: mdekker@fwi.uva.nl

3595. Re: HSMODEM6 ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 14:48:44 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCDOEAVBUP@dksoft.ping.dk>
Source record: 170215

In <ftn_2.203.221.14_0e76cf98_Bertil.Jagard@p14.straight.ct.se> Bertil Jagard wrote:

>In a Message of <26-Feb-95> Kim Andersen writes:
>
> KA> in version 6, (could be it was only the midi driver), and there has
> KA> been an update of the faulty driver after version 6. I havnt' seen an
> KA> update though. And i still need to try version 6 as well. I'm using
> KA> version 5 here and the MFP is working just fine.
>
>Hi Kim.. It was HSmodem 05 that hade a bug in the MFP.. Version 06 is only
>a bug update of 05. I'm using 06 without any problems.
>

Hi Bertil, i believe thats what i wrote, (could be my bad english though).
But i'm using Hsmodem 5 here, and the MFP is doing just fine.
I didn't know that Hsmodem 6 was _the_ update. I remember Jan wrote something
about a special bug update in the N.Semper area, but perhaps he did mean
version 6 as well.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

3596. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 14:52:32 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCDOEAVEUP@dksoft.ping.dk>
Source record: 170216

In <ftn_2.200.136.56$fidonet.org_2f55a1c7_Sven.Bornemark@p56.dada.ct.se> Sven Bornemark wrote:

>I understand there are no written laws on these matters, only general
>opinions, but I never read or heard that *true shareware* must be
>*fully* working programs!

I'm not personally aware of any written laws either. This is just the way
i've been told ever since i stated using computers. But i have a feeling
we might find something written under the copyright of software laws.

>*If* there are commonly and widely accepted rules for these matters, could
>anyone please update me? And if so, don't forget to include the origin of such
>a "document"!
>

I'll try a see if i can locate something.

Greets
Kim

--

```
/-------------------------------------------------------------------------\
-/-------------------------------------------------------------------------\-
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
| The scandinavian board when you | 5 Atari computers including a Falcon. |
| have Atari problems or requests. | Modem handle 19200 Zyxel baud. |
| CD-Roms online Free download limit.| Many years of experience. |
-\-------------------------------------------------------------------------/-
\-------------------------------------------------------------------------/
```

3597. Coma

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 15:03:38 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <794243018snz@chowgar.demon.co.uk>
Source record: 170225

I just dowloaded version 2.50 of Coma and read that in the next version an English manual will be included. Does anybody know when this will be ?

Alternately, does anybody want to sell me Straight Fax cheaply ?

Regards.

--

Simon Moore
smoore@chowgar.demon.co.uk

3598. for sale, ST's & hardware, software

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 15:32:36 UTC
From: Watsamatter U <rge@nimh.nih.gov>
Message-ID: <Pine.HPP.3.90.950303103051.2021E-100000@zippy.nimh.nih.gov>
Source record: 170324

```
Roger Erickson
reply to: rge@zippy.nimh.nih.gov
or (301) 972-7850
************************************************

Atari 520STe $150
520STfm (internal floppy) $100
1040ST $100
SC1224 color monitor $ 50
Magnavox color monitor $ 50
SM125 mono monitor $ 25

Deluxe DeskTop D&P HardDrive case $ 75
(room for two drives)

ICD SCSI adaptor $ 50

4 HD's (25, 40, 60) $ 1 / Mb

several shoe-box HD cases $ 20
(each with power supply & centronics
pass-through connectors)

CSDD double density external floppy $ 50
with cable

double set of single density free with any purchase
external floppies (damaged)

Assorted software make offer
Mark Williams C
Prospero Fortran
NeoDesk 3
Warp 9
Seymour-Radix Image Scanner
WordWriter ST
WordPerfect
Degas

Leather Goddess of Phoebes
Tale of Kerovni
Falcon
Silent Service
Dark Castle
Chessmaster 2000
Hardball (golf)
Arkanoid
```

StarWars
Hoyle (solitaire etc)
Shuffle Puck Cafe
(and others)

3599. Re: WWW-Browser for MiNT uploaded !

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 15:43:38 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1995Mar3.154338@phlem.ph.kcl.ac.uk>
Source record: 170328
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3ivo3r$3vq@nyheter.chalmers.se>, d2cg@dtek.chalmers.se (Christer Gustavsson) writes:
% In article <950225172@mailmak.ping.de>,
% Theo Janssen <theo@mailmak.ping.de> wrote:
% >I've just uploaded an executable version of the WWW-Browser "Chimera"
% >for MiNT-X to ftp.germany.eu.net and ftp.uni-muenste.de.

I's on phlem.ph.kcl.ac.uk now as well :-)

check out: ~ftp/pub/atari/MiNT/X11/* ('Clients' for www)

ATB,
Simon.

--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
>> home page: http://www.ph.kcl.ac.uk/~sjg/home.html <<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <
"Delenda est Microsoft!"

3600. Help with Spektrum Graphics Card

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 15:44:58 UTC
From: Craig Servin <cservin@nmsmn.com>
Message-ID: <3j7dhq$6g3@stratus.skypoint.net>
Source record: 170326
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I am trying to modify the Linux/68k frame buffer device to support the Spectrum TC graphics card for the TT's VME slot. The generic driver can write to the card, but not set any palette entries. If anyone has any information about the registers in the card I would really like to here from you. Also if anyone knows whether Wilhelm Microelektronic is still around and how I can get ahold of them they might be able to give me this information.

Thanks,
Craig

--
cservin@venus.nmsmn.com

3601. Re: MODS, MODS, MODS.....

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 15:59:29 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3j7ed1$2ac@bs33n.staffs.ac.uk>
Source record: 170337

udem148@bay.cc.kcl.ac.uk wrote:
: Do most .MOD music files carry the same standard? For instance
: can one use the likes of ST Protracker or ST TCB tracker to play say Amiga
: music MODS, or are there slight modifications needed for compatiblity
: and if so what are they?

There are lots of different module formats. You'd not have much luck
trying to play a TCB format module on ProTracker and vica versa. There
is a Guide to Soundtrackers available from most good PDL's which contains
information on writing your own tunes and the different formats available.

From memory here is a list of module formats I know of :-

NoiseTracker
ProTracker
Octamed (can be 8 channel)
TCB Tracker (very non-standard)
Quartet (not essentially a module, but worth mentioning)
Digital Tracker format (Falcon standard, up to 32 channels)
Scream Tracker (S3M) - PC format, multi-channel
MultiTracker (MTM) - see above
FastTracker (can be 8 channel, maybe more)
669 format (I have no information on these, sorry)

Perhaps someone will add more to this...

RiCH

3602. Re: Can we start a demo list?

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 16:03:11 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3j7ejv$2ac@bs33n.staffs.ac.uk>
Source record: 170339

James Wood (jamesw@PEAK.ORG) wrote:

: I've been recently scraping up demos that I could find for the ST.
: Needless to say, the Europeans write the best demos! After watching the
: "Burning Illusion" demo, my hat is off to them!!!

You _really_ must check out the following, I am sure they work on half meg

Overdose by Armada
Ventura Demo by the Overlanders
European Demos by the Overlanders
Oh Crikey Wot a Scorcher by The Lost Boys (TLB)
Cuddly Demos by The Care Bears (TCB)

RiCH (there are hundreds more if you are really interested)

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

3603. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 16:06:04 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCDQDGVTUP@galaxy.teuto.de>
Source record: 170311

In <3isfoc$k56$1@mhadg.production.compuserve.com> BobR wrote:

>The typical "giggle HA HA HA" description of PC users is that they're
>constantly having to tinker with CONFIG.SYS and AUTOEXEC.BAT files...
>That's stupid... you set it up once and leave it alone.

Exactly!

>By the way, have you ever had to explain to someone why their Atari ST
>won't boot because an AUTO file program is in the wrong order..?

Finally someone speaks out what I've thought a looooooong time ;-)

Hendr!K

3604. MiNT question(s)

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 16:23:33 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D4vHJ9.DFo@cs.vu.nl>
Source record: 170344

Hello all,

This week I have finally installed MiNT v1.12. Some months ago I also tried MiNT, but I didn't see the sense of it (no Gem multitasking) and deleted it again. But now I see the beauty of it (especially with gemterm) I was wondering what else I should do. Do I need to create a Minix partition? What version of gcc do I need to install? What about MiNT-net? and MiNT-X? There's so much to download, I just can't see what to do to get a proper and effective system.

Thanks for helping me out,

Ivo

3605. Re: gemulator

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 17:23:42 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503031618.AA07764@ilmen.lanl.gov>
Source record: 170203

In a previous article, gbennett@friendly.sim.es.com wrote:

> Gemulator 3.02 does support sound, but it still has some bugs in it
> (better than nothing, but still pretty weak)

Thanks for the correction!

-Hutch- @ Fair Dinkum Tech

3606. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 17:28:27 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503031623.AA07767@ilmen.lanl.gov>
Source record: 170205

In a previous article, BobR <76702.1466@CompuServe.COM> wrote:

> Running down a different brand of computer because it may have problems
> does NOT make any other system any better.

True, but running down a brand of computer in its own newsgroup is in very poor taste, IMHO. Not that you have done so _directly_, Bob, but the net effect is the same.

ALL of this should be taken to .advocacy. I'm _really_ tired of hearing all this PC pros-and-cons in this newsgroup and I'm sure many others feel the same way. Fact or fiction, this is NOT the right place for it.

Cease and desist, OK?

-Hutch- @ Fair Dinkum Tech

3607. Re: Bio Hazard

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 17:38:25 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503031633.AA07770@ilmen.lanl.gov>
Source record: 170207

In a previous message, garbage mouth goringgn@aston.ac.uk (Graham Goring) wrote:

>Oh for christ's sake Carl, stop jumping on the bloody bandwagon, it was a long
>time ago and we've all done embarrassing and stupid things at sometime in a our
>past. No doubt he is fully shamed and has learned his lesson the hard way so
>I'd be indebted to you if you'd keep your shit-filled gob shut.

And the rest of the newsgroup would be hjghly indebted to YOU if you
would kindly keep your infantile, foul-mouthed comments to yourself.

This would hopefully help you learn YOUR lesson but somehow, I doubt it.

-Hutch- @ Fair Dinkum Tech

3608. Re: How do you get the MagicMAC Demo to work

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 17:41:22 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503031636.AA07780@ilmen.lanl.gov>
Source record: 170208

In a previous message, ercorp@aol.com (ERCORP) wrote:

>I have a Mac IIx with system 7.5 and cant get the Magic Demo to work. I
>get an error in german about something 32 bit???? I believe the Mac IIx is
>an 24 bit unit and I tried the connectix program to emulate 32 bit but
>still no luck. Any suggestions.

Yeh, get a newer Mac. :)

The Mac IIx is not '32-bit' clean and the Connectix utility or the free
32-bit Enabler from Apple (for Sys 7.1 or later) usually takes care of
that allowing the older Mac to address up to 128Mb of RAM and use more
modern 32-bit software. But evidently not for MagiCMac, eh? Have you
tried rebooting your system with all other extensions turned off?

-Hutch- @ Fair Dinkum Tech

3609. Mega2 For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 17:48:01 UTC
From: DeJayMay@ix.netcom.com
Message-ID: <3j7koh$9vc@ixnews3.ix.netcom.com>
Source record: 170117

Mega2 with 80 Meg HD and Notator SL music software...$450...Seattle area

3610. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 17:52:31 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503031647.AA07783@ilmen.lanl.gov>
Source record: 170125

In a previous article, kim@dksoft.ping.dk (Kim Andersen) wrote:

In <9503011625.AA07110@ilmen.lanl.gov> Hutch wrote:
>>While not concrete evidence, of course, the download count from various
>>commercial services (GEnie, CIS, Delphi, etc) can give one an idea of
>>the level of interest, at least, in any shareware program.

>And you can't use it for nothing, can you ? It doesn't show a damn thing
>Hutch.

I SAID it's not concrete evidence; only an IDEA of the level of interest. Ten paid registrations out of say, 1,000 downloads would tell ME something as a shareware author... like, find another line of work. :)

>Garbage you say, why not just say it's crippleware insted.

That's just a question of semantics. 'A rose by any other name...' and all that rot. You seem to have lodged in your mind a very specific definition of 'shareware' as a fully-functional program. Eric and I tend to disagree.

>And excuse me, are you calling me a pirate Hutch ?

Where in any of my previous posts did I call you a pirate? All I said was:

>> it would seem that the only people that DO complain are those that
>> wouldn't pay the shareware fee anyway.

That's just IMHO but I stand by it as I can't imagine why any -honest- person would bitch about 'demoware' or 'crippleware' or whatever other term you want to call it. If you like what you see, then pay the shareware fee. If not, then don't. Simple.

No, I did not call you a pirate (you would know if I did). But your comments might lead one to believe that you share some of their views as well as their common overly-defensive attitude. If the shoe fits...

Let's not let this get sillier than it already is. Just understand that there are many forms of shareware and 'crippleware' is just one of them.

-Hutch- @ Fair Dinkum Tech

3611. Re: ST`s are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 18:37:10 UTC
From: m9174@abc.se
Message-ID: <3j7nkm$2kv@oden.abc.se>
Source record: 170136

> Yeh right! You have to set it up more than once, because you need 1 for
> windows, and at least one for games...

On the other hand, when you have done it for some time, I'm sure
you will get used to it.

Carl L. - Zero-X beta-tester.

---
* Kivi 1.21 *

3612. Re: Translators..!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 18:37:11 UTC
From: m9174@abc.se
Message-ID: <3j7nkn$2l0@oden.abc.se>
Source record: 170137

> Roger, I've found XLATOR2 to be the quickest..It's damn fast! MULTLAN2 is
> useless and GER2EN30 is too damn slow. The guy who wrote GER2EN30 also
> wrote another program similar to MULTLAN but he holds back on the
> dictionaries until you register and it's still too damn slow. I'm not
> aware of RUFTRADE though...(anybody else?!) I have however taken the
> dictionaries from all the programs and converted them all to work with
> XLATOR2. I've got a nice 30,000 word dictionary now. It took forever but
> if anybody is interested I'll let you have it in trade for something else
> interesting or $5 US.

Does any translator give you _useful_ statements? I've tried the
GER2EN30, but after a conversion I hardly can't understand what the
DOC is all about.

Carl L. - Zero-X beta-tester.

---
* Kivi 1.21 *

3613. WWW-Browser for MiNT uplo

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 18:37:12 UTC
From: m9174@abc.se
Message-ID: <3j7nko$2l1@oden.abc.se>
Source record: 170134

> Hi Theo - sounds cool. I just went over ftp.germany.eu.net and
> couldn't find the directory for it. *Where* did you put it (what
> dir) or where is the Atari specific area where the people taking
> care of ftp.germany.eu.net might be putting it ?

So, you _did_ get curious when I told you about it, didn't you...;-)

Carl L. - Zero-X beta-tester.

---
* Kivi 1.21 *

3614. Re: Was Atari A-Z book a con?

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 18:49:10 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <D4vo9z.BDL@cix.compulink.co.uk>
Source record: 170138

>OK I saw the ad. and sent of my money nearly three weeks ago and - zip!
I apologise for the delay.

>Has anybody actually received a copy of this book?
The first batch of books went out over a week ago. You are in the second batch that I am waiting for from the printers - should be about 2 weeks. A letter went out to all those I couldn't contact by e-mail which you should have by now.

It's worth waiting for - honestly ;-)

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

3615. Gemulator demo video

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 18:56:22 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503031751.AA07818@ilmen.lanl.gov>
Source record: 170135

All this recent interest in the Gemulator made me recall that I have on my bookshelf a VHS video (NTSC) that demonstrates the use of Gemulator.

Not exactly a Hollywood production, but it does feature the author, Darek Michoka, putting the Gemulator through its paces. Might be worth your while if you are considering buying one of these.

If anyone wants it, just let me know and I'll mail it to ya and you can send me $5 later on to cover the cost of the tape and postage. Better restrict this to the US due to TV standards and shipping costs, though.

-Hutch- @ Fair Dinkum Tech

3616. Emagic Logic ?s

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 19:00:32 UTC
From: nggilber@cca.rockwell.com
Message-ID: <D4vosx.J7z@lazrus.cca.rockwell.com>
Source record: 170323

I have just acuired an ST and Emagic Logic v 1.7 somthing.
I like it very much.

What is the latest version? I know this one isn't too old because
the manual is circa 1993.

I only have the tutorial manual and 1.6 addendum manual.
The tutorial manual speaks about a reference manual. I suppose
I'm missing this.

Can this program be upgraded? I am not the one who bought it
in the first place but I do have the Log3 dongle (if thats what it's
called). So it's not like someone just sold me an older version
when they upgraded.

Does Emagic have an american representitive?

Any help would be greatly apreciated.

Thanks,

Neal Gilbertson

3617. Re: UNIX implementation (was File at UNI-KL.de)

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 20:28:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199503032228.a1304@a2w.maus.de>
Source record: 170190

Mike Healy (healy@nosc.mil) wrote on 27.02.95:

>>] 2. Can anyone recommend suitable basic reading material on UNIX so
>>that I might get some idea of what I'm doing?
>
> If you can login to a UNIX system, try typing "man csh".
Come on Mike, give the poor guy a break, you forgot to tell him to
type "exit" afterwards :)

Ian_Taylor@a2w.maus.de The hidden secret of life is

3618. Re: [Q] Playing Audio CDs

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 21:30:12 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCDWCIURUP@galaxy.teuto.de>
Source record: 170334

In <3it5pn$q5d@falcon.natinst.com> Ben Gilbert wrote:

>>DMAsound of the TT030? And can I get (a portion of) the sound information
>>from the Audio CD and save it as a sample file?
>I'm no expert on CD-ROM drives, but I don't really think this is possible
>with the current drives out there. I am not sure, but I believe that with

The Toshiba XM-series has this feature of copying digital audio via the
SCSI-bus. The driver has to support his, of course.

It works great with CD-Tools from Julian Reschke. There is some freeware stuff
available for this purpose, too (but needs capable driver).

Hendr!K

3619. Re: Atari ST Hack in progress....

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 21:33:22 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <794266402snz@yeadontt.demon.co.uk>
Source record: 170196

In article <SCHWAB.95Mar1104936@issan.informatik.uni-dortmund.de>
schwab@issan.informatik.uni-dortmund.de "Andreas Schwab" writes:

> In article <FB3VCHVAUP@galaxy.teuto.de>, neptune@galaxy.teuto.de (Hendrik
> Mylius) writes:
>
> |> In <3immb7$pl4@holly.cc.uleth.ca> brenjb@hg.uleth.ca wrote:
> |>> TOS 3 is the first version that supported 68030s.
> |>> Actually while that is true chronologically, TOS 2.6 (which came out
> |>> *after TOS 3) also supports 68030s. That is the TOS used on Jim Allen's
> Turbo
>
> |> But 3.06 is much faster than 2.06, as it contains 68020 code.
>
> No, it doesn't, at least not the one that i have in my TT. It does
> support the 68020/30 so that it doesn't crash, but it still contains
> only plain 68000 code.
> --
> Andreas Schwab "And now for something
> schwab@issan.informatik.uni-dortmund.de completely different"
>

WRONG!!!!

TOS 3.05 (fitted to my TT) DEFINATLEY contains 68030 code. I have 'extracted'
parts of the ROM using Devpac TT to exmaine what is done by the OS, comparing
this code to the details given in the MC68000 Family Programmers Reference
Manual (supplied with Devpac TT) code contained in the ROM is 68020/68030
ONLY.

--

****
*)|(###### ###### *
*)|(Phil Yeadon # # *
*) | (phil@yeadontt.demon.co.uk # # *
*) | (# # *
****

3620. Re: Is Atari Alive???

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 22:10:48 UTC
From: leibel@epx.cis.umn.edu
Message-ID: <leibel-0303951610480001@dialup-5-133.gw.umn.edu>
Source record: 170335

In article <Pine.SUN.3.91.950226094944.3698K-100000@PEAK.ORG>, James Wood
<jamesw@PEAK.ORG> wrote:

> On Tue, 21 Feb 1995, Chris Herborth wrote:
>
> > In <D476M9.23E@crash.cts.com>, Richard John Kelsch writes:
> > >Don't get me wrong I still have my ST (and am using it now), but man
> > >would it be nice to see TOS running on a PPC. 8-O!
> >
> > I was chatting in email last week with somebody who knows a fair bit
> > about MagicMac (sorry, I've forgotten your name!)... Anyway, he was
> > telling me how Apple was contacting lots of _Atari_ developers (!) to
> > make sure their product would work with MagicMac! VERY interesting.
> >
> > Also, they are apparently very opposed to a PowerPC version of MagicMac,
> > and intend to fight the production of such a thing. :-(
> >
>
> Why would they be opposed to this to the point of fighting it??? :(

actually in the demo version of the docs. i used german assistant to
translate it over and unless they really botched up, the Heidlberg
Applications Systems or whoever makes MagiCmac is gonna do a PPC. Right
now it doesn't run under emulation on the PPC and at this moment i'm
finishing the translation on the help files to see what else i can glean.
it's just the demo version though. anyone know of a distributor in the US
for these people or an english version of the demo or who to purchase?
that's the whole reason i hopped on to this news group cause i miss my old
ST. I got a mac now but was with atari from the atari 400 w/membrane
keyboard till the 1040 ST. I'd really like to see how good this emulator
is. any help appreciated. email or post. email to artsci@aol.com.

thanks.

--
daryl k. leibel, jr. (leibel@epx.cis.umn.edu)

M e d i a R e s o u r c e s I n n e r a c t i v e
Dividing the Art of Science

phone: (612) 454-4647 fax: (612) 454-4173 email: artsci@aol.com

3621. Upgrading MagiC 2.01 to 3.0

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 22:11:00 UTC
From: "Bertil Jagard"
Message-ID: <ftn_2.203.221.14_4fe30e8c_Bertil.Jagard@p14.straight.ct.se>
Source record: 170336

In a Message of <25-Feb-95> Rich Thurow writes:

RT> How does one update MagiC 2.01 when 3.0 comes out? I live in the US.
RT> Will B&B send me an update announcement? We are so far away I fear we
RT> will be ignored.

I do not hope so.. I'm using MagiC here in Sweden but you should check with
your dealer. Maybe B&B send some information about it..

Regards Bertil Jagard..
(UUCP Dialup connection)

3622. File transfer ST1040<->PC

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 22:30:13 UTC
From: Tom Dolbilin <tdolby@ncsa.uiuc.edu>
Message-ID: <3j859l$h4e@vixen.cso.uiuc.edu>
Source record: 170340

Ok, here's my problem. I have an ST1040 with no extra software
or hardware, except for Cubase 2.0 which originally came with it.

My primary computer is Windows PC (sorry folks :)

What I need is ability to transfer data between the two, either
with a cable or via floppynet. In other words, I currently don't
have any way to get data/programs into the Atari, unless they come
on an Atari-formatted disk.

I guess what I'm looking for is a PC (or Mac) program which will
read from and write to Atari disks. Any pointers?

Thanks,

Tom

3623. STuff Still 4 Sale!

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 22:52:01 UTC
From: PJJH80A@prodigy.com
Message-ID: <3j86ih$afq@usenetp1.news.prodigy.com>
Source record: 170342

IT'S GOING FAST FOLKS! I have removed all sold items from this list.
Updated 3-3-95!
MOST ITEMS I WILL SHIP UPS C.O.D.

For Sale. MAKE OFFERS!!!!

HARD WARE

Atari Mega ST2 upgraded to 4 megs with Z-Ram upgrade
TOS 1.04 with PC Ditto II [PC hardware emulator] installed internally
SC1224 color monitor
SM124 mono monitor
Original boxes for computer and monitors
Monitor Master
[I will sell both monitors together for $150.00 and throw in the Monitor
Master switch box. As
with all other items, you pay shipping.]
PC Ditto II installed internally with above computer, or I can remove for
installation into your
own computer
Spectre GCR with roms and version 3.0 software
VideoKey [Allow audio/video connections to a t.v. monitor in low and
medium rez modes]
Discovery Cartridge [From Happy Computers. Excellent software backup
device and has many
other uses]
IB 5 1/4 inch drive
MFD 1080 drive [3 1/2 drive works, the 5 1/4 drive non-functional
and has been removed]

APPLICATIONS SOFTWARE

Multi-TOS [Multi-tasking on your ST compatible computer]
DC Desktop
DC Utilities
Hypercard Developers Kit [For Mac or Spectre GCR users]
WordPerfect ST [Last version developed by WordPerfect]
Wordflair II
Regent Word II
TV Title 2.0
PC-Ditto [PC software emulator, slow but very compatible. Good for
occasional or emergency
uses.]

GAME SOFTWARE

Purple Saturn Day
Impossible Mission 2
Championship Wrestling
Knight Orc
World Games
The Pawn
Guild of Thieves
Sinbad and the Throne of the Falcon
Rocket Ranger
The King of Chicago
Battle Chess
Midi Maze
Shufflepuck Cafe
Xenon 2 -- Megablast
Final Assault
Mean 18
Blackjack 3
Jinxter
Pac-Land
The Crimson Crown
Transylvania
Questprobe -- Spiderman
Superbike Challenge
Super Kidgrid
Thundercats

Plus the following compilation packages:

Precious Metal includes:
Arkanoid Revenge Of Doh, Captain Blood, Xenon, Super Hang-On

Triad includes:
Starglider, Defender of the Crown, Barbarian
Magnum 4 includes:
Batman, After Burner, Operation Wolf, Double Dragon

Microdeal Hot Disks Volume 1 includes:
Goldrunner, Jupiter Probe, Karate Kid II, Slaygon

The Story So Far Volume 1 includes:
Beyond The Ice Palace, Buggy Boy, Ikari Warriors, and
Battleships

Mega Pack includes:
Winter Olympiad 88, Mouse Trap, Plutos, Blood Fever, Seconds
Out, Frost Byte

5 Star includes:
Barbarian, Crazy Cars, Enduro Racer, Wizball, Rampage

Action ST includes:
Deflektor, Northstar, Trailblazer, 3D Galax, Masters of the
Universe

Giants Collection includes:
Out Run, Gauntlet II, 1943, Street Fighter

Premier Collection includes:
Exolon, Nebulus, Netherworld, Zynaps

ALL ORIGINALS!!! I am also the original owner and have taken good care of my equipment.

REMEMBER -- I WILL SHIP UPS C.O.D. CASHIERS CHECK OR MONEY ORDER ONLY. PURCHASER PAYS SHIPPING AND C.O.D. CHARGES.

3624. Help with Atari Disc Drive

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 22:54:56 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <8d5_9503041130@sherwd.fidonet.org>
Source record: 170036

In a message of 23 Feb 95 01:46:55, Tom Fabatz wrote:

TF> From: fabatz@col.hp.com (Tom Fabatz)
TF> Newsgroups: comp.sys.atari.st
TF> Organization: HP Colorado Springs Division
TF>
TF> I have an Atari 520ST and the disc drive light stays on and
TF> does not load any software. Has anybody experienced this problem
TF> and if so, can you please let me know if it's fixable or not. If not
TF> does anybody know an Atari Dealer in Colorado?

You most likely need to re-seat the socketed chips - that's the first thing to try when _anything_ gets wierd on the older ST machines. Then try a different floppy drive - if that doesn't do it, you may need a new sound chip (it also helps control the floppy).

I don't know about Colorado, but you can call Toad Computers in Maryland (1-410-544-6943) or Megabyte Computers in Hurst, TX (Sorry, don't have the number handy) about repairs. It might be simpler to get a newer computer, an STe for example.

Uh... The disks _are_ formatted, aren't they?

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

3625. MiNT troubles <sigh>>

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 22:57:03 UTC
From: zonny@xs1.xs4all.nl
Message-ID: <3j86rv$aag@news.xs4all.nl>
Source record: 170343

Yoooo everybody!!!

I am TRULY sorry if there's a simple answer on this newsgroup somewheres, but I don't have the time to scan multiple hunderds of messages just for this. One day I'll download every posting and I'll have all the answers. 'till then:

I have some minor but very annoying troubles with MiNT.
I'm running MiNT on a 2.5 Mb STf, TOS 1.0, Megafile 30 and sm125 mono monitor. I set it up to start tcsh on bootup, and got all the links set up and env-vars, too.

Now I have this trouble. Everytime I backspace OVER another character, this capital K appears, no other characters get removed, but the are removed from the linebuffer. Also, I cannot see my cursor.
These troubles vanish when I use a non-vt100 (st52,et52) but I rather like vt100 when using man for example. These troubles started when I used the TERMCAP suplied with the INIT package from the MDK. Before I installed the init package, it worked fine. I now cannot find the other, old (?) termcap. Where is it? What is wrong with the new (?) one? Does Init NEED the new one? etc.

Also, SCREEN does not work properly. I can start it, but it doesn't allow me to run multiple screens. It just updates the current one. And if I type 'screen <shell>' or just 'screen' from within screen, it starts up a screen session ON TOP of the old one. What the ^&*%^&* am i doing wrong?

And last, but not least, here's a question that undoubtly has come up here a thousand times.

What happend to the /dev/fasttext from mint < .95 ????
I LOVED it! Bummer, its gone... Is there a replacement? Is there a way to use my Warp 9 screen accelator with mint? Not the normal way, Mint seems to think Warp 9 is mint, and gives 'Mint already installed' errors.
I would really like to run an accelator, I've been using warp too long...

Well, that's about it, I think, Thanx for reading (apearently you got this far...:))

cheers,
zonny@dds.nl zonny@xs4all.nl atarihelp@dds.nl Quantum-Mechanic in the MOO's!
^^^^^^^^^^^^^^^^
Just beginners I'm supposed to help, so am I.
Don't hasitate to drop a line if you need simple help.

3626. Re: Re: HSMODEM6 ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 22:59:22 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <8d6_9503041130@sherwd.fidonet.org>
Source record: 170037

In a message of 23 Feb 95 01:07:00, Zrollinso@cc.Curtin.Edu.Au wrote:

Z> From: zrollinso@cc.curtin.edu.au
Z> Newsgroups: comp.sys.atari.st
Z> Organization: Curtin University of Technology
Z>
Z> I don't know how much of this thread I have missed, but anyway, are we
Z> talking about something to enable a reasonably fast baud rate on
Z> Atari(s)?

Is 19.2k baud "reasonably" fast? If so, then the answer is yes.

Z> I found hsmoda05.lzh on micros.hensa.ac.uk under /micros/atari/tos/o/o191.
Z> Is this the same as HSMODEM but a previous version or is it something
Z> else?

HSMODEM is the generic name for HSMODAx, where "x" is replaced with the version number. HSMODA6 is the latest, I think. I found it at uni- erlangen.de or uni-paderborn.de, not sure which.

Z> Is there a more up to date version somewhere (that is accessable)?

See above.

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

3627. Help Comic Relief and WIN PRIZES

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 23:01:28 UTC
From: Frank.Charlton@256-510-2.centron.com
Message-ID: <d0c_9503040734@centron.com>
Source record: 170229

Firstly, I apologize for the message length, and the fact that it doesn't really apply out of the UK. I *am* trying hard to reach as many UK Atari Users as possible, and this is the only time I'll post this, so please bear with me :-)

@@
@ The Great 1995 Ad.Lib Joke-athon! @
@@

@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@
Categories of Entry and Rules
@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@

Welcome to the Ad.Lib Joke-athon!

We *need* your funnies, your jokes, your witticisms and your anecdotes.

We also need your hard-earned cash, your lucre, your readies and your wad.

The whole idea is to make as much money as possible for *Comic Relief* and to have as much fun as possible whilst doing it.

All entries must be accompanied by a _*minimum*_ of #1, but the more, the merrier for those in need. There are a whole host of prizes for the winners in each category, and very possibly a prize for each and every entrant.

Here's what you do:
==========

Send your cheque or postal order made payable to *"Comic Relief"* to

The Ad.Lib Joke-athon,
22 Alexandra Street,
Pelton Lane Ends,
Couny Durham
DH2 1NT

Send your comical entry to us by one of the following means:

Paper (Boo! Kill less trees!)

Disk - Sorry, not returnable unless you win, then you can have it back I suppose:-)

Email - Internet peeps among you can submit entries to:
jokathon@tachyon.demon.co.uk
acurtis@theshack.demon.co.uk

Direct Email - Logon to the Ad.Lib BBS and send private Email to Andy Curtis or Frank Charlton. Use 'E' from the main menu.

Mark your entry *CLEARLY* as to which category you wish to enter. If you can't think of an entry, just send us the money for *COMIC RELIEF*, that's what it is all about.

The Categories
==============

(1) Jokes

Just plain simple ordinary jokes. Not more than 300 words. If it makes us laugh more than the others then you will win!

(2) Humourous Prose

This can include: Confessions, Personal Disasters, Funny Events and anything else that's funny and can be written inside 1000 words.

(3) Poetry

Send us your poetic masterpieces! Limericks, poetic tales and any amusing verse that's likely to...erm...amuse us.

(4) Cartoons

The artistic amongst you, feel free to cartoon away! Entries can be as image files only, either in ST-High resolution (640x400x2 colours) or 320x200xAs many colours as you like! Odd formats such as Spectrum 512 are fine - see the Rules Section. Pictures MUST be on disk or via Email - printouts can be included, but we need the Image! Feel free to divide the screen or do a single screen cartoon.

REMEMBER
========

IF IT'S FUNNY, THEN YOU WILL WIN SOMETHING!

Restrictions
============

A _*minimum*_ of #1 per entry. Feel free to enter more than one category and /send us MORE MONEY FOR COMIC RELIEF!!!/

YOU MUST (Yes, the dreaded 'Rules' bit!) :
==

Enjoy yourself - otherwise you will be disqualified :-)

For the 'Cartoons' category, any image format you can throw at us is acceptable. Compressed formats like GIF are better (Oi! UniSys! Leave us alone - it's for charity!), but any other ST, PC or Mac format can be fiddled with by us. Missus.

For standard text categories: If sending a specific word-processor format instead of ASCII, please stick to the following recognised types:

Papyrus Gold, AtariWorks, That's Write 3, Protext 4/5/6, Marcel and 1stWord/1stWord +/Word Writer ST. Generic ASCII or RTF files are good, too.

Entries which include Sausages may stand a higher chance of winning :-)

And finally....
==========

Let's all pull together and make as much as we can for Comic Relief. It's a truly worthy cause and the money is not wasted on needless beaurocracy. If you insist on being a skinflint, remember that many companies have donated valuable prizes and you stand an excellent chance of winning your money back - or MORE!

And Finally 2 : The Sequel!
==========

Hmmm... I suppose you want to know what you can win, eh? OK, as of 22:48 on Friday 3rd March, the fantastic prize list looks like this...

JCA Europe Ltd :
2 x Stereo CAD @ #30 each
1 x 16-disk Calamus font set @ #99 per set.
20 x Free PD Disks from the Riverdene catalogue.
Compo Software :
1 x That's Write 3 @ #150.
1 x Studio Photo @ #60.
.net Magazine :
One year's subscription worth #35.00.
ST Format Magazine :
One year's subscription worth #35.00.
5 x Quartet Sample Sequencer @ #45.00 each.
5 x Civilization by MicroProse @ #35.00 each.
16/32 Systems:
3 x RayStart raytracer @ #50 each.
3 x DGraph Graphing Package @ #40 each.
Joe Connor, CiX Shareware Support Scheme:
A fully registered shareware app of the user's choice.
FaST Club:
1 x ImageCopy 3.5CD @ #35.
3 x ImageCopy 2 @#??.
HiSoft:
1 x Papyrus Gold @ #130.
1 x Twist 2 Database @ #85.
1 x VideoMaster Falcon Video Digitiser @ #99.
Gasteiner:
500 Tickets for their show in London, June.
Andre Willey, CiX User:
Fully registered copy of CiXComm worth #20. I'm working on a freebie CiX account too, but no promises :-)
Ofir Gal, Atari Journalist:

5 Fully registered copies of GEMBench, Ofir's excellent
benchamarking utility.

Quite a few companies and individuals haven't responded yet, but we'll
hound them 'til they do, so more prizes may well be on the way!

Right... *GO FOR IT!!*

```
+-------------------------------------------------------------------+
| Standard disclaimer: The views of this user are strictly his own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+-------------------------------------------------------------------+
```

3628. Re: ICD Time Setting

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 23:05:36 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <8d7_9503041130@sherwd.fidonet.org>
Source record: 170034

In a message of 23 Feb 95 02:23:32, Roger Sheppard.. wrote:

RS> From: sheppard_r@ix.wcc.govt.nz (Roger Sheppard..)
RS> Newsgroups: comp.sys.atari.st
RS> Organization: Wellington City Council, Public Access
RS>
RS> (Steve Taylor) writes:
RS> >
RS> >Could someone please Email to me (UUe or Mime) or place on ftp.brad.ac.uk
RS> >in incoming directory the program ICDTIME.PRG from the ICD (NOT Pro)
RS> >utilities. It is PD, and anyway I used to have it until I reformatted the
RS> >master disk.
RS> >
RS> >I need it at long last because my clock is now about 45 mins out!
RS>
RS>
RS> Get a better clock like a Dallas one, all ICD stuff is not PD at all,
RS> some of it is allowed on some USA commercial sites like GEnie...
RS>
RS> Don't you keep back ups, I keep at least 2 copies of major software....

And we all know how perfect you are, don't we, Roger?]:^)

It stands to reason if the poor sap has and ICD clock, he has an ICD host adapter, and is therefor entitled to the software. Granted, it's not PD, but we also know that ICD is not going to prosecute for one copy of the clock-setter program. If they did, they'd be laughed out of court.

Roger, I'm a software developer myself. I know how important it is to fight piracy. I also know that there's a big difference between a pirate, and a guy who rather dimly formatted his master disk. If you tell me you've never done anything that dumb, I'll have to repost the last 500k of "please help me" articles from you...

I'm sending him the program.

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

3629. Re: pc-ditto

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 23:07:12 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <8d8_9503041130@sherwd.fidonet.org>
Source record: 170035

In a message of 22 Feb 95 16:57:10, Jackdeth wrote:

J> From: Jackdeth@voyager.cris.com (JACKDETH)
J> Newsgroups: comp.sys.atari.st
J> Organization: Concentric Research Corporation
J>
J> I used (still do) PC-ditto to run the
J> PC langauges and wrote my programs at home on my ST. I have done alot of
J> programming with Quick Basic, Fortran, & Turbo Pascal running through
J> Pc-Ditto. I do C programming with ST specific programs though.

You _do_ know that HiSoft BASIC is almost 100% qbasic compaitble, and that
Fortran is also available for the ST, don't you?

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

3630. Re: Editors for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 23:34:42 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3j892i$p1g@golem.wcc.govt.nz>
Source record: 170345

In article <Pine.SUN.3.91.950301150550.5524B-100000@nora>, Sascha Djuric <sascha@nora> writes:

>On 21 Feb 1995, Cornelius Krasel wrote:

>>I require a decent *fast* text editor for the Falcon. I have Tempus on my ST,
>>but, it doesn't work on the Falcon. Where could I ftp one from?

>AFAIK the problem running Tempus on a 030 machine is simply it's 24 bit
>addressing. There is a small auto-folder program coming with Tempus Word
>that programs the PMMU to accept these addresses, so You could ask for
>this or look for something similiar on an ftp site (there should be some
>utility doing this since I saw it once, but cannot remember where:)).

Try the Tempus 2.2 Demo that is on most German sites, I found that it works
with the Overscan Mod......

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3631. Re: Zmodem

Newsgroup: comp.sys.atari.st
Date: 1995-03-03 23:50:59 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3j8a13$p1g@golem.wcc.govt.nz>
Source record: 170346

In article <D4pH7u.MFE@crash.cts.com>, richcsst@crash.cts.com (Richard John Kelsch)
writes:
>Jos den Bekker (josdb@xs4all.nl) wrote:
>: Does anyone know a zmodem program for the ST that works properly with
>: Unix sz/rz AND under MiNT? I'm using XYZ now, which works terrifically
>: well with Unix sz/rz, but not under MiNT.
>
>I found a program inside a German telecom package called SZ.PRG and
>RZ.PRG. They are well behaved GEM Zmodem download programs that are fast
>and very compatible. Yes, XYZ is great, but it doesn't like MagiC!
>either. These programs work beautifully. Their interface is easy,
>although minorly limited.

I think you will find that this is GSZRZ19, thier is a later version
call GSZRZ228 and if you pay 30DM you can get the latest GSZRZ53,
this is still being supported and is the ONLY ZMODEM that Atari people should
use...

The DEMO of GSZRZ53 is on most good German sites....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3632. Re: ST Formats email address (was Re: ATARI ST STINKS!!!!)

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 00:03:34 UTC
From: Frank.Charlton@256-510-2.centron.com
Message-ID: <5e7_9503060717@centron.com>
Source record: 170081

In a message of 02 Mar 95 Nick Peers wrote to barheath@heathen.demon.co.uk :

NP> Somebody was after STF's e-mail address. Here are a couple for you:
NP>
NP> klevell@futurenet.co.uk
NP>
NP> nick.peers@adlib.centron.com

And not forgetting:

Andy Curtis (Music & MIDI) : acurtis@theshack.demon.co.uk
Andy.Curtis@adlib.centron.com
Mac Marsden (GFA Answers) : mac@mentor.demon.co.uk
Me (!) (Comms/STOS) : frank@tachyon.demon.co.uk
Frank.Charlton@adlib.centron.com
stformat@cix.compulink.co.uk

Cheers,
Frank <frank@tachyon.demon.co.uk>
+--+
| Standard disclaimer: The views of this user are strictly his own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+--+

3633. Re: Was Atari A-Z book a con?

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 00:08:28 UTC
From: Frank.Charlton@256-510-2.centron.com
Message-ID: <5e8_9503060717@centron.com>
Source record: 170084

In a message of 01 Mar 95 em09@liverpool.ac.uk wrote to All :

e> OK I saw the ad. and sent of my money nearly three weeks ago and -
e> zip!
e> Has anybody actually received a copy of this book?
e>
e> Does it really exist?
e>
e> Or have I been duped?
e>
e> I _hate_ being conned, please say it isn't so.

If you're talking about Mark Baines' book, it isn't a con. Mark is sending all orders out as we speak. You can contact him on msbaines@cix.compulink.co.uk to check.

Cheers,
Frank <frank@tachyon.demon.co.uk>
+--+
| Standard disclaimer: The views of this user are strictly his own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+--+

3634. Re: TIF Compressed

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 00:10:18 UTC
From: Frank.Charlton@256-510-2.centron.com
Message-ID: <5e9_9503060717@centron.com>
Source record: 170082

In a message of 01 Mar 95 contacts@mits.mdata.fi wrote to All :

>> Many thanks--we have tried (and registered) GEMView, and ST Convert.
>> No luck so far,
c>
c> Imagecopy 3.5 (CD).

Available from the FaST Club - email stclub@cix.compulink.co.uk for details.

Cheers,
Frank <frank@tachyon.demon.co.uk>
+--+
| Standard disclaimer: The views of this user are strictly his own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+--+

3635. Re: HSModem

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 00:45:24 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCEACIVLUP@dksoft.ping.dk>
Source record: 170021

In <FCCSEGWWUP@galaxy.teuto.de> Hendrik Mylius wrote:

HM> >HM> CoNnect's Z-modem-bargraph looks like a fast peak-meter, when one uses EISDN
HM> >HM> at 64 kbit :-))) (>7500 cps for packed stuff ;-)
HM> >Thats what i need my high DTE rate for. I should be having my ISDN modem in
HM>
HM> You mean terminaladaptor? Which one did you buy?

Nope, i did mean a modem 8-) I've ordered the new Zyxel modem, which is
capable of doing ISDN 2x64kbit (channel bundling if you like). Just waiting
for the damn bastard, (should have been here in december).

HM>
HM> >a few weeks now. Although i may have a small problem running bundle
HM> >channel 2x64Kbit.
HM>
HM> Why would that be? Anyway, it'll double your cost as well.

I tested my Falcon running 115.000 DTE, (using V.FAST modems), transfering
a straight ascii file. I reached about 9000 cps, (when receiving) and then
i got alot of crc-errors. Sending the same file gave me an avarage around
11400 cps.
I have yet to find out why my Falcon behaved like it did. It should be able
to handle 115000 fine, both ways.

HM>
HM> >Btw, i've just been informed that Hsmodem v.6 can go up to 230.000 on the
HM> >serial port. This is what i need for my ISDN.
HM>
HM> Does the terminaladaptor support that? I only now of ones doing 115k2, which
HM> is way fast enough for compressed files anyway.
HM>

A good terminal adaptor support around 900.000 baud on the serial port, or
many of them can use a parallel port insted.
The one you're talking about (115k) is enough when not using channel bundling
as you'll probably not reach above 7500 cps with compressed files, but non-
compressed files can go alot higher you know.
And i know i'll pay doubble for channelbundling, Thats the whole idea 8-)

Greets
Kim

--

/--\
-/--\-

```
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
| The scandinavian board when you | 5 Atari computers including a Falcon. |
| have Atari problems or requests. | Modem handle 19200 Zyxel baud. |
| CD-Roms online Free download limit.| Many years of experience. |
-\-------------------------------------------------------------------------/-
 \-----------------------------------------------------------------------/
```

3636. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 01:01:34 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCEACIVOUP@dksoft.ping.dk>
Source record: 170020

In <9503031647.AA07783@ilmen.lanl.gov> Hutch wrote:

>>And you can't use it for nothing, can you ? It doesn't show a damn thing
>>Hutch.
>
>I SAID it's not concrete evidence; only an IDEA of the level of interest.
>Ten paid registrations out of say, 1,000 downloads would tell ME something
>as a shareware author... like, find another line of work. :)

Come on Hutch. I could easily dump an 'stupid' utility to the market, and
it'll probably be downloaded alot of times, but that gives me no rigth to
start accusing or even mentioning a thing as piracy. It's not fair to those
who have downloaded the stuff only to find out it wasn't the program they
were looking for.

>That's just a question of semantics. 'A rose by any other name...' and all
>that rot. You seem to have lodged in your mind a very specific definition
>of 'shareware' as a fully-functional program. Eric and I tend to disagree.

There is and there has always been a specific definition for shareware.

>
>>And excuse me, are you calling me a pirate Hutch ?
>
>Where in any of my previous posts did I call you a pirate? All I said was:
>
>>> it would seem that the only people that DO complain are those that
>>> wouldn't pay the shareware fee anyway.

Thats not really all you'd say, as i recall a word as piracy, which you used.
But i'm not here to remember for you.

>
>That's just IMHO but I stand by it as I can't imagine why any -honest-
>person would bitch about 'demoware' or 'crippleware' or whatever other
>term you want to call it. If you like what you see, then pay the shareware
>fee. If not, then don't. Simple.

Yep, but some people may not have an interest in a program which is annouced
as shareware but when they have used time and money on getting the program
they find out they can't test it fully because of a few limits, which in
some cases can seem rather pointless.
And i don't understand why it's so difficult for an author to name his
program crippleware if it contains limits.

>
>No, I did not call you a pirate (you would know if I did). But your

>comments might lead one to believe that you share some of their views as
>well as their common overly-defensive attitude. If the shoe fits...

Is it a pirate comments to ask for such a thing Hutch ? In that case you
have never seen or heard a pirate. A true pirate wouldn't care at all, as
he'll be doing whatever he wants to, no matter if it's cripple shareware
or commercial software we're talking about. One thing for sure, he would
never ask about anything!.

>
>Let's not let this get sillier than it already is. Just understand that
>there are many forms of shareware and 'crippleware' is just one of them.
>

I can probably live with it, but don't ask me to understand.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

3637. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 01:41:51 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3j8ggv$8gg$2@mhade.production.compuserve.com>
Source record: 170204

>ALL of this should be taken to .advocacy.

That's exactly right... I'm not completely sure how this got started here, but it's long past being useful at all.

The only problem I have with the "take it to advocacy" idea is that the general feeling seems to be that it's OK to bash anything BUT Atari here. The slightest suggestion that PC/Mac/Amiga/whatever haters might possibly be wrong in their exagerations and misinformation usually results in the "take it to advocacy" messages...

I don't recall anything in the comp.sys.atari.st charter that says this is a place to talk about how bad the PC (or Mac, or...) is, either.

BobR

3638. CD-ROMs for Atari computers

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 02:02:31 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3j8hnn$91f$1@mhade.production.compuserve.com>
Source record: 170206

With all the discussion of CD-ROMs for Atari computers, I thought everyone might be interested in seeing a list of CD-ROM discs applicable to Atari which was compiled by Greg Kopchak of "It's All Relative", from the CompuServe Atari Computing Forum library.

While it's true there aren't very many 100% *Atari specific* CD-ROM discs available, Greg's list of discs which are of value to, and accessible by, Atari computers and applications now numbers over *850* CD-ROM discs.

Unfortunately the list is over 11K ZIPped, over 52K in ASCII, so it's a bit large to be posting here.

I don't know if the list is available on ftp sites or not, but if there's enough interest to warrant the posting, I could post a UUencoded file here.

(I could probably e-mail the file too, as long as the demand isn't too heavy...)

BobR

3639. Re: Chimera - Tried It, Liked It.....

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 04:43:52 UTC
From: mlake@dgs.dgsys.com
Message-ID: <3j8r68$mno@DGS.dgsys.com>
Source record: 170212

```
>Chimera WWW browser for MiNT-X ...
>
>Verdict: Recommended, the best WWW browser available for the Atari.

Are there other WWW browsers available for the Atari?

--
Marshall Lake
mlake@dgs.dgsys.com
```

3640. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 05:07:11 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3j8shv$8vn@lastactionhero.rs.itd.umich.edu>
Source record: 170213
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- baldrick 709036 Feb 27 13:45 ./Demos/blood_1.zip
-rw-r--r-- baldrick 516105 Feb 27 13:47 ./Demos/blood_2.zip
-rw-rw-r-- weiner 9716 Feb 28 13:56 ./Demos/0index
-rw-r--r-- baldrick 129280 Feb 28 14:18 ./0ls-lR.Z
-rw-r--r-- baldrick 129457 Feb 28 14:21 ./0ls-lRc.Z
-rw-r--r-- baldrick 36067 Feb 22 05:03 ./Programming/rs2l_v2.zip
-rw-r--r-- entropy 7479 Feb 28 14:04 ./Programming/0index
-rw-r--r-- baldrick 11646 Feb 28 14:01 ./Falcon/0index
-rwx------ baldrick 1033605 Feb 28 13:43 ./Falcon/Games/pong2k_d.zip
-rw-r--r-- baldrick 162628 Feb 28 14:14 ./0compind.Z
-rw-r--r-- baldrick 404743 Feb 28 14:14 ./0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

3641. Uneducated Computer User(s)

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 05:22:04 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <a75_9503041226@flight.org>
Source record: 170006

```
Don't knock the uneducated PC or any computer user for being ignorant. Because
without them and their needs a lot of good technicians would be unemployed.
---------------------------- -//- ----------------------------
Internet: Michael.Fitzpatrick@flight.org
| FlightLine BBS 612.544.5118 <> note: the views of this |
| airline-generl.aviation-flsim <> user are strictly his own. |
---------------------------- -//- ----------------------------
```

3642. Re: GIF-->Jpeg Converter Needed

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 05:27:31 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3j8to3$rgb@golem.wcc.govt.nz>
Source record: 170214

] >You will need lots of Ram, a 4 meg machine would be minimum and run it bar
] Sure ? If you are talking about the IJG programs cjpeg/djpeg, you can restr
] the memory to a little amount, and the program will swap parts of the image
] to disk (becomes a lot slower....).

Lessee, I've got 2.5megs, and after Geneva, Neodesk, etc. etc. is loaded
I've got just on 1meg left, and d-jpeg will convert 24-bit JPeG files
to 8-bit GIFs on my system perfectly well, albeit slowly, but not
much slower than anything else around, does a better job than anything
else I've used (i.e. pretty much everything).

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.
Maintainer of the Generation-X FAQ.
"Follow the rules we've demonstrated, or else you'll end up mutilated"

3643. Re: My monitor is interfering with the soundon my Mega STe

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 05:36:26 UTC
From: shunt@sb.dcs.uga.edu
Message-ID: <3j8u8q$pj3@hobbes.cc.uga.edu>
Source record: 170217

Evan Langlois (ekl@sdf.saomai.org) wrote:
: In article <3ioebu$g83@hobbes.cc.uga.edu>,
: Stephen Hunt <shunt@sb.dcs.uga.edu> wrote:
: >For some reason, whenever I route the sound from the RCA ports on the
: >Mega STe into a stereo, the most hideous buzz overwhelms what little
: >sound comes out. I notice that whenever I remove my monitor cable
: >from the computer, it goes away, and the sound is wonderful. What is
: >wrong here? The sound on my monitor (SC1224) does not work anymore,
: >so using the ports is the only way for me to get sound. Help!

: Evidently, when your monitor's sound blew it screwed up internally and
: is now routing some noise back through the the sound in-put line. This
: makes alot of sense. If the amp blew in the monitor the ... hmm .. I'm
: no EE so I don't know the technical term, but its kind alike a feedback
: line that controls gain, anyway, that would feed right back into your
: computer and likely into the RCA lines. Or perhaps its just a bias problem.

: In any case, the monitor =IS= the cause. Just cut the sound line from the
: cable to the monitor internals.

Ok, I checked out my monitor cable, and looked up the location of the pins
on the monitor to see which ones dealt with audio. Pins 1 and 5 are listed
as controlling audio in and out, respectively. Unfortunately, pin one on
my cable was not hooked to any wire. I cut the cable to pin 5, but that
didn't make any difference. I guess I ought to take this query to
the .tech newsgroup?

--
shunt@moe.coe.uga.edu ! !
shunt@ah.ucns.uga.edu ! Stephen Hunt !
shunt@phoenix.cs.uga.edu! "And if the Universe should decide to stop, !
myelin@music.cc.uga.edu ! what then....?" -- Current 93 !

3644. Re: Thieves in our group

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 05:43:51 UTC
From: abstract@wam.umd.edu
Message-ID: <3j8umn$fdm@cville-srv.wam.umd.edu>
Source record: 170218

I appreciate everyone putting in their opinions about this. When
I saw that crap re: Biohazard, I really got pissed. I mean, there are
plenty of people who use unregistered shareware, but to be proud of
stealing... well, you decide.

--Lunatic

```
*-----------------------------------------------*
| If you are broke, why would you try |
| to put another in the same position? |
*-----------------------------------------------*
```

3645. uncompressing .Z files

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 06:19:00 UTC
From: David.Schreiber@balmybeach.gryn.org
Message-ID: <73d_9503050105@tor250.org>
Source record: 170032

I've downloaded several files with the .Z extension. I understqand they have been compressed by using the Unix 'compress' command and are normally uncompressed with the Unix 'uncompress' command. Is there a utility for the Atari to uncompress .Z files?

--
| Fidonet: David Schreiber 1:250/422
| Internet: David.Schreiber@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

3646. Re: Monitor port on ST....

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 06:33:42 UTC
From: shunt@sb.dcs.uga.edu
Message-ID: <3j91k6$qc5@hobbes.cc.uga.edu>
Source record: 170219
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Arno Welzel (aw@zaphot.augusta.de) wrote:
: In <3i4lpr$frl@m1.cs.man.ac.uk> S94 wrote:

: >Here's another one: What the hell is the AUDIO IN and how do you use it ???

: What did you expect? Sound sampling ;-) ? Nope!

: You can connect AUDIO IN to any sound source (tape deck, walkman etc.)
: and hear the sound via your monitor's speaker - that's all.

: Ciao ...

: --
: Arno Welzel \ /\ /
: aw@zaphot.augusta.de \/--\/

(**inserted from a different thread**)
Evan Langlois (ekl@sdf.saomai.org) wrote:
: In article <3ioebu$g83@hobbes.cc.uga.edu>,
: Stephen Hunt <shunt@sb.dcs.uga.edu> wrote:
: >For some reason, whenever I route the sound from the RCA ports on the
: >Mega STe into a stereo, the most hideous buzz overwhelms what little
: >sound comes out. I notice that whenever I remove my monitor cable
: >from the computer, it goes away, and the sound is wonderful. What is
: >wrong here? The sound on my monitor (SC1224) does not work anymore,
: >so using the ports is the only way for me to get sound. Help!

: Evidently, when your monitor's sound blew it screwed up internally and
: is now routing some noise back through the the sound in-put line. This
: makes alot of sense. If the amp blew in the monitor the ... hmm .. I'm
: no EE so I don't know the technical term, but its kind alike a feedback
: line that controls gain, anyway, that would feed right back into your
: computer and likely into the RCA lines. Or perhaps its just a bias problem.

: In any case, the monitor =IS= the cause. Just cut the sound line from the
: cable to the monitor internals.

Ok, I checked out my monitor cable, and looked up the location of the pins
on the monitor to see which ones dealt with audio. Pins 1 and 5 are listed
as controlling audio in and out, respectively. Unfortunately, pin one on
my cable was not hooked to any wire. I cut the cable to pin 5, but that
didn't make any difference. I guess I ought to take this query to
the .tech newsgroup?

** I thought I'd shoot this over to this thread also, to see if you guys
know what is going on here. I observed later that cutting pin 5

cleared the buzz out slightly, but it's still interfering greatly.

--
shunt@moe.coe.uga.edu ! !
shunt@ah.ucns.uga.edu ! Stephen Hunt !
shunt@phoenix.cs.uga.edu! "And if the Universe should decide to stop, !
myelin@music.cc.uga.edu ! what then....?" -- Current 93 !

--
shunt@moe.coe.uga.edu ! !
shunt@ah.ucns.uga.edu ! Stephen Hunt !
shunt@phoenix.cs.uga.edu! "And if the Universe should decide to stop, !
myelin@music.cc.uga.edu ! what then....?" -- Current 93 !

3647. Re: Burning Illusion demo

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 06:53:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199503040853.a1753@a2w.maus.de>
Source record: 170145

Steven D Ourada (sourada@iastate.edu) wrote on 28.02.95:

>Then I watch demos on the PC that aren't even as good as the old ST ones.
Sure there are lots of cheapo bad ones, but have you seen Bullfrog's
Magic Carpet demo?

>So even if my ST is second place in overall performance, I'll have to
>keep it around for demos anyway :-)
And games! One of my favorites is the Noisetracker demo - great sound
and gfx all in about 50KB!

Ian_Taylor@a2w.maus.de email limit: 16KB :(

3648. [Q] Where is Mandel fractal generator?

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 08:29:46 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3j98dr$ecv@status.gen.nz>
Source record: 170147

Hello,

Can anybody tell me at what ftp site and in what directory I can find
the excellent fractal generator `Mandel'?

Nomatter how hard I look I can't seem to find it :-(

Thanks very much for any help,
-- Mario Becroft (mbecroft@iconz.co.nz)

3649. disk recovery

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 08:29:47 UTC
From: ds@feldspar.geology.uiuc.edu
Message-ID: <3j98dr$cv1@vixen.cso.uiuc.edu>
Source record: 170146
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi all,
I'm a total novice in Atariland. Here's my question: Is there a
program which is good at recovering data from Atari ST disks? I have a disk
with files which were either accidentally deleted or partly corrupted.

Dwight

3650. Re: Need help w/hard drive

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 09:01:57 UTC
From: julian@loose.apana.org.au
Message-ID: <3j9aa5$hu@loose.apana.org.au>
Source record: 170220

One of the poor losers (abstract@wam.umd.edu) wrote:
: I have a 1040STfm. With the ICD AdSCSI or Link, can I use any
: standard SCSI hard drive? Or are there restrictions? Oh, and
: will they be compatible when I upgrade to Falcon? Thanks in advance!

Make sure the they will handle SCSI 2 hard drives. My ancient Supra DMA
to SCSI adaptor just wont see any SCSI 2 device. All the new SCSI drives
being made now are SCSI 2. I think an ICD adaptor will be fine.

There are only 2 other things to do.
1. Set the SCSI device number with the tiny jumpers (Links) on the
circuit board.
2. Disable parity by removing the PO or EP jumper. (PO=parity option,
EP= enable parity. One or the other or something similar).

Hope this helps.
Regards, Julian.

--
/| |\ o _, /"" o |\ |\ _ ,_ _|
| | | | |/ | / | /|/| (_ | |/ |/ / _/ | / |
\|/ \/|_/|_/|/\/|_/ | |_/ _| |/|_/|_/_/ |/\/|_/
(| julian@loose.apana.org.au |) |)

3651. HELP with Atari newbie Q.s! (please?)

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 10:14:45 UTC
From: fishers@yvax.byu.edu
Message-ID: <1995Mar4.031445@yvax.byu.edu>
Source record: 170224

Hi,

I'm almost completely clueless about the atari ST series of computers. All l really know is that they come with built-in midi ports (which is the reason I'm considering an atari). I'm a musician who works with keyboards and does quite a lot of synthesizer sequencing. I'm a college student and am on a tight budget.
Anyway, this is the story: I currently own a 286 laptop computer (with two floppies, no hard drive, and only 640k memory). Most of the midi sequencing programs I've seen for the IBM require more than the standard 640k. Furthermore, I can't install internal sound or midi cards because the computer is a laptop. The only solution I can see is to buy an external midi thingy (around $100 as far as I can tell) and extra memory (who knows how many $). I thought that perhaps buying an atari would be cheaper than trying to get all the midi stuff going with my computer. What hardware/software would I need to get an atari up and running as a good midi sequencer? Would a 520 ST alone be sufficient for my needs (I can pick up a 520ST with monitor for $50 here)? Please help me out by explaining whatever would be helpful for me to know. I have no clue about ataris. All I know is that I'd have to sink a lot of money into my 286 to get it anywhere near being able to do competent midi sequencing. Thanks for the help with an obvious (to all you atari-knowledgable people) question.

--Scott Fisher
fishers@yvax.byu.edu

3652. WANTED - Gemulator

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 10:41:41 UTC
From: Paul@wimpey.dungeon.com
Message-ID: <Paul.216.001CD643@wimpey.dungeon.com>
Source record: 170226

Does anyone have one of these for sale? If not, can anyone tell me where to get one and roughly the new price?

Paul

****
* Paul Whiteside Internet: Paul@wimpey.dungeon.com *
* Feltwell, Norfolk Fidonet : 2:2504/100 *
****

3653. Re: Oh, what have I done?

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 11:46:26 UTC
From: lais@cs.man.ac.uk
Message-ID: <3j9jui$1dn@m1.cs.man.ac.uk>
Source record: 170231

In article <3j6u7g$dsh@whitbeck.ncl.ac.uk>, Craig Graham
<Craig.Graham@ncl.ac.uk> writes:
|>
|> In article <1995Mar1.120101.6574@bay.cc.kcl.ac.uk>, udem148@bay.cc.kcl.ac.uk
|> writes:
|> >> Yes! There will be a new mag called "Atari World" in April.
|> >
|> > A big WAHOO! I take it this will have no resemblance to ST World -
|> >which was swallowed up by ST Review, and that with ST Format.
|>
|> Resembling ST-World woud be no bad thing, as ST-World was the best serious
|> ST magazine ever published (english language). It's reviews were deep, it's
|> programming section VERY good (published how to do software overscan before
|> the technique was even used widely in demos, etc).
|>
|> I live in hope.....

Me too. I recently discovered that the library in my CS department at uni'
has a huge stack of old ST World mags. I have spent nearly every spare
minute of my time reading through them, wishing that another mag would come
out with as dangerously high an enthusiasm for the machine. I guess it may
be hard because the market has since shrunk and there is less to be
enthusiastic about (new products etc.) but hey, it must surely beat STF !!

S.Lai

3654. REQUEST: ST VT52/ANSI/VT100 CODES

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 12:01:51 UTC
From: matti.koskimies@amda.or.at
Message-ID: <1635599.ensmtp@amda.or.at>
Source record: 170221

Would someone be _really_ kind and friendly and all that and give me a text with the control codes & explanations for Atari VT52, ANSI and VT100 via email? I would be most grateful!! And I would really like them by email, it's a bit difficult for me to come to the newsgroup. Thanks!!

3655. Re: Oh, what have I done?

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 12:07:26 UTC
From: lais@cs.man.ac.uk
Message-ID: <3j9l5u$1g4@m1.cs.man.ac.uk>
Source record: 170232

In article <D4s6uz.Knx@cix.compulink.co.uk>, ilaskey@cix.compulink.co.uk ("Iain Laskey") writes:
|> > : Yes! There will be a new mag called "Atari World" in April.
|> > Who is publishing it?
|> People you can trust ie not bloody Future! I'm not sure if *everything*
|> has been made public yet so wont say too much but it WILL be worth it!
|>
|> Iain

It seems to me like Future is doing 'formula' magazines, which unfortunately do not suit the Atari market. Just why does STF feel the need to boast that they're the best selling, reassure readers that they'll be around for years to come (they've done this often) and print stupid tacky statements like "Seven stupendous ST programs" bolstered by a cheap looking back cover that simply repeats what's on the disk ? It's almost embarrassing to pick it up in the shops. I'd rather they print a photo of an Atari machine in an interesting pose than that, and what's this, another new editor who probably doesn't even use an ST. It shows in their writing, and this is what I mean about formula magazines... interchanging staff and all that. Who was the last STF editor that actually owned and used Atari computers regularly like Vic Lennard ?

It's pretty clear what the STF lot had in mind when buying out STR to close it down, "ST User readers look inside now" was soon followed by "ST Review readers look inside now". How cheap. How stupid. They are obviously blind to the fact that the loyal STR following would not buy a mag at all than buy STF. I used to buy all three major ST magazines, to give my machine the best support I could because I enjoy using it a lot. I feel extremely bitter towards STF and their bosses for depriving me of that extra support. I don't know - the market may be smaller now but somewhere along the line STF screwed up. I used to look forward to it eagerly every month and buy it with pride. I think they started losing it exponentially after issue 35 (remember that one ? A huge 178 page two disk beauty packed with wonderfulness and good sensible design, with a detailed feature on the ST BOOK. Sigh).

Well, they appeared to have realized their blunder and improved recently, but it's too little and too late.

S.Lai

P.S. Hey, Iain... didn't I guess it would have ATARI in the title ?! :)

P.P.S. Can someone answer me: is Vic now _not_ working for MacWorld like he said, because it's been said many times that he'll be editing the new mag ?

3656. Re: Oh, what have I done?

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 12:09:32 UTC
From: lais@cs.man.ac.uk
Message-ID: <3j9l9s$1ge@m1.cs.man.ac.uk>
Source record: 170233

In article <3j4i42$hcr@epsilon.qmw.ac.uk>, efac001@alpha.qmw.ac.uk (D.Bhabuta)
writes:
|> Iain Laskey (ilaskey@cix.compulink.co.uk) wrote:
|> : Well I'm doing some jaguar reviews for them along with Graeme Rutt so I
|> : suspect it will be quite wide ranging!
|>
|> The PD section is being done by Joe Connor, and me. :-) The PD games
|> by Nial Grimes.
|>
|> There will be something for everyone.
|>
|> : The mag will be good value, well written and worth buying!
|>
|> This I can agree with. :-)
|>
|> Danny
|>
|> --
|> .signature.signature

Yeah, it's about time we once again had a magazine written by enthusiasts
and experts in the market, not your run-of-the-mill Future toilet paper.

GO FOR IT !!!

S.Lai

3657. Re: Connecting Stfm & Pc together ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 12:21:43 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3j9m0n$8iu@turing.fwi.uva.nl>
Source record: 170235

cherborth@semprini.waterloo-rdp.on.ca wrote:

:In <199502241013.a64945@a2w.maus.de>, Ian Taylor writes:
:>Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote on 21.02.95:
:>
:>>First you can link with a null modem cable and transfer files with a
:>>comms package, although I believe most PC's will only do 9600 as
:>>standard unless enhanced.
:>
:>A "standard" PC will give you 19200 bits/sec.
:
:Not reliably. Due to the crappiness of the PC "architecture" (I'm using
:the term loosely, just like the PC industry does), you need an I/O card
:with a 16550 UART (basically, it's a serial-port handling chip with a
:fairly large buffer), otherwise you'll lose data a lot.

This is not true. Please don't tell lies. Loss of data with high speeds
will only (possibly) occur when you use MS Windows, because MS Windows
doesn't handle interrupts very well. When using DOS you will NOT loose
any data with 19k2. So this has nothing to do the PC architecture, but
it has to do with choice of OS. BTW a 16550 UART is recommended whenever
you use a multitasking OS (OS2, Linux, AIX, ...)

--
Martijn Dekker | PFF: http://www.fwi.uva.nl/~mdekker/pff.html
University of Amsterdam | or finger -l mdekker@turing.fwi.uva.nl
Math department | E-mail: mdekker@fwi.uva.nl

3658. Re: Connecting Stfm & Pc together ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 12:36:57 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3j9mt9$8lk@turing.fwi.uva.nl>
Source record: 170236

mdekker@fwi.uva.nl (Martijn Dekker) wrote:

:cherborth@semprini.waterloo-rdp.on.ca wrote:
:
::In <199502241013.a64945@a2w.maus.de>, Ian Taylor writes:
::>Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote on 21.02.95:
::>
::>>First you can link with a null modem cable and transfer files with a
::>>comms package, although I believe most PC's will only do 9600 as
::>>standard unless enhanced.
::>
::>A "standard" PC will give you 19200 bits/sec.
::
::Not reliably. Due to the crappiness of the PC "architecture" (I'm using
::the term loosely, just like the PC industry does), you need an I/O card
::with a 16550 UART (basically, it's a serial-port handling chip with a
::fairly large buffer), otherwise you'll lose data a lot.
:
:This is not true. Please don't tell lies. Loss of data with high speeds
:will only (possibly) occur when you use MS Windows, because MS Windows
:doesn't handle interrupts very well. When using DOS you will NOT loose
:any data with 19k2. So this has nothing to do the PC architecture, but
:it has to do with choice of OS. BTW a 16550 UART is recommended whenever
:you use a multitasking OS (OS2, Linux, AIX, ...)
:

Oh, and I forgot to mention that almost ALL internal modems (14k4 and
faster) come equipped with the 16550 UART.

--
Martijn Dekker | PFF: http://www.fwi.uva.nl/~mdekker/pff.html
University of Amsterdam | or finger -l mdekker@turing.fwi.uva.nl
Math department | E-mail: mdekker@fwi.uva.nl

3659. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 12:42:27 UTC
From: diehl@grin.io.org
Message-ID: <3j9n7j$t7r@ionews.io.org>
Source record: 170119

: >

: I have nothing against crippling at all, but calling such a program shareware
: is just something i have a problem with. Shareware and crippleware is not
: the same, but you guy's want it to be. And when you can't get away with
: that, you start shouting piracy, (like Hutch did). That is not playing

The original concept of Shareware was that authors gave out their program,
and if people wanted to and liked the program, they send the author money.
If they did not like it, they deleted it and paid nothing.

The need to cripple shareware programs as an incentive to register did not
come until it was generally realized that many, many people were taking
advantage of the shareware ethic, by themselves being unethical and using
the program without registering. So Shareware programs began experiencing
crippling as an incentive to register the program. "Crippleware" was just a
nickname, and a generally derogatory one at that, used by people who had a
passing contempt for this practise. It is not an officially recognised form
of distribution; the Shareware ethic still holds, even with programs which
are crippled. The principle is the same: You get the program, and if you
like it, you pay for it, and recieve the added bonus of getting more (or
uncrippled) features. Had nobody taken advantage of the idealist's
Shareware ethic, there would have been no need of crippling... but this is
not an ideal world, and there are a lot of unethical people out there. It
is still Shareware, regardless of the functionality of the program. (Unless
the program does nothing, or very little, of what is described in the
documentation, then it is a preview or demo)

: fair, as it'll leave no alternatives to the users.

: You can do with your program whatever you want, but if you make somekind of
: limits it's no longer shareware, and therefore shouldn't be named shareware.

: Thats really all i'm saying.

: One thing though. I really would like to know why you insist on calling it
: shareware when it's crippleware. Whats the reason ? (Perhaps Hutch should
: answer this).

Because Crippleware is not an officially recognised deffinition. People
know what Shareware is. People are not so knowledgable as to what
Crippleware, or whatever-ware is. And in any event, what difference does it
make what it is called or how it is classed? You are splitting hairs over
an issue which does nothing to answer the questions of the original poster,
nor does it affect one way or another how the program functions. A program
with disabled features is a program with disabled features whether you call
it Shareware, Crippleware or Postcardware. To-MAY-to, To-MAH-to.

: Greets
: Kim

: --

: /--\
: -/--\-
: | DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
: | The scandinavian board when you | 5 Atari computers including a Falcon. |
: | have Atari problems or requests. | Modem handle 19200 Zyxel baud. |
: | CD-Roms online Free download limit.| Many years of experience. |
: -\--/-
: \--/

--
_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

3660. Re: Help on Viewing Gif's

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 12:45:03 UTC
From: diehl@grin.io.org
Message-ID: <3j9ncf$t7r@ionews.io.org>
Source record: 170112

JACKDETH (Jackdeth@voyager.cris.com) wrote:
: Q&A: I have a couple programs for loading/converting Gif's on the ST,
: however I have a GIF that is in the JPG format (is this a compressed format?)
: and can't load it. Is there a prg on the ST that will change it back to a
: normal GIF file?

JPG is a fast-fourrier, lossy compression scheme, but it does not
necessarily mean that it is a GIF; Targas, TIFFs, all picture formats can be
compressed with JPEG. A program such as the JPEG Conversion CPX will be
able to convert your JPEGs to Targas or GIFs quite easily ... and it works
pretty well, too. You could also try JPEG5BIN.

```
: __ _____ ___ __ __ ____ ____ ______ __ __
: __ / // _ // _// // / / // __//_ __// // /
: / // // _ // / / / / / // /- / / / _ /
: \___//_//_//__//_/\__\ /___//___/ /_/ /_//_/
```

: --> 'Only Squids Get Tranced' <--

--

```
_____________________________ _______________________________
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

3661. Re: MODS, MODS, MODS.....

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 12:49:33 UTC
From: diehl@grin.io.org
Message-ID: <3j9nkt$t7r@ionews.io.org>
Source record: 170118

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: udem148@bay.cc.kcl.ac.uk wrote:
: : Do most .MOD music files carry the same standard? For instance
: : can one use the likes of ST Protracker or ST TCB tracker to play say Amiga
: : music MODS, or are there slight modifications needed for compatiblity
: : and if so what are they?

: There are lots of different module formats. You'd not have much luck
: trying to play a TCB format module on ProTracker and vica versa. There
: is a Guide to Soundtrackers available from most good PDL's which contains
: information on writing your own tunes and the different formats available.

: From memory here is a list of module formats I know of :-

: NoiseTracker
: ProTracker
: Octamed (can be 8 channel)
: TCB Tracker (very non-standard)
: Quartet (not essentially a module, but worth mentioning)
: Digital Tracker format (Falcon standard, up to 32 channels)
: Scream Tracker (S3M) - PC format, multi-channel
: MultiTracker (MTM) - see above
: FastTracker (can be 8 channel, maybe more)
: 669 format (I have no information on these, sorry)

There is also .FAR (Farandol) a little-used PC format. OctaMED (and any MED
music files) are exclusive to Amiga. There are also at least 3 different
versions of the MOD standard where the authors didn't deign to differentiate
them by use of a different extension. (Very irritating, IMHO) PC
FastTracker I believe can be up to 8 channels and is one such program that
uses the extension .MOD.

: Perhaps someone will add more to this...

: RiCH

--
_____________________________ _____________________________
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

3662. Re: Help - MS-DOS formatting on ST/e

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 13:09:19 UTC
From: Eric.Noss@Microserve.com
Message-ID: <95030447359@microserve.com>
Source record: 170157

Doug Finch has asked if he can use DOS floppys formated on ST's on a 486.
He uses a STfm with TOS 1.0 and a Mega STe with TOS 2.05 and formates with
IBMFMT.TOS.

You can just format disks from the desktop from your Mega STe, all TOS's
after 1.04(Rainbow TOS) can format in MS-DOS. Or you can get a formater that
formats disks in 80 tracks and 9 sectors. I recommend M-Disk for this because
it's the best accessory for the ST and it formats in DOS so it reads well.
I used disks formated by M-Disk on PC's at my school and have no problems so
far. If you want to convert your old ST floppys to be used on a PC, you
want WriteBoot for Windows. It rewrites the boot sector to be MS-DOS
compatible. Rising Star Computers sells it for $19.95. The number is
1-513-254-3160; the address is 2901 Kenmore Ave. Dayton, OH 45420.

I hope this has been useful. I often swap floppys between Atari's and
486's. I only wish I can read HD disks on my ST without transfer to DD disks
using Windoze :(

==========

Mr. Maddog "And thank you for your support..."

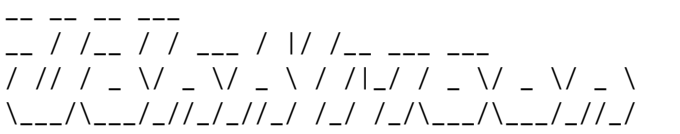
==========

3663. Re: First word plus

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 13:18:45 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3j9pbm$e98@aggedor.rmit.EDU.AU>
Source record: 170238

```
: |> has told me that if I get Word perfect for the Atari and read them in then I
: |> |> can "easily" use them in WP for DOS. Is this true and if so where can I
: |> obtain
: |> WP for the Atari ?
```

AFAIK, it dosn't even exist on ATARI. If you want to keep all your text
formatting etc., then a WP like Calligrapher can save the text in RTF
format which can be exported to any of the mac, windows WP's.



s9205525@otto.bf.rmit.edu.au

3664. Emacs problems

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 13:28:21 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.7.000D796A@cam.ac.uk>
Source record: 170239

I've got the compiled binary from aaue, and it's sort of working but I've had a few problems with it.

a) When reading a .el file it says `End of file when parsing' or something. Is it meant to?

b) Cursor keys don't work. I know they aren't supposed to and I know I can get them to by running xkey. But I can't find xkey anywhere!

c) Sometimes it says `Garbage collecting...' and then gives a bus error.

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\ / \\ ark Baker
/ \\/ \\ ** Too boring to write a witty tagline **

3665. Re: Bio Hazard

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 13:30:08 UTC
From: richcsst@crash.cts.com
Message-ID: <D4x46A.7Fy@crash.cts.com>
Source record: 170245

Hutch (hutch@ilmen.lanl.gov) wrote:
: In a previous article, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard..) wrote:

: > Come on Chaps Please don't get taken in by such posts..

: I think the original poster was _quite_ serious about his request, Rog.

: > also Hutch you are to paranoid about all that Copying stuff..

: Who me??? Yeh, could be, mate. But I tell you what, Rog. Why don't YOU
: spend 2 or 3 years developing a commercial application and tell me how
: YOU feel the first time you find it on a pirate BBS?

: Until then, don't even _attempt_ to tell me how I or any other software
: developer should react about software piracy issues. Sheesh!

: -Hutch- @ Fair Dinkum Tech

Amen! You tell 'em.

3666. Re: Gemulator (Use of games, or lack of...)

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 13:40:42 UTC
From: Eric.Noss@Microserve.com
Message-ID: <95030449242@microserve.com>
Source record: 170159

The problems with all emulators(except for Speccy ones) is that none of them can ever play any games. Neither Gemulator or Janus can do this well; though you may be able to play some mono games using Janus's local mode but it's specuation at this point for me.

If you want to keep playing ST games, then keep your ST. Ghostlink is good for storing stuff on a PC while using it on an ST. But at this point, you can't run programs straight of the DOS drive. I thought of using a RAMdisk and Divert to copy the game program in memory, run it, and read the data files from the 486 machine. I'm considering all of this because I'll need to use a DOS machine, but use the ST for learning to develop games.

Let me know about any alternitive methods...if any.

==========

Mr. Maddog "And thank you for your support..."

==========

3667. Re: Ray Tracing Software

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 14:45:18 UTC
From: shug0046@sable.ox.ac.uk
Message-ID: <1995Mar4.144518.21247@inca.comlab.ox.ac.uk>
Source record: 170156

David Stevenson (djs@jet.uk) wrote:
: You'll be tearing your hair out unless you've got an FPU, though.

Has anyone ever written a Raytracer using fixed point arithmetic? (Like FractInt uses fixed point for fractals.)
I would expect it to be faster than floating point - even with an FPU - unless 68882s are particularly fast compared to 68030s. Fixed point on a DSP would leave a 68882 standing.

Karl Wilkinson.

3668. No. ST's Really Are Crap!

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 15:21:09 UTC
From: b9458317@wlv.ac.uk
Message-ID: <ECS9503041655A@wlv.ac.uk>
Source record: 170246

Good afternoon everyone.
I am Samuel Tramiel of the Atari Corporation. For many years I took great pleasure in flogging crap equipment to the morons on this very USENET Group. Do you know that the ST was originally designed as a replacement for the MINI. However the engine was too big to fit in the casing, So an engineer called BOB said and I quote 'Hang on Sam, why don't we sell this as a next generation machine to stupid people the world over'.
I fine idea I think you will agree.
And so it came to pass that the ST was unleashed into the general populas.
And you, yes you bought it.
And you bought the Lynx.
And you bought the STE.
And you bought the Falcon.
Go for the esteemed 'CRAP SET' Jaguars are only 200 quid, I say go for it.

BTW, I myself own a Pentium P.C. and use the very first ST of the production line to wipe my bottom with after a visit to the little boys room. Boy those grills really are abrasive and do the job with a consumate ease.

Thank you for your time in reading this.

3669. worthless ST owner needs help

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 15:40:41 UTC
From: cipullt@freenet1.scri.fsu.edu
Message-ID: <3ja1lp$c9u@freenet3.scri.fsu.edu>
Source record: 170152

Back in 1986 (I guess) I bought my 1040ST. I have never upgraded it
nor did I ever bother to find out how it works. For this I apologize
to the ST purists.
I bought WordWriter v1.0 and have used it ever since to compose papers
for school, etc. I also played soe Infocom games and others (has
anyone ever copmpleted Fahrenheit 451?).
Now Questions:
Should I try to get a later version of WordWriter which includes fonts
(if there is a later version) because I would like a better word
processor?
Is there another compatible program I could get?
A I wise to save my iportant docs in ASCII?

Any advice would be helpful. cheers
--
>>>>>>>>>>>>>>>>>>>>YOUR PAL, TOM<<<<<<<<<<<<<<| Kick a boy and teach
| Climb you monkeys! There are no chains to hold| him how to cry--Blake
| you now--Errol Flynn**************************| Babies
|############## Time to die, fatman!--Sonny Chiba | $$$$$$$$$$$$$$$$$$$$

3670. Re: Not a word about MacMagic

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 18:16:34 UTC
From: "Toad Computers, Inc." <toad@charm.net>
Message-ID: <3jaaq2$2rb@canton.charm.net>
Source record: 170163

thomash232@aol.com (ThomasH232) wrote:
>
> Maybe this is not the best place for this, but I've downloaded the
> MagicMac demo, and I want it. I can't get through to the creators,
> Application Systems by phone, but did try to send a fax. It went through,
> but without confirmation.
>
> So, anyhow, my question is, since there appears to be no US distributors
> for this, how can I get this package? Do they have an on-line area
> (hopefully in English, too)

Toad Computers will be carrying MagicMac when it is released in English
(perhaps 2-3 weeks away). Keep an eye on our web page for more info,
or send us mail at toad@charm.net.

Dave Troy
Toad Computers
America's Atari Source
(800) 448-8623

3671. Re: MEDUSA T60

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 18:51:00 UTC
From: Volker_Ricke@hh2.maus.de
Message-ID: <199503042051.a63250@hh2.maus.de>
Source record: 170144

On 28 Feb 1995 jens-and@dsv.su.se wrote:

JA>To get back to the main subject: Medusa T60
JA> Julian F. Rescke mentions this machine as if in existence in
JA>article: "Der ATARI-Markt ohne ATARI", ST-Computer feb-95..

Hi Jens,

a prototype of the Medusa T60 was presented at the proTOS computer show in Bonn-Hennef (November 1994). The intention is to produce the machine as a 66 MHz version but there are only 50MHz Motorola 68060s available yet.

bye, Volker

3672. Re: File transfer ST1040<->PC

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 18:52:28 UTC
From: simon@kingres.demon.co.uk
Message-ID: <794343148snz@kingres.demon.co.uk>
Source record: 170121

In article <3j859l$h4e@vixen.cso.uiuc.edu>
tdolby@ncsa.uiuc.edu "Tom Dolbilin" writes:

> I guess what I'm looking for is a PC (or Mac) program which will
> read from and write to Atari disks. Any pointers?
>
If you format your disks on the PC then the ST will be able to read and
write to them.

Alternatively you could get PCSlave which uses the serial port and modem or
null modem cable to transmit data. PC runs as slave. I've used this very
successfully over the last week since I've installed it.

Hope this helps.
--

/ | / Snail-mail E-mail
\ |< 216 Scarborough Avenue simon@kingres.demon.co.uk
/ imon | \ ing Stevenage. Herts SG1 2HW

3673. Re: Was Atari A-Z book a con?

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 19:15:31 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D4xK5v.4n2@cix.compulink.co.uk>
Source record: 170242

> >I believe there was a problem with the first print run and it had to
> be >redone.
> This isn't true Iain. The first batch have gone out and I'm waiting on
> the next.
Sorry, I thought that was what you had said on CIX.

Iain

3674. Re: Quicktime Player wanted!/AIF

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 19:27:25 UTC
From: contacts@mits.mdata.fi
Message-ID: <3jaeut$kgq@prime.mdata.fi>
Source record: 170161

In article <D4ptyx.1zw@exeter.ac.uk>,
D.L.Hastings <cs93dlh@dcs.exeter.ac.uk> wrote:
>> Cubase Audio uses this format. It's the only Atari program that uses
>> this rather unusual extension, but I think you can use Zero-X to convert
>> it into more common formats.
>
>AIFF and AIFF-C are common 'professional' sound formats. Cubase Audio uses
>them and they are also just two of the many formats that SuperSam v1.08
>will read and write quite happily... :)

It's odd, I have the SSam 1.08B and it gives two bombs everytime I try to
read in CAF AIFF's (mainly non-compressed/mono). Zero-X demo reads
everything just fine. Is there a newer version of SSam available for a try?
Have you actually tried this AIFF-read/write with CAf 2.x files?

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.03/LotsOfMidistuff/200YearOldBass/Beer!!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

3675. Re: Falcon external HD installation problems

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 19:40:03 UTC
From: contacts@mits.mdata.fi
Message-ID: <3jafmj$kh4@prime.mdata.fi>
Source record: 170150

In article <3j2o6p$cj4@news.doit.wisc.edu>,
Victor White <v_white@ece.wisc.edu> wrote:
>Friends
>
>Thus, when I rebooted, it recognized the hard drive, I got the message
>
> Device 0 - Micropolis
> Device 1 - Maxtor
> Not Boot loaded
>
>(which is very hard to read as it flashes on the screen only a tiny
>fraction of a second)
>The "not boot loaded" command is reasonable, as I was booting off the
>floppy.
>Then, when I finally get to the gem desktop screen, I only have the two
>floppy icons, trash icons, and what appears to be some generic
>hard disc icons (for drives D: and E:), which are there regardless
>of whether I have the scsi stuff connected or not.
>
>At this point when I run the HINSTALL.PRG, and do an install,
>I see no drives highlighted as being available for mounting.
>All I see is a matrix of drives, up to about H:, which are all
>in "Half-tone" sort of signifying they aren't available for mounting.

If you did the formatting by using HDX, you are forced to
reboot after making partitions. After that:

Try "Install Devices" in the desktop menu. That's the way to mount
new partitions. If you have the SHDRIVER.SYS ("Make Autoboot" in
most of the driver installation softwares) in the first Partition of
the IDE-drive, you don't need to install one into the SCSI.
If you have only SCSI, the install the Boot Driver to the first
partition of the SCSI.

Booting from a floppy is not the way to go.

The desktop might have any number of HDD icons, even they are not
available. "Install Devices" -command bring the partitions to
the desktop. Save the Desktop after you've got them there.
This command is handy when you put you friends SCSI drive in the end
of you SCSI-chain, and want to see/use his partitions.

Best Regards,

----Pekka Saarinen

```
Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)
-------------------------------------------------------------------
Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.03/LotsOfMidistuff/200YearOldBass/Beer!!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
-------------------------------------------------------------------
```

3676. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 19:59:08 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.TBgcyJXEGIY@semprini.waterloo-rdp.on.ca>
Source record: 170056

In <3isd6s$s5t@ra.ibr.cs.tu-bs.de>, Axel_Kielhorn writes:
>Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
>: In <vdleij-1602951033230001@ana-dyn-18.mac.phil.ruu.nl>, Joost van der Leij writes:
>[..]
>: I've got to wonder about DOS, too, unless it was running on SoftPC; DOS
>: is 100% 8088 assembly AFAIK (gathered from Microsoftie comments on the
>: 'net) and would be in a similar emulaton state...
>
>Thats why the new MPC 615 will have an 8088 emulator in hardware.
>DOS is a superior system and every OS needs a DOS box or something
>like that.

PPC-615 is a rumour; IBM has stated it does not exist. Software
emulation of x86 processors is more than enough... people have to leave
the past behind _sometime_.

>(Or can you imagine someone who is porting the edlin to OS/2 or Linux
>or $SYSTEM_OF_YOUR_CHOICE ? :-)

AAAAAAAAAAAAAAAAAAGH! Run away!

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

3677. Re: Ray Tracing Software

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 21:18:52 UTC
From: paul@xciv.demon.co.uk
Message-ID: <794351932snz@xciv.demon.co.uk>
Source record: 170026

In article <3j1o4r$68a@dux.dundee.ac.uk>
rmccall@mcs.dundee.ac.uk "Rod McCall" writes:

> I have POV Shell, but not the actual program. Where can I get it from?

telnet archie.doc.ic.ac.uk

type 'prog pov'

Alternatively get a file index from src.doc.ic.ac.uk:/packages/atari/umich
and/or micros.hensa.ac.uk:/micros/atari and do a file search on 'pov'.

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk (home), paul@xexos.com (work) */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* "The smoke cleared, the dust settled, no-one knew how many had died, */
/* all around were broken men, they'd said it was safe, they'd lied." */

3678. Re: Chimera - Tried It, Liked It.....

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 21:30:06 UTC
From: darmok@leland.Stanford.EDU
Message-ID: <3jam4u$1ic@elaine5.Stanford.EDU>
Source record: 170162

Craig Graham (Craig.Graham@ncl.ac.uk) wrote:

: Well, I finally got round to installing & playing with the Chimera WWW browser
: for MiNT-X last nite, and it's well funky. Nice, fast(ish), it's not as good
: as Netscape, but it's almost identical in functionality to Mosaic.
: Contrary to the posting by the guy who did the port, it DOESN'T max out the
: memory on a 4Meg machine - I run Fvwm as my window manager, and I can still
: launch Chimera from the window manager with the GoodStuff button bar providing
: me with 4 1600*1200 desktops (ok, things are getting a little tight by then....).

: Tried it over a 2400baud dialup link & performance was acceptable if you turn
: on delayed picture loading. I could see it being really good over a faster link.

: Verdict: Recommended, the best WWW browser available for the Atari. All MiNT-X
: users should get it ASAP.

: Craig.
: __ _
: | \ | | / | Makers of CLA Logic
: |_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
: ------------------------------- o ---------------------------
: Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

I'm confused about how this works exactly - you say you're using a modem.
What kind of server? How, for instance, would I use Chimera with your
average joe university unix account?

: WWW: http://www.ncl.ac.uk/~n08z7

3679. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 21:48:30 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCEVCHUTUP@dksoft.ping.dk>
Source record: 170019

In <3j417k$hdn@ionews.io.org> Eric March wrote:

>Kim Andersen (kim@dksoft.ping.dk) wrote:
>: What makes you think more than 16 people are using your program Eric ?
>
>Let's see. It got more than 250 downloads from GEnie alone. You have to
>think that at least a few of those are using the program. In addition I
>have recieved messageqs from people who are using it, but who have not
>registered, and I can't guess at the number of people who have downloaded it
>from the Internet, local bulletin boards or gotten it from a CD (it has been
>included on the Crawly Crypt Collection) but I have to think there are
>probably quite a few. Given that Fansi is a unique program on the Atari,
>one that chances are, most SysOps of BBSs would be interested in, it's not
>hard to figure out that there are probably quite a few more people using it
>than have registered.

Well Eric, since you'd mention Fansi yourself, i would like to say i have
downloaded Fansi as well, tested it and found no future use for it. I'm
a Sysop as well, i also got the Crawly Crypt Collection.
With these info, and your point of view, i'm now showing as a simple
pirate who will not pay the fee. And the only reason is, you're missing
registrations, (read money).

When you start accusing people like you do using your thoughts, i feel
you think i'm one of those as well, and to me thats not fair.

I'm not saying there isn't any people out there using your program without
registration, but isn't that just what you're limits in Fansi should cover ?

>You're splitting hairs. The terminology isn't as important as the results.
>

What results ? There isn't any results, only thoughts. You base all your
accusations on thoughts, and in my opinion you should concentrate only
on those you know for sure are doing something wrong.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.

```
-\------------------------------------------------------------------------/-
 \----------------------------------------------------------------------/
```

3680. Re: Not a word about MacMagic

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 21:54:22 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950304Z215422.842barheath@heathen.demon.co.uk>
Source record: 170053

In article <3j50ch$s5m@newsbf02.news.aol.com>
thomash232@aol.com "ThomasH232" writes:

: Maybe this is not the best place for this, but I've downloaded the
: MagicMac demo, and I want it. I can't get through to the creators,
: Application Systems by phone, but did try to send a fax. It went through,
: but without confirmation.
:
: So, anyhow, my question is, since there appears to be no US distributors
: for this, how can I get this package? Do they have an on-line area
: (hopefully in English, too)
:
: Tom
:
Try System Solutions, Vansittart Estate, WINDSOR, Berks, SL4 1SE, UK
Voice phone (44)1753 832212 <ssolutions@cix.compulink.co.uk>
It's in their spring catalogue, unpriced, and they are the UK agents for AS-H
--
+++++++ standard disclaimer applies +++++++ views are all mine ++++
* barheath@heathen.demon.co.uk - 0 0 0 0 0 0 *
| ------------------- ----------------- ____ o |
* | Barry Heath | |the spare room | _______) |__^__H_ *
| |_________________| |_____________| |_____| |_________| |
_________o_o__________o_o____o_o_________o_o___o_o_o__()_()_()_o_________

3681. Re: My monitor is interfering with the soundon my Mega STe

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 22:07:12 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950304Z220712.135barheath@heathen.demon.co.uk>
Source record: 170055

In article <D4sJEv.49C@sdf.saomai.org> ekl@sdf.saomai.org "Evan Langlois" writes:

: In article <3ioebu$g83@hobbes.cc.uga.edu>,
: Stephen Hunt <shunt@sb.dcs.uga.edu> wrote:
: >For some reason, whenever I route the sound from the RCA ports on the
: >Mega STe into a stereo, the most hideous buzz overwhelms what little
: >sound comes out. I notice that whenever I remove my monitor cable
: >from the computer, it goes away, and the sound is wonderful. What is
: >wrong here? The sound on my monitor (SC1224) does not work anymore,
: >so using the ports is the only way for me to get sound. Help!
:
: Evidently, when your monitor's sound blew it screwed up internally and
: is now routing some noise back through the the sound in-put line. This
: makes alot of sense. If the amp blew in the monitor the ... hmm .. I'm
: no EE so I don't know the technical term, but its kind alike a feedback
: line that controls gain, anyway, that would feed right back into your
: computer and likely into the RCA lines. Or perhaps its just a bias problem.
:
: In any case, the monitor =IS= the cause. Just cut the sound line from the
: cable to the monitor internals.
:
:
I'm not sure that you are right. I get the same problem when running a TV as
colour via RF. I use a separate amp to carry sound for the mono (soundless),
but the hum comes up when I go colour. It sounds like mains hum, so I
suspect (though I haven't yet checked) an earth loop created via the RCA
sockets and the monitor jack. If I'm right it will just mean disconnecting
the cable shielding at one end - if I remember my earth loops correctly.
Try disconnecting the earth (shield) line in the monitor lead at ONE end
only (else youll lose the shielding and earth protection) and it should
break the loop.

bazza
--
+++++++ standard disclaimer applies +++++++ views are all mine ++++
* barheath@heathen.demon.co.uk - O O O O O O *
| ------------------ ----------------- ____ o |
* | Barry Heath | |the spare room | _______) |__^__H_ *
| |_________________| |_____________| |_____| |_________| |
_________o_o___________o_o____o_o_________o_o___o_o_o__()_()_()_o_________

3682. non answers

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 22:09:13 UTC
From: paul@damp.apana.org.au
Message-ID: <3jaoe9$bq3@frisbee.damp.apana.org.au>
Source record: 170165

Hi All,
I am haveing problems getting answers from Toad Computers. I am not sure if I have used the correct address. I have been sending messages to toad@genie.geis.com Is this the correct address? Does anyone have the correct address? Has this ever happened to you?

Perhaps if you lived near the people at Toad hall and the address is wrong, or you would like to do a favour for a fellow computerite, you can ask them to check their e-mail.

Being 10,000 miles away is a bit of a bummer sometimes, aint it?

Regards and THANKS to all
Paul

--
If you dont like the answers Internet: paul@damp.apana.org.au
Dont ask the questions. OR
To paraphrase Avon. Fidonet: S.A.C.C. 300:800/3

3683. Re: Falcon external HD installation problems

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 22:38:36 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950304Z223836.849barheath@heathen.demon.co.uk>
Source record: 170051

In article <3j2o6p$cj4@news.doit.wisc.edu>
v_white@ece.wisc.edu "Victor White" writes:

: Friends
:
: I recently purchased a bare bones Falcon, and I'm having trouble
: installing an external hard drive.
:
: I started by installing the AHDI.PRG in the /auto directory.
:
: Thus, when I rebooted, it recognized the hard drive, I got the message
:
: Device 0 - Micropolis
: Device 1 - Maxtor
: Not Boot loaded
:
: (which is very hard to read as it flashes on the screen only a tiny
: fraction of a second)
:
: The "not boot loaded" command is reasonable, as I was booting off the
: floppy.
:
: Then, when I finally get to the gem desktop screen, I only have the two
: floppy icons, trash icons, and what appears to be some generic
: hard disc icons (for drives D: and E:), which are there regardless
: of whether I have the scsi stuff connected or not.
:
: At this point when I run the HINSTALL.PRG, and do an install,
: I see no drives highlighted as being available for mounting.
: All I see is a matrix of drives, up to about H:, which are all
: in "Half-tone" sort of signifying they aren't available for mounting.
:
: I am ignored when I click on them.
:
: I can quit the program and go back normally to the desktop.
: But there's no hard drive installed.
:
: There's no cherry bombs or anything. Just no available drive.
:
: Any ideas??
:
:
I suppose it is a stupid question, but is the drive formatted? Is the SCSI
id jumper/switch set correctly? Are you using a SCSI or IDE drive. Is the

software set correctly for it? Is the hardware compatible?

I'm not familiar with the Falcon setup, so I can't really help, but if
no-one else comes up with anything, at least you know I was willing to try
:-)
In actuality, it is frequently the obvious which gets overlooked, which is
why I posed the "stupid" questions. Anything more technical will have to
wait for the more qualified.

best of luck
bazza
--
+++++++ standard disclaimer applies +++++++ views are all mine ++++
* barheath@heathen.demon.co.uk - 0 0 0 0 0 0 *
| ------------------- ----------------- ____ o |
* | Barry Heath | |the spare room | _______) |__^__H_ *
| |_________________| |_____________| |_____| |_________| |
_________o_o___________o_o____o_o_________o_o___o_o_o__()_()_()_o_________

3684. Re: Need help w/hard drive

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 22:43:54 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950304Z224354.582barheath@heathen.demon.co.uk>
Source record: 170052

In article <3j3luo$1he@cville-srv.wam.umd.edu>
abstract@wam.umd.edu "One of the poor losers" writes:

: I have a 1040STfm. With the ICD AdSCSI or Link, can I use any
: standard SCSI hard drive? Or are there restrictions? Oh, and
: will they be compatible when I upgrade to Falcon? Thanks in advance!
:
: --Lunatic
:
:
Yes, no, and maybe. It depends on which version of TOS you have and how big
the drive is. Early TOS could only access limited sizes and numbers of
partitions, later versions are almost limitless. Can't promise about Falcon
compatibility, but I believe it should be ok.
Incidentally it would be a good idea to install FOLDRXXX.PRG or similar if
you have an early TOS (<1.04) to avoid the 40-folder bug; unless of course
you already have:-)

bazza
--
+++++++ standard disclaimer applies +++++++ views are all mine ++++
* barheath@heathen.demon.co.uk - O O O O O O *
| ------------------- ----------------- ____ o |
* | Barry Heath | |the spare room | _______) |__^__H_ *
| |_____________________| |_____________| |_____| |_________| |
_________o_o___________o_o____o_o_________o_o___o_o_o__()_()_()_o_________

3685. Help!! Casio & St...

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 22:46:43 UTC
From: Carlo Cerracchio <MC7424@mclink.it>
Message-ID: <794353603.MC7424@mclink.it>
Source record: 170166

Help! i seek programm for casio sf digital diary...

3686. Re: Need help w/hard drive

Newsgroup: comp.sys.atari.st
Date: 1995-03-04 22:53:20 UTC
From: whitema@chekov.cig.mot.com
Message-ID: <3jar10$fja@delphinium.cig.mot.com>
Source record: 170193

In article <3j3luo$1he@cville-srv.wam.umd.edu> abstract@wam.umd.edu (One of the poor losers) writes:
> I have a 1040STfm. With the ICD AdSCSI or Link, can I use any
> standard SCSI hard drive? Or are there restrictions? Oh, and
>will they be compatible when I upgrade to Falcon? Thanks in advance!
>
> --Lunatic
>

AFAIK, any SCSI drive that allows you disable parity will work,
including tape drives, with either of those.
CD ROM drives need the Link. When you upgrade to a falcon, you simply
sell off the adapter to some poor ol' ST owner. Everything should be
compatible.

Mike
whitema@cig.mot.com

3687. AtariWorks Fixes

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 01:10:24 UTC
From: darmok@leland.Stanford.EDU
Message-ID: <3jb320$j7a@elaine35.Stanford.EDU>
Source record: 170027

I am getting really annoyed with the delete-line "feature" in Atari-Works that clears a whole line if you push shift and backspace (or something like that). Did a newer version every come out that let you be able to change this somehow? It is really starting to piss me out and make me not want to use an otherwise perfect program (to me).

Another feature I need is a word-count. Is there any cheap little program that will check a STW file by any chance?
Thanx
;-)

3688. ST vs. Amiga

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 01:42:18 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950304172350.14636B-100000@PEAK.ORG>
Source record: 170030

Heh heh. I certainly do NOT want to start a flame war. I guess you've all seen that subject enough over the LAST TEN YEARS. However, now that it seems both Atari and Amiga are out of the computer scene, I am curious to take a last look at these two in perspective.

I have *NOT* been following the Amiga line at all. Last I remember, they started with the model 1000 (68000 at 7.18Mhz). This machine had graphics modes a little better than the ST:

```
ST AMIGA
-- -----

320 x 200 16 colors 32 colors
640 x 200 4 colors 16 colors (????)
640 x 400 monochrome interlace! (how many colors?)

Sound: 3-voice mono 4-voice stereo
```

As I recall, the Amiga had 320 x 400 mode (interlaced) too. Who'd want to use that resolution? The interlacing that I have seen (on a Commodore 1084S) as **SO BAD** that I couldn't stand it. I'd trade it for a 640x400 monochrome any day....esp when MAC emulation time comes. However, didn't the Amiga have BOTH "sprites" (player-missile graphics like the 8-bit Atari) and a blitter?

Then came the model 500 (which was essentially like the 1040ST in shape/configuration), and the model 2000. These were the same processors and graphics modes as the original Amiga.

Then came the Mega ST. Do these all have blitters?

Of course, then came the STe, with 4096 colors. Did all STe's have blitters. Remember how it was possible to bring all 512 colors to the screen at once with programs like Spectrum 512? The Amiga had "hold and modify" mode (HAM) which could bring all 4096 up. I don't think the Amiga (nor ST) could animate in these modes, however. But could the STe bring all 4096 color to the screen simultaneously, like Spectrum 512 did the 512 colors on the original ST?

What increased sound capabilites does the STe have? It's stereo, right? Are there more voices or what? If there's only 3 voices then what - are there two on one side and one on the other?

Then came the Amiga 3000. I don't know what the hardware is in here, or what the increased graphics/sound might be. Was this a 68020? At what speed?

I suppose the Mega STe fit in here somewhere. But it was "only" a 68000, right?

Then came the Amiga 4000. Same deal...what about this?

Of course, then came the TT, which probably helped even the odds a little. Was this as good as what Amiga had to offer?

Finally comes the Falcon. (I can't wait to get my hands on one of these!) Then I see (towards the end of the Commodore regime) an Amiga 1200, which looks to me like a Falcon-wanna-be. Was it?

I would *REALLY* love to read some FAQs about the TT, Falcon, and heck...even the ST, STe, and Mega STe. Can someone provide me with the FTP site? I've looked all over, but I can't seem to find these. Perhaps I'm not looking in the proper directory on the local mirror of the Umich archive. Maybe I'm blind!!

James

3689. Need help w/hard drive

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 02:07:16 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <794459094.3@mettav.exnet>
Source record: 170077

It was none other than One of the poor losers who did write on 2 Mar 95 that
....
Ootpl> I have a 1040STfm. With the ICD AdSCSI or Link, can I use any
Ootpl> standard SCSI hard drive? Or are there restrictions? Oh, and

basically yes ..but like all things there are always exceptions and some
have problems with some drives yet others are okay with them (Common complaint
:Parity).

Most reputable dealers will be prepared to take the Drive back off you if it
won't work so find a good local place aand you'll be okay.

Ootpl> will they be compatible when I upgrade to Falcon? Thanks in
Ootpl> advance!

Sure ,Falcon is easy (no link/adapter required) ,so best off with the Link2
which has the same 50W centronics (I think) connection at the drive end and
then you can swap between the ST and Falcon. Also be sure to get a fast drive
so the Falcon can get the benefits.

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/8)

3690. Re: Oh, what have I done?

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 02:27:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <794459094.4@mettav.exnet>
Source record: 170076

It was none other than "Ofir Gal" who did write on 2 Mar 95 that ....
>> Will it cater for the Atari scene as a whole or will it
>> concentrate mainly on the Falcon?
"G> The new magazine is using many of ST Review writers.
"G> Editor - Vic Lennard
"G> Sub Editor - Andrew Wright
"G> Tech Editor - Ofir Gal
"G> ------------------------------
"G> Ofir ogal@cix.compulink.co.uk
"G> ------------------------------

Great news Ofir but how do you intend to sell/distribute it ? Is it being done through any of the established mag houses or independently ?

I suppose the Question I am asking is are we going to see it lining up against STF in WHSmiths etc ?

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/8)

3691. Computer Garage Sale

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 03:16:54 UTC
From: S1134465@cedarville.edu
Message-ID: <S1134465.48.2F592D25@cedarville.edu>
Source record: 170173
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.atari.st,comp.sys.forsale.others

I have the following stuf f for sale:

Atari 1040 ST(F) w\mouse and 155 discs $175

Amiga 500's
1) 4.5 meg(ICD Adram board), 2.1 wb with docs and box, excellent
condition $150
2) 1 meg(A501 expansion). 1.3 wb with docs and box, excellent
condition $90

2400 Supra Modem$25

Atari SF314 Floppy Drive with power supply $50obo

Two Wico bat-handle joystics (base/stick switch)$25 obo

Synchro express hardware/software copying device $40obo
* Protected copies
* Regular copies

Wico track ball $15

Practical solutions mouse master(mouse\joystick changer) $15

Epson LX-90 printer with cable $45
w\ (extra) Printer ribbon

Generic 9-pin printer $20

Quantum 105lps harddrive, 105 megs, SCSI $70

Software:
Atari ST
1) Power Monger w/documentation $20
2) Power Drome w/documentation $10
3) Indiana Jones & the Last Crusade $10
(Documentation)
4) Death Bringer (D & D Adventure-Like)$10
Documentation
5) Dragons of Flame (Adv. D & D) $10
Documentation
6) Klax - Documentation$5
7) Summer Challenge$5
8) Populous $10

Amiga
1)TV sports football w\box and docs $10

2)Imagine 1.0 with manuals $20
3)Deluxe paint 3 with manuals $10
4)Deluxe Photolab with manuals $10
5)Turbo Silver with manuals $10

E-mail me with all offers. Shipping and payment is COD or money order
Offers between the days of March 11-18 should be sent to
ATAY10A@mail.prodigy.com
other than that E-mail me at s1134465@cedarville.edu

Dale
McCrory

3692. HSMODEM 6

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 04:08:44 UTC
From: simon@kingres.demon.co.uk
Message-ID: <794376524snz@kingres.demon.co.uk>
Source record: 170247

Can anyone tell me a site and directory for HSModem6 ? As I can't seem to find it.

Thanks
--

/ | / Snail-mail E-mail
\ |< 216 Scarborough Avenue simon@kingres.demon.co.uk
/ imon | \ ing Stevenage. Herts SG1 2HW

3693. Re: Was Atari A-Z book a con?

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 04:29:36 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D4y9tD.E8G@cix.compulink.co.uk>
Source record: 170174

In response to em09@liverpool.ac.uk's message:

> OK I saw the ad. and sent of my money nearly three weeks ago and - zip!
>
> Has anybody actually received a copy of this book?
> Does it really exist?
> Or have I been duped?
> I _hate_ being conned, please say it isn't so.

In order: Yes, yes, no, no.

There have been some big problems at the Printer/binder AIUI and a delay in supply for the second batch. The last I heard, fresh supplies would be due in 10-14 days.

I haven't received mine either yet, but I've contacted Mark and he's explained the situation to my satisfaction.

Weren't you happy with his response or didn't you bother mailing him before posting this? Let me guess...

btw. The reason there are so many people on CIX who've bought the thing is that Mark has been putting us right with quotes from his book for months now and he's demonstrated its value over and over again. I'm not expecting to be disappointed. Just be a little more patient.

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%*%* # also: 100:1011/143.0@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%*%* # 90:102/143.0@nest.ftn #

3694. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 04:29:39 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D4y9tF.E91@cix.compulink.co.uk>
Source record: 170175

URUP@dksoft.ping.dk>
Organization: The Celery Patch @ CIX
X-Newsreader: CixRead/CixComm

In response to kim@dksoft.ping.dk's message:

> Let's get one thing straight. Crippleware is and can not ever be
> shareware. Shareware is a fully working program without any limits,
> were you just trust the users that they'll register. Crippleware got
> limits.

That's an interesting view on things Kim, but it's not one that has any truth in it.

The way I remember it, Shareware was created as an alternative method of <distribution> of software that didn't warrant the packaging or marketing of a full commercial product and ensured that the programmer himself got more of the benefits of sales rather than getting swallowed up by the men in suits or general overheads.

If the author chooses to restrict the version that he distributes in order to both protect himself from unregistered users exploiting his trust and to encourage registrations, then that's his prerogative. It still remains shareware but may get categorised in a particular form that you could call crippleware.

They're not mutually exclusive. Crippleware is Shareware that you can evaluate but can't rip off. Damned inconvenient isn't it. B^{|

Also, having now seen your later posts, I'm not sure that it matters what name is given to the thing. It still is what it is.

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%* # also: 100:1011/143.0@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/143.0@nest.ftn #

3695. Re: ST Conference?

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 04:29:41 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D4y9tH.E9M@cix.compulink.co.uk>
Source record: 170176

co.uk> <3j1i2s$64q@epsilon.qmw.ac.uk>
Organization: The Celery Patch @ CIX
X-Newsreader: CixRead/CixComm

In response to efac001@alpha.qmw.ac.uk's message:

> Harry Sideras (sidcelery@cix.compulink.co.uk) wrote:
> : Isn't there a User Group in Manchester? MAG? That's Denesh, isn't it?
>
> Yes, and Steve taylor is my partner, who Paul was talking to. We would
> love to have a mega meeting. Maybe the next Atari show will be more
> User oriented...

Sounds like a great idea. Trouble is, it's a long way from here (London).

I've been popping into the Cheshunt Computer Club recently. Good fun, but
not long enough (ok, I arrive too late <g>).

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%* # also: 100:1011/143.0@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/143.0@nest.ftn #

3696. Re: Translators..!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 04:29:43 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D4y9tJ.EA7@cix.compulink.co.uk>
Source record: 170177

In response to m9174@abc.se's message:

> Does any translator give you _useful_ statements? I've tried the
> GER2EN30, but after a conversion I hardly can't understand what the
> DOC is all about.

That's a fair point, Carl. That's why I like Ruftrade. It doesn't give you umpteen different choices for every other word, just one which has been selcted by the author as being the most likely after going through numerous German textfiles. It also makes some allowance for the structure of German sentences.

There's no possibility of updating the dictionary though, but the author is constantly updating it so the registered version will be as up to date as possible - it only costs 5ukp.

Try looking for it at Hensa - I think Danny was impressed with it as well.

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%* # also: 100:1011/143.0@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/143.0@nest.ftn #

3697. Falcon030 for sale! Must sell by 3/12

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 04:45:22 UTC
From: rq17559@aol.com
Message-ID: <3jbfl2$c79@newsbf02.news.aol.com>
Source record: 170178

Falcon030 computer for sale:

4MB RAM
82MB internal IDE hard drive
mouse
Intel 14400bps external fax/modem

DEKA 2 PC keyboard interface w/ PC keyboard

Includes the following software:
Outside (virtual memory up to 512MB)
Lattice C 5.6
HiSoft BASIC 2.1
STraight Fax 2.1
ExtenDOS Pro
NVDI 2.5 & 3.01
Geneva
Neodesk 4
ST Format magazines w/ disks
ICD SCSI Pro Utilities
PhotoShow Pro 2.2
GFA Basic 3.5e

Games:
Virus by Rainbird
Dungeon Master
Frontier: Elite 2
Flight Simulator 2
Karateka
Ishar (Falcon version)

Selling for $725 including shipping within the continental US only (not Alaska). Please respond via e-mail as soon as possible as I want to have this sold by 3/12.

3698. Re: ST vs. Amiga

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 04:57:39 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3jbgc3pgv6@mhade.production.compuserve.com>
Source record: 170179

The sound on the 1040STe was exactly the same as the earlier models (3 voices from a Yamaha sound chip into one monaural output), with the addition of two channels of DMA sound.

The DMA sound allowed playing of "samples", that is, digititized audio, not sound generated in a synthesizer chip, through two outputs for true stereo.

Thus games and such which still used the Yamaha chip played in mono, anything which used the DMA sound could be in stereo.

The sound capabilities of the 1040STe still lagged FAR behind even the Amiga 1000 with its sound coprocessor chip and true stereo output for ALL sound.

BobR

3699. Re: ST vs. Amiga

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 05:28:45 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3jbi6dpgv7@mhade.production.compuserve.com>
Source record: 170182

Essentially ALL Atari ST models were identical functionally, with a few minor incremental improvements from model to model, with the exception of the LAST model, the Mega STe.

The first ST, the 520ST was the one with external drives.

The 1040ST added memory and brought the A: drive into the case, but dropped the RF modulator.

The Mega ST2 and Mega ST4 added memory, a detached keyboard, an internal battery backed up clock and a seldom used "Mega buss connector". It also added a graphics blitter chip.

The 520STfm added an internal single-sided floppy drive, later changed to a double-sided drive. This model was in the 1040 ST case and used the 1040 motherboard, which meant the memory could, at the cost of some tedious unsoldering, be doubled to 1 Meg. It also had the RF modulator.

The 1040STe added the ability to use SIMMs memory, added slightly better color, DMA sound, and analog joystick ports which were seldom if ever used for anything. This was the widely touted "Amiga Killer" machine. It too was in the 1040 case with the integrated keyboard.

The MegaSTe was the first model to be a significant improvement on the line, adding a "clock doubled" 16 Mhz 68000 CPU and an internal Hard Drive. It went back to the detached keyboard, but dropped the analog joystick ports. It added a 3U sized, semi-compatible VME slot internally as well. This is used to provide a second serial port on stock models. It also added, I think (memory straining here...) an AppleTalk compatible local area network port.

Many of these models also incorporated incremental improvements in the TOS operating system, some of them much better than others. The latest versions are much improved over the early ones, but unfortunately in many cases cannot be directly added to the early machines without a hardware upgrade. There were varying levels of incompatibilities between existing programs and new versions of TOS throughout the history of the ST.

Also, these are the U.S. models. There were other slight variants released in Europe, like the 260ST.

I probably shouldn't say much about the TT, as I know there are TT proponents here.. it was an interesting kludge, but not a very successful machine.

The Falcon was Atari's attempt to design a completely new system while still maintaining backwards compatibility to earlier STs. If it had been introduced a number of years earlier than it was, it might have enjoyed far more success than it did. Unfortunately its price was far too high, and its features far

too low to succeed against competing systems. It's main niche now is as an upgrade path for current ST owners.

I'll probably buy a MegaSTe to replace my current 4 Meg 1040STe, but I think I'll pass on the Falcon unless the price drops considerably.

BobR

3700. Re: Computer Garage Sale

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 06:00:39 UTC
From: etat@delphi.com
Message-ID: <hC+7F7H.etat@delphi.com>
Source record: 170186

I would like the Quantum HD if it is in good shape...COD
if okay with you....Earl Tate 327 Univ Blvd, Enid, Ok 73701

3701. Re: Thieves in our group

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 06:04:53 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3jbka5$9se@golem.wcc.govt.nz>
Source record: 170197

In article <1995Mar1.053123.25444@bradford.ac.uk>, P.A.Booth@bradford.ac.uk (Paul Booth) writes:
>Eh?
>
>Sorry, did I miss something, where's someone asking for illegal shareware?

No just some one wanting a copy of a Falcon, I did offer to send him some post card with copy of one on them....!!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3702. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 06:29:44 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3jbloopgv8@mhade.production.compuserve.com>
Source record: 170192

Unfortunately this really DOES belong in .advocacy, but there are some things here which need to be replied to...

>Obviously you've never had to:

>1) Add a new piece of hardware to your PC

Really..? You mean I didn't just add a new SoundBlaster 16 board AND a new double-speed CD ROM drive..? Nor an S3 graphics accellerator card and CTX multiscan monitor..? I could have sworn I did..

I installed the new hardware, installed the new drivers, made whatever changes were needed to the AUTOEXEC and CONFIG files, and haven't had to touch them since.. (this was a few months ago).

I also run OS/2, so I had to make some changes in the config files there.. haven't touched them lately either. It all works just fine...

>2) Play a game on your PC

Shoot... and here I thought I just finished DOOM I and was almost through DOOM II (courtesy of that new CD-ROM drive I obviously never added..), just finished Rebel Assault and the Shareware version of Heretic (planning on buying the CD registered version.. the sound on that SB16 I obviously never installed was great, by the way).

>3) Put your PC on a network

Ah.. here you're right.. I never put *MY* PC on a network.. I have no need to, since I can run DOOM over a serial link.

However... part of my job is to help administer the PCs where I work, where we *DO* run several LANs.. mostly Novell now, previously Banyan Vines too.

Installing a network card in a new PC consists of running a program like InfoSpotter to find out what IRQs are currently in use, setting the new card to an unused IRQ, installing the card and drivers, then closing the case and turning it back over to the user who now can log into the network.

We do it all the time, with hundreds of PCs on the various networks.

>And you're probably not too concerned about making your system more
>stable.

You're 100% correct here.. I'm not concerned AT ALL with making it "more" stable since it's already completely stable..

The only time I've had a "crash" in recent memory was when I was trying to compress a GIF file that I'd captured in a different resolution than it was

originally.. apparently the compression program was trying to compress it in the original resolution and couldn't handle it.

Other than that it keeps going, and going, and going...

>with a Mac or Atari with some kind of boot manager it's _easy_ and fast
>to get past a buggy piece of software that's locking you up during boot.
>With a PC you have to boot from floppy.

No... with a PC you use the "boot manager" that's BUILT INTO DOS to either bypass the AUTOEXEC and CONFIG files, install them selectively, or choose any of a number of alternative configurations you can easily set up.

Does the Mac and Atari COME WITH a boot manager as you described...?

>Oh, so fast, especially if you're running OS/2.

Which I do... any slowness in booting is easily overshadowed by the power of the other features of the operating system... and with version 3.0, even the booting is faster.

Sorry... you'll have to do better than that...

BobR

(By the way.. for anyone new to all this, or who just can't seem to follow the thread of the discussion, none of this is "coming into the Atari newsgroups to advocate the PC and bash the Atari"... this thread started with Atari owners spreading misinformation about another brand of computer. As an Atari owner, I hate to see that happen, to ANYTHING, be it computers, cars or whatever. Saying PCs are crap is NOT going to make my STe any better than it is on its own merits...)

3703. Re: Mac does ST!

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 06:35:18 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCFHBCVSUP@galaxy.teuto.de>
Source record: 170124

In <9503011637.AA07114@ilmen.lanl.gov> Hutch wrote:

>software, a reliable and fast emulator might make sense. Desktop space

>emulator is solid (crashworthy and compatible) and runs considerably

>there are frequently trade-offs when using an emulator so it's a

John,

you've said it again ;-!

Go clean your mouth with soap and than stand in the corner 'til you've said
"MagiCMac is NOT an Emulator" at least a thousand times :->>

Hen @ home

3704. Re: Coma

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 06:58:00 UTC
From: Robert_Schaffner@of2.maus.sub.org
Message-ID: <199503050858.a14872@of2.maus.de>
Source record: 170143

s> I just dowloaded version 2.50 of Coma and read that in the next version an
s> English manual will be included. Does anybody know when this will be ?

The latest version: CoMa 2.70 (English manual include) :-)

Download Call: Maus@B3 +49 (0)30-6249514

Best Regards

Robert

3705. uncompressing .Z files

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 07:18:00 UTC
From: David.Schreiber@balmybeach.gryn.org
Message-ID: <fc6_9503060344@tor250.org>
Source record: 169856

```
Is there a utility that will uncompress Unix files with the .Z
extension?
--
| Fidonet: David Schreiber 1:250/422
| Internet: David.Schreiber@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.
```

3706. Item/File Selectors...

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 07:42:38 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3jbq1e$afm@golem.wcc.govt.nz>
Source record: 170042

I would like to find out what Item/File selector people use
and why...

The Author of Freedom are trying to be the best there is,
there comments to me is that SElectric would be number one in the world,
I would state that UIS III is..

I am still trying to find a English Item/File selector that can beet
UIS III in every way, is there one...???

Mind you UIS III and Freedom are not free, the otheres are...!!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3707. Re: First word plus

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 08:47:12 UTC
From: hing@csulb.edu
Message-ID: <3jbtqg$qrd@garuda.csulb.edu>
Source record: 170046

You can use Marcel to laod your FWP and save it as RTF then any Windows
program will read it.

Some guy (abstract@wam.umd.edu) wrote:
: Richard Goldstein (rg185@csc.albany.edu) wrote:

: : I have a 1040st and several hundred documents that were created with first
: : word plus. I would like to transfer them over to the DOS world without
: : having to perform alot of modifications. I tried saving them as ascii
: : files and then downloading them over but all spaces including hard spaces
: : disappeared and each line created by FWP became one long word. Someone
: : has told me that if I get Word perfect for the Atari and read them in then I
: : can "easily" use them in WP for DOS. Is this true and if so where can I obtain
: : WP for the Atari ?
: : ----Richard----

: There is a piece of software called WPSwitch which converts Atari docs
: or ascii files to Wordperfect... Check it out...
: --Good Luck
: --Lunatic

--
o---o
E-mail: hing@engr.csulb.edu	URL: http://www.engr.csulb.edu/~hing/
``If I live, I will fight, where ever I must, as long as I must,
until the enemy is defeated and the national stain washed clean.''
o------------------------- Charles de Gaulle --------------------------o

3708. Re: Softlogik and Atari...

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 08:56:11 UTC
From: hing@csulb.edu
Message-ID: <3jbubb$qrd@garuda.csulb.edu>
Source record: 170048

```
: Well, SL has on the Atari market tough competition with Calamus SL and
: DAs Layout, that are far more felxible and professional tools than
: Pagestraem.
And they want to port PGS to Mac and PC...

--
o-------------------------------------------------------------------o
| E-mail: hing@engr.csulb.edu | URL: http://www.engr.csulb.edu/~hing/ |
|-------------------------------------------------------------------|
| ``If I live, I will fight, where ever I must, as long as I must, |
| until the enemy is defeated and the national stain washed clean.'' |
o------------------------ Charles de Gaulle -------------------------o
```

3709. Re: Item/File Selectors...

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 10:12:16 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3jc2q0$emp@status.gen.nz>
Source record: 170107

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
[...]
: I am still trying to find a English Item/File selector that can beet
: UIS III in every way, is there one...???

I use have been using Selectric, and I find it much better than UIS 3. It works very well
under MiNT and AES 4.0. However I am now having one big problem. It is getting rather annoying having it run in TOS domain. If it ran in MiNT domain and understood other than 8+3 filenames it would be wonderful! If Selectric started to do this in the next revision I might well register it.

Sorry to deviate from the original puirpose of the messages but I just thought remembered:

I think I heard that freedom runs in MiNT domain and understands longer than 8+3 filenames. Is this true? Does it also do upper/lower case and all else you would expect like make folder, fileinfo etc.?

THe other thing i heard was that it is in a window. Does this mean that when any GEMapplication calls fsel_[x]input() you get a fileselector in a window and you can still access other appluications????? Can other applications then call a fileselector and have 2 or 3 or 4 of them at once??? This sounds too good to be true!

I thought a fileselector in a window would be impossible as GEM is `strictly non-reentrant'. How then, can the fileselector go in a GEM window?

Hope my thought are of help,
-- Mario Becroft (mbecroft@iconz.co.nz)

3710. Re: [Q] Playing Audio CDs

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 10:23:54 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3jc3fq$flr@status.gen.nz>
Source record: 170109

Ben Gilbert (bgilbert@natinst.com) wrote:
: In article <3ih4ji$ch7@status>, Mario Becroft <mbecroft@iconz.co.nz> wrote:
: I'm no expert on CD-ROM drives, but I don't really think this is possible
: with the current drives out there. I am not sure, but I believe that with
: audio CDs, you can control the CD-ROM player and tell it what to play or to
: skip, etc, but it won't actually read the music on the CD as data. That's
: why, for example, you can't see a directory of a audio CD, because it is
: not treated the same way as a computer data CD. There is nothing in theory
: to prevent the two formats from overlapping, such that you could actually
: look at the contents of a song on a music CD, but I don't think you can do
: it now.

I know it is possible, as there is a programme for the IBM PC compatables
to do it (or so I have heard.)

Thanks anyway for your reply,

-- Mario Becroft (mbecroft@iconz.co.nz)

3711. Re: [Q] RSC ed. for Colour Icons (aes 4)

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 10:28:16 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3jc3o0$flr@status.gen.nz>
Source record: 170110

Sven Bornemark (SvenBornemark) wrote:
: Hi Martin/All,

: MB>> I can't afford now to buy interface 2 from Compo :-(
: >
: > the icon-editor of interface 2 is available seperately. the name is
: > "zoom" and should be about $35.

: And very intuitive and straightforward it is too! Wonderful interface (sorry!)
: and totally compatible in everything I've used it with.

Thanks for both the replies.

I already know of Zoom, but if I am going to buy a commercial Editor, I
will save up and get Interface 2. I was hoping there might be a PD or
Shareware one around.

Thanks anyway,

-- Mario Becroft (mbecroft@iconz.co.nz)

3712. Re: MODS, MODS, MODS.....

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 12:51:56 UTC
From: Frank.Charlton@256-510-2.centron.com
Message-ID: <603_9503061713@centron.com>
Source record: 169928

In a message of 03 Mar 95 diehl@r-node.io.org wrote to All :

d> TCB Tracker does not conform to any standard; its MODs are proprietary,
d> and usable only by itself and Audio Sculpture, which happens to
d> support TCB MODs.

The Esion tracker, the forerunner to ProTracker ST, will also load TCB MODs and save them back out as standard MOD format...

Cheers,
Frank <frank@tachyon.demon.co.uk>
+--+
| Standard disclaimer: The views of this user are strictly his own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+--+

3713. Re: Cubase

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 12:58:55 UTC
From: johnmoon@pyromania.apana.org.au
Message-ID: <1995Mar5.125855.5189@pyromania.apana.org.au>
Source record: 170167

>I'm using another sequencer/notation program right now, but I'd be
>willing to offer $50 to see what Cubase is like.

>You can call me at (702)897-2404 or leave me your number if the deal is
>acceptable.

Your not suggesting that you would be willing to purchase a cracked
version for 50 bucks are you????

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

johnmoon@pyromania.apana.org.au
--

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
```

3714. Re: Item/File Selectors...

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 13:27:35 UTC
From: johnmoon@pyromania.apana.org.au
Message-ID: <3jce87$ot3@eplet.mira.net.au>
Source record: 170168

I suggest that you have a serious look at BOXKITE!!! it has quite a few
cool features.

--


```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

johnmoon@pyromania.apana.org.au

3715. Message to all Frenchmen.

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 14:02:30 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199503051402.IAA03373@mail.cs.utexas.edu>
Source record: 170169

Hi.

Yesterday I downloaded the CLOE demo and when I depacked it, I found, that everything in this program (from _very_ short "doc", to screen messages) has been written in French! Well, I can understand five languages, but I don't know, why the authors think, that I can understand French too!

Yes, French WAS the international language; at the 18-th century, ie many many years ago; it is 20-th century now, and the international, most widely known language is _English_, whether you like it or not. For example: I don't like English, I would prefer _my_ national language but in these circumstances it is impossible to force anybody to learn Polish; so I can accept English as the language of the international communication AS LONG AS ANOTHER FOREIGNERS WILL ACCEPT IT TOO. If you use your national languages (German, French, Czech, Dutch for example), I will use POLISH in my programs and doc's. Polish, or...

Quomodo Vobis placeret, Galli defututi, si Latinum sermonem adhibeam?

Konrad
conradus@plearn.edu.pl

3716. Re: HELP with Atari newbie Q.s! (please?)

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 14:04:46 UTC
From: johnmoon@pyromania.apana.org.au
Message-ID: <1995Mar5.140446.5377@pyromania.apana.org.au>
Source record: 170170

>(who knows how many $). I thought that perhaps buying an atari would
>be cheaper than trying to get all the midi stuff going with my computer.

Sure is.

> What hardware/software would I need to get an atari up and running
>as a good midi sequencer? Would a 520 ST alone be sufficient for my needs
>(I can pick up a 520ST with monitor for $50 here)? Please help me out by

A stock standard 1040 STFM OR E (Tos 1.4 or above) will be quite ok.
If you want to run serious software like either NOTATOR SL or CUBASE,
then I suggest that you upgrade the ram to a minimum of 2meg, but you
can get away with 1meg. No other hardware is required, just plug your
midi leads in, and away you go. The difference between a 1040 & a 520
is that the former is a 1 meg machine and the latter is a half meg machine.

BTW, CUBASE & NOTATOR both only run with a mono monitor (atari high
resolution), so forget about buying a colour monitor.

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

johnmoon@pyromania.apana.org.au

--

__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___

3717. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 15:09:18 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCFODDVJUP@dksoft.ping.dk>
Source record: 170126

In <D4y9tF.E91@cix.compulink.co.uk> "Harry Sideras" wrote:

> > Let's get one thing straight. Crippleware is and can not ever be
> > shareware. Shareware is a fully working program without any limits,
> > were you just trust the users that they'll register. Crippleware got
> > limits.
>
>That's an interesting view on things Kim, but it's not one that has any
>truth in it.
>
>The way I remember it, Shareware was created as an alternative method of
><distribution> of software that didn't warrant the packaging or marketing
>of a full commercial product and ensured that the programmer himself got
>more of the benefits of sales rather than getting swallowed up by the men
>in suits or general overheads.

Shareware was created as an alternative to commercial distribution methodes.
With a low price due to low distribution costs. Which means it could have
been a commercial program insted.
Have you ever seen a commercial product with limits in ? In case you have,
how many people bought it ?

>
>If the author chooses to restrict the version that he distributes in order
>to both protect himself from unregistered users exploiting his trust and
>to encourage registrations, then that's his prerogative. It still remains
>shareware but may get categorised in a particular form that you could call
>crippleware.
>
>They're not mutually exclusive. Crippleware is Shareware that you can
>evaluate but can't rip off. Damned inconvenient isn't it. B^{|
>
>Also, having now seen your later posts, I'm not sure that it matters what
>name is given to the thing. It still is what it is.
>

It does matter, cause you kill the shareware idea by saying crippleware is
shareware. The next thing we'll see is commercial beeing announce as shareware
and got limits, because of your definitions. You are simply opening up
the definitions to whatever you want it to be, and this is frustating and
hurting the market.

I'm NOT against crippleware. I'm not a pirate, (even though some people want
me to look like that). I'm only trying to protect the definitions. According
to you, there is not such thing as shareware any longer, or shareware is
equal to crippelware.

Harry, you're into NeST as well. I'm not sure what mailer you're using,
but have you ever thought about Semper ? Semper is beeing annouce as
a shareware mailer. Then you tell me how you'll test the Hydra protocol and
the Fax receive possibilities, WITHOUT paying first ?
Now maybe you understand what i mean.

(For those of you who do not know Semper, all i can say is sorry. Semper
is a damn fine mailer for use in the Fidonet world, but there is a few
limits which will not open untill you pay the fee. These are limits which
is important for it's use, if you want to receive fax's as well as using
a bi-directional protocol. In the mailer there is alternatives to the
Hudra protocol, but no alternatives to the Fax possibilites).

Semper is still a damn fine program! (And i'd pay, Eric), but it's not
shareware.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

3718. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 15:20:20 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCFODDVMUP@dksoft.ping.dk>
Source record: 170127

In <3j9n7j$t7r@ionews.io.org> Eric March wrote:

>: I have nothing against crippling at all, but calling such a program shareware
>: is just something i have a problem with. Shareware and crippleware is not
>: the same, but you guy's want it to be. And when you can't get away with
>: that, you start shouting piracy, (like Hutch did). That is not playing
>
>The original concept of Shareware was that authors gave out their program,
>and if people wanted to and liked the program, they send the author money.
>If they did not like it, they deleted it and paid nothing.

Yes and no. The original concept of shareware was to be an low cost
alternative to commercial programs, due to low distributing costs.

>
>The need to cripple shareware programs as an incentive to register did not
>come until it was generally realized that many, many people were taking
>advantage of the shareware ethic, by themselves being unethical and using
>the program without registering. So Shareware programs began experiencing
>crippling as an incentive to register the program. "Crippleware" was just a
>nickname, and a generally derogatory one at that, used by people who had a
>passing contempt for this practise. It is not an officially recognised form
>of distribution; the Shareware ethic still holds, even with programs which
>are crippled. The principle is the same: You get the program, and if you
>like it, you pay for it, and recieve the added bonus of getting more (or
>uncrippled) features. Had nobody taken advantage of the idealist's

But how can i say i like a shareware program with limits in ? I could say:
It looks good, it sounds good, but does it work good ? And sometimes,
does it work at all ?
With crippleware you just "take the chance" and pay the fee to open up a few
limits. With shareware you get what you're looking at.

>Shareware ethic, there would have been no need of crippling... but this is
>not an ideal world, and there are a lot of unethical people out there. It
>is still Shareware, regardless of the functionality of the program. (Unless
>the program does nothing, or very little, of what is described in the
>documentation, then it is a preview or demo)

So now you're starting to back out Eric ? Who are in charge of stating when
it's a little and when it's a lot ? Only the users can state that, but how
are they suppose to do that, if it's one of the limits ?

>: One thing though. I really would like to know why you insist on calling it
>: shareware when it's crippleware. Whats the reason ? (Perhaps Hutch should
>: answer this).

>
>Because Crippleware is not an officially recognised deffinition. People
>know what Shareware is. People are not so knowledgable as to what
>Crippleware, or whatever-ware is. And in any event, what difference does it
>make what it is called or how it is classed? You are splitting hairs over
>an issue which does nothing to answer the questions of the original poster,
>nor does it affect one way or another how the program functions. A program
>with disabled features is a program with disabled features whether you call
>it Shareware, Crippleware or Postcardware. To-MAY-to, To-MAH-to.
>

And you are breaking up the definitions to suit your own use, or maybe i
should say, your own ideal world.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

3719. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 15:32:44 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCFODDVPUP@dksoft.ping.dk>
Source record: 170128

In <Ki0VvAGMBh107h@elfhaven.ersys.edmonton.ab.ca> Michel Forget wrote:

>>And you can't use it for nothing, can you ? It doesn't show a damn thing
>>Hutch.
>
>Actually, it does tell you a few things; if you track the download counts,
>you can see a trend. If 200 people download your program one month, then
>200 the next month, then 200 the next month, and 200 the month after that,
>you would have to be blind not to notice a trend. The Atari market is
>not growing at all, so continued downloading of a program month after
>month (each time there is a new release) is a fairly good way to see what
>is going on. I do not scream and yell about "stealing" and "piracy" when
>people do not register and yet continue to use the product. The decision
>is up to them.

Have you ever thought about, WHY there is a new release ? Most often it's
due to a bug in the previous version, and you can hardly blame the people
for wanting a new version. And you can hardly blame them for not paying
the fee if the program they have suffers from a/some bugs. Some people,
(like myself) are simply waiting untill the bug's are fixed.
So again, it doesn't show a thing!

>
>An objective comment; since adding a "nag" box to MasterBrowse and ESS-Code,
>registrations have increased noticeably. They are still not flooding in,
>but they are more numerous than before. That is the only thing that I
>did to the program. If I had, say, disabled other features, what would
>have happened? I'm not sure (and I do not plan to do this, BTW).

A "nag" box in Matserbrowse or ESS-code isn't doing any major damage, i
admit that, but now we have the frustation i'd mention in my message to
Harry.
You're doing one kind of a limit, which isn't hurting the user much, other
programmers are doing another kind of limit, which in some cases does hurt,
and both programs are beeing called shareware.
A disable save feature in Fansi isn't a problem either, but as far as i
remember Fansi, there is a few 'draw-modes' which also suffers from the
limits.
Perhaps you understand were i'm getting at now ?

>Think for all of ten seconds and you will see why not. The name
>"crippleware" has very bad connotations. What you do not seem to realize
>is that words change meaning over time. There was a time when Shareware
>meant you had the complete working program with no disabled features.
>It no longer means that, now. Now it means you have the program and you
>can take a look at it and use it, but you have to pay before you can do

>anything productive with it (such as save your work).

So you're scared about you're program beeing called crippleware, is that
really it ? Then i'll say you're the one who is cheating.

>
>When I say stereo, do you immediately think of an 8-Track? I think of a
>CD. The meaning of the word has changed (though the literal definition
>may not have).

Stereo, i think of my mixer 8-)

>If you want to change the definition of Shareware, write some... Does that
>sound fair to you?

I guess thats what i'm trying to do. I do have a major argue with a few
programmers here. Thats a start.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

3720. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 15:35:02 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCFODDVSUP@dksoft.ping.dk>
Source record: 170129

In <950303Z114316.043barheath@heathen.demon.co.uk> Barry Heath wrote:

>Bullshine! IMHO, shareware is try before you buy, regardless of how crippled
>the program is. Crippleware is a subdivision of the major category, whether
>that be free or share.

But how do you try a limit, before buy ?

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

3721. Re: Coma

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 15:37:00 UTC
From: Oliver_Michalak@bi.maus.de
Message-ID: <199503051737.a38437@bi.maus.de>
Source record: 170142

AFAIK the english version with a translated manual is now avaliable, since the current version is 2.70.

solong Oliver

3722. WANTED: Atari ST Monitor Monochrome

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 16:35:29 UTC
From: cjones@wimsey.com
Message-ID: <cjones.93.00109796@wimsey.com>
Source record: 170025

Wanted to buy a SM124 or similar monitor for my Atari 1040 STF.

If you have or know of one for sale, please drop a line to:

cjones@wimsey.com

3723. Re: Help needed with Connect script

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 17:04:29 UTC
From: contacts@mits.mdata.fi
Message-ID: <3jcqut$nji@prime.mdata.fi>
Source record: 170133

In article <3j5diq$mqu@hasle.oslonett.no>,
Hallvard Tangeraas <hallvart@oslonett.no> wrote:
>can someone help me make a script for use with connect?

Register Connect and you'll get the manual. Pay for the fun!

1. Open "Learn a Script..." under menu "Misc".
2. Give filename for the script (double-click for selector)
3. click "Learning Active" once (X)
4. Call BBS, enter password etc. until you've reached the
required destination you want to be in after automated
call.
5. Open "Learn a Script..." under menu "Misc".
6. click "Learning Active" once, and "OK"
7 Now, open "Dial" under menu "Misc", and edit the BBS/Server
you just called. Insert the script file you just did to
"Script" line (double-click for selector", and save
the phonebook.

The next time you call to that number the script is run, and
you can sit back and wait. If you want to stop it, press
<Ctrl>-C. You can see if a script is running from the
leftmost small circle next to the online time display.

Best Regards,

(Registered Connect user)
----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.03/LotsOfMidistuff/200YearOldBass/Beer!!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

3724. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 17:08:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199503051908.a45367@m4.maus.de>
Source record: 169932

>no. but let's discuss this oracle at the next "stammtisch" (sorry for
>that, no-german-speaking-people, but my dictionary only gives: "table
>reserved for regular guests". is beeing german really that kind
>specific, that you don't have a peculiar expression for this?).

REGULAR GUESTS? People appearing at computer users' meetings in a pub usually
are far from regular :-)

3725. Re: Monitor port on ST....

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 17:13:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199503051913.a45368@m4.maus.de>
Source record: 169933

>I connected pin 2 on my 1040STF (bought in 1989) to a composite monitor
>and surprisingly it did carry a video signal though the signal was very
>weak. No matter how much I tried to adjust the contrast and brightness
>knobs, the picture was very faint, and it wouldn't show on my TV when I
>connected it via the VCR.

STF machines just have Composite Sync. There is a very faint visible picture on
that signal, due to electrical noise from inside the ST's video chip.

bye, Peter

3726. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 17:22:46 UTC
From: diehl@nudge.io.org
Message-ID: <3jcs16$go3@ionews.io.org>
Source record: 169930

Kim Andersen (kim@dksoft.ping.dk) wrote:

: Well Eric, since you'd mention Fansi yourself, i would like to say i have
: downloaded Fansi as well, tested it and found no future use for it. I'm
: a Sysop as well, i also got the Crawly Crypt Collection.
: With these info, and your point of view, i'm now showing as a simple
: pirate who will not pay the fee. And the only reason is, you're missing
: registrations, (read money).

: When you start accusing people like you do using your thoughts, i feel
: you think i'm one of those as well, and to me thats not fair.

: I'm not saying there isn't any people out there using your program without
: registration, but isn't that just what you're limits in Fansi should cover ?

I am not accusing everyone who has ever downloaded the program and not registered it a pirate. That would be unfair, and even egotistical. Everyone downloads a program now and then and finds it to be of little or no use to them. And so they delete it, or simply don't use it and keeps it dor a download on their bulletin board. I do not berate SysOps or users for this. It is those who download the program and find it useful and continue to use it without registering it for whatever reason (assuming that they just don't want to, as opposed to can't yet afford to.) THat in my opinion constitutes a form of piracy. And I also _know_ that Fansi has been cracked and people are using illegitamate registered copies out there. I have recieved a message from someone telling me that he was using just such a version, and someone in the IRC was brazen enough to admit that he had made a key generator that was able to crack Fansi himself. This is bald-faced piracy, plain and simple. And the term "Shareware" had nothing to do with it.

: What results ? There isn't any results, only thoughts. You base all your
: accusations on thoughts, and in my opinion you should concentrate only
: on those you know for sure are doing something wrong.

Unless I am confronted directly by people who have pirated my program, which has happened on two occasions, how am I to know who is doing wrong for sure? I am not a part of the pirate scene, I have no formal association with such people. And yet I know they are out there, evn if I can not point a finger at any particular person and accuse them of piracy. These are not thoughts. These are facts as they have been presented to me. I do not accuse _you_ of piracy, nor anyone in your position who downloaded it or otherwise acquired it and found it to be of no practical use to them. (excuse the poor spellign today; the lag on this server is abominable)

: Greets
: Kim

: --

: /--\
: -/--\-
: | DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
: | The scandinavian board when you | 5 Atari computers including a Falcon. |
: | have Atari problems or requests. | Modem handle 19200 Zyxel baud. |
: | CD-Roms online Free download limit.| Many years of experience. |
: -\--/-
: \--/

--
_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

3727. Re: HELP with Atari newbie Q.s! (please?)

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 17:24:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199503051924.a45369@m4.maus.de>
Source record: 169934

>What hardware/software would I need to get an atari up and running as a
>good midi sequencer? Would a 520 ST alone be sufficient for my needs (I
>can pick up a 520ST with monitor for $50 here)? Please help me out by
>explaining whatever would be helpful for me to know. I have no clue
>about ataris. All I know is that I'd have to sink a lot of money into
>my 286 to get it anywhere near being able to do competent midi
>sequencing. Thanks for the help with an obvious (to all you atari-
>knowledgable people) question.

Minimum requirement would be a 1 MB RAM machine with a floppy drive and a
monochrome hires monitor. Items like a 1040 STF or STFM or STE and an
SM124/SM144/SM146 monitor are the things to go for.
This will be sufficient for minimal programs like Cubase lite (12-track).

The big ones (Notator, Cubase Score) require 4 megabytes of RAM and any hard
drive, so an expanded 1040 STE or a Mega ST 4, and a harddrive are the things
to look for.

Best for musicians is the Falcon030, it comes with 4 or 14 megs and an internal
harddrive, and is ready for 16-track digital audio in addition to what the old
machines do. (You'll need an extra LARGE hard drive, an optical interface and
14 megs RAM for that.) It also is the only machine available new.

bye, Peter

3728. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 17:30:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199503051930.a45370@m4.maus.de>
Source record: 169936

>Let's get one thing straight. Crippleware is and can not ever be
>shareware. Shareware is a fully working program without any limits, were
>you just trust the users that they'll registre. Crippleware got limits.

Just my two cents on this issue:

Forget it. To "trust the users" in NO WAY works nowadays. If your public shareware is anywhere near useable (for regular users, that is), noone will pay for it. Face it. It's a proven fact.

Example? OK, here's a fresh one. My print accelerator, released four months ago (speed increase 7- to 8.7-fold), has had NINE registrations so far. Downloads in Germany alone are about 500. I'm very happy about the fact that I decided (on first release) to have a hidden crippling in there, severely annoying Demo "users" from March 1, 1995.
Although I don't seem to get a wave of registrations now, I'm personally pleased by the fact that these THIEVES either throw the software they stole in the electronic bin or run into the crippling every time they boot their machine.

bye, Peter

3729. Re: Bio Hazard

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 17:35:33 UTC
From: paul@xciv.demon.co.uk
Message-ID: <794424933snz@xciv.demon.co.uk>
Source record: 170044

In article <D4v6s8.58D@aston.ac.uk> goringgn@aston.ac.uk "Graham Goring" writes:

> >Does that give you the right to ask for a registered version free?
>
> Oh for christ's sake Carl, stop jumping on the bloody bandwagon, it was a long
> time ago and we've all done embarrassing and stupid things at sometime in a ou
> past. No doubt he is fully shamed and has learned his lesson the hard way so

If he had the cheek to post such a request in the first place I can hardly
see him being ashamed now, he knew full well what was going to happen.

> I'd be indebted to you if you'd keep your shit-filled gob shut.

And I'd be indebted to you if you'd stop being so obnoxious.

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk (home), paul@xexos.com (work) */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* "The smoke cleared, the dust settled, no-one knew how many had died, */
/* all around were broken men, they'd said it was safe, they'd lied." */

3730. (fwd) another message against S. 314

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 17:36:10 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <9c9_9503060230@sherwd.fidonet.org>
Source record: 169958

```
* Original Echo Area: Houston Sysop
* Original Message by: Paul Elliott of 1:106/88
* to: All

From: paul.elliott@hrnowl.lonestar.org (Paul Elliott)
Newsgroups: fido.housysop, houston.efh.talk, houston.internet.providers,
tx.politics
Subject: (fwd) another message against S. 314

Subject: WAKE UP, NET CITIZENS!
Hello there,

Give me about two minutes of your time here for a very serious problem
that is going to affect all of us. I've spent the entire day reading
through Senate Bill 314, the so-called "Communications Decency Act of
1995", as well as hundreds of pages of reviews, commentaries, and
impact analysis. This bill is going to be attached to another
communications regulation bill which is favored by many members of the
Congress. (The entire issue should come to discussion in early March!)

Long story short, if you post anything "indecent or obscene" at any
point on the Internet or on any BBSs after this Bill passes, you could be
fined $100,000 and jailed up to two years. Furthermore, whichever service
transmits your message -- whether it is a university or a commercial
provider -- will also be fined $100,000 PER DAY that the message is
publicly accessible.

For those that don't know this, the Internet itself is comprised of
thousands of individually-owned networks all connected together. For
example, I am building my own small network with my own computers, and
will then pay Netcom about $1,000 per month to have it connected to their
network, which is in turn connected to other networks--- creating the
Internet we all use. When a message such as this one is sent out, it
travels from network to network to network until it reaches its intended
audience. UNDER S.314, EVERY PROVIDER TRANSMITTING AN OBSCENE OR INDECENT
MESSAGE IS CRIMINALLY LIABLE.

If this bill is passed, huge sections of the World Wide Web (WWW) will
shut down almost immediately. Usenet groups will be severely restricted,
because anything "indecent", annoying, or harrassing--statements like "the
Holocaust never happened" for example--could be illegal. Most Net BBSs
like ISCA or NAILS could cease to exist since live chats can't be censored.
American ftp sites will be strongly restricted, and access to foreign sites
could be prohibited altogether. And many providers will either screen each
individual message for content, or more likely, simply close up shop and
leave. In the end, the Internet will be pratically worthless, compared to
```

the vast resource it is now.

And for those of you who enjoy Internet mailing lists, these lists will almost definitely end with the passage of this bill. Why? Because after the passage of this bill, anything potentially offensive to *anyone* reading a list will hold the author or list manager criminally liable. Most mailing lists on the Net are free, and probably can't afford the risk of publishing something offensive.

I know a lot of the "petitions" going around are rather difficult to understand, and I hope this message makes things a little clearer, and make you understand why it is so important for you to ACT NOW.

"Authority has always attracted the lowest elements in the human race. All through history, mankind has been bullied by scum. Those who lord it over their fellows and toss commands in every direction and would boss the grass in the meadow about which way to bend in the wind are the most depraved kind of prostitutes. They will submit to any indignity, perform any vile act, do anything to achieve power. The worst off-sloughings of the planet are the ingredients of sovereignty. Every government is a parliament of whores.
"The trouble is, in a democracy the whores are us."

--P.J. O'Rourke,
Parliament of Whores

(1) IF YOU OR YOUR FRIENDS OPPOSE THIS BILL...
If you haven't already signed another petition floating around on the Internet now, then get as many names and addresses and email them to me at <stan@rain.org>.
Please send me:
- your name
- your email address
- whether or not you are a US citizen
(Non-US citizens may still sign!)

(2) IF YOU WANT MORE INFORMATION ABOUT S.314...
Point your Web browser at http://www.wookie.net/~slowdog/ or just write to me and ask for info. I've got the text of the bill itself, as well as stuff from PCWEEK, Newsweek, a CNN transcript of debate on the bill, and various papers of analysis. Yours for the asking.

(3) FORWARD THIS TO *EVERYONE* YOU KNOW...
Don't let the Internet go to hell while you sit by and watch. Send this message to everyone you know so that they too can know about this threat to our freedom. Chances are, they'll thank you for it. And if they find it offensive? Well, at least that's not illegal... YET.

John Stanforth Jacobs
Editor, Moonlit Thoughts At Three A.M.

- --

.-,
___| |. ____ _ ___,
/ __|__|/ _ '\ '__ | J. Stanforth Jacobs <stan@rain.org>
__ \ |_| (_\ | | | | dynaSoft Technologies Inc.
|___/______/_|_| |_| P.O. Box 3486, Camarillo CA 93011

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

3731. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 17:36:19 UTC
From: diehl@nudge.io.org
Message-ID: <3jcsqj$go3@ionews.io.org>
Source record: 169927

Kim Andersen (kim@dksoft.ping.dk) wrote:

: Yes and no. The original concept of shareware was to be an low cost
: alternative to commercial programs, due to low distributing costs.

This is also true. Plus, the author benefits from the full measure of benefits afforded by not having to pay overhead, costly distribution fees (unless they so desire them) or getting only a percentage (and a small one at that) of the sale of the product as they would going with the commercial aspect.

: But how can i say i like a shareware program with limits in ? I could say:
: It looks good, it sounds good, but does it work good ? And sometimes,
: does it work at all ?
: With crippleware you just "take the chance" and pay the fee to open up a few
: limits. With shareware you get what you're looking at.

This hardly applies. Most of the time the only feature disabled in a crippleware (by your deffinition) program is the save feature. Do you question the competence of the programmer enough to wonder whether or not that feature will really work in the version you register? That is both unfair to the author, as well as a little egotistical to think that, in spite of the fact that he or she has written a nice program in which everything else works, that the save feature may somehow not work. So a Shareware program may not be 100% WYSIWYG. So what? If you don't have confidence enough in the author to be sure that one of the disabled features will work as well as the rest of the program, then perhaps you shouldn't register any "crippleware" at all. I am not so mistrusting. If, on the very small chance, I _do_ register something and the disabled feature does not work as perscribed when I get the full version, then I at least can get into direct contact with the author to tell him or her so, and the problem can get fixed.

: So now you're starting to back out Eric ? Who are in charge of stating when
: it's a little and when it's a lot ? Only the users can state that, but how
: are they suppose to do that, if it's one of the limits ?

It is to your own discretion that you decide what is a lot and what is a little. Disabling one feature, to me, is a little. Disabling most features is a lot. It's quite simple. And anyway, I consider a "demo" to be something akin to a guided tour, or a simple program in which there is little or no interaction, a program that merely shows you the features of the program without letting you try the porogram yourself.

: And you are breaking up the definitions to suit your own use, or maybe i
: should say, your own ideal world.

I am not breaking up deffinitions; they are all a part of the same category.

: Greets
: Kim

: --

: /--\
: -/--\-
: | DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
: | The scandinavian board when you | 5 Atari computers including a Falcon. |
: | have Atari problems or requests. | Modem handle 19200 Zyxel baud. |
: | CD-Roms online Free download limit.| Many years of experience. |
: -\--/-
: \--/

--
_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

3732. STuff

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 17:36:46 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <9ca_9503060230@sherwd.fidonet.org>
Source record: 169959

For Sale:

Case for Mega STe (has hard drive mounting hardware) $30
Atari/Epson 1.44mb floppy drive w/ mounting plate
(from Mega STe) $50
MSTe/TT power supply $75
IBM type 0661 400 mb SCSI hard drive $225
Dual bay hard drive case w/65 watt power supply $65
Atari SSDD drive mechanism $5
Parallel printer cables (3 each), 6 feet long each $5
Scan head (works with Migraph scanner cartridge) $30
Texas Instruments printer (9-pin dot matrix, old) $20
Hippo Video Digitizer w/software $10

All items are used; tested and good.

Shipping and insurance additional.

Wanted:

ICD AdSCSI host adapter
NEC 3d or other multisync monitor capable of 15.75 kHz sync
internal SCSI CD-ROM drive (1x or 2x is OK)

Reply here, via netmail to me at 51:2/10 or 1:106/6969, or internet email to
blade01@usis.com or phone me at (713) 682-3636 evenings (3 to 9 PM Central
time) or weekends.

Will consider swap(s) for above items.

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

3733. Atari ST Programming Books For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 17:52:14 UTC
From: fe150@cleveland.Freenet.Edu
Message-ID: <3jctoe$ert@usenet.INS.CWRU.Edu>
Source record: 170050

For Sale:

"the ST Assembly Language Workshop" by claton walnum- With Disk
"Atari ST Machine Language 68000" by Abacus
"Atari ST Tricks & Tips" by Abacus
"Atari ST Disk Drives In & Out" by Abacus

$ 40.00 All...

Also: Indus GT ds/dd Digital Track Display External Disk Drive

$ 75.00...

If interested...please leave E-Mail.....Thanks

3734. Re: File at UNI-KL.DE..

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 17:56:02 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.wRFZEFObSXY@semprini.waterloo-rdp.on.ca>
Source record: 170064

In <3j46h9$1cpe@sat.ipp-garching.mpg.de>, Cornelius Krasel writes:
>> rm -f `find / -name *.bak -print`
>
>> That will easily destroy *.bak (usually backup files of some sort) on
>> the system under UNIX, or my OS/2 box at work, or my ST. That operation
>> is not as easy under GUIs. Granted, this can also be done under a
>> well-designed GUI (like the Mac),
>
>Um, how? (Just out of interest, not to bash GUIs :-) Applescript doesn't
>count :-)

Even a bad GUI (Windows) lets you do it.

On a Mac, in the Finder, choose the "Find file" menu item. Then choose "by filename" or whatever, and put in "*.bak". Choose OK or Find or whatever.

On Windoze, in the File Mangler, choose the "Search" menu item. Put in "*.bak", choose OK.

Both will display a window showing all matches. Select them all, and drag them to the trash, or press the "Delete" button.

Voila, all backup files go away. I'm sure you can do similar things using the various X file managers. You just have to know your GUI a little.

>Me too! A pity that something similar isn't available under X. (The
>Motif fileselector is much less powerful...)

All of the X fileselectors I've seen are *horrible*; they usually involve you typing the either the filename or the path. Duh. Xv has a nice Mac-style fileselector; it's probably a custom widget though, since I haven't seen it in any other programs.

>IMO nedit is a nice editor. I have to agree, though, that X lacks
>standardization even more than the Atari platform. Just look at all
>those applications which are completely different to use...

And most of them are really useless; xmps (a Motif process stats viewer, sort of a GUI 'ps' command) is really bad, for example. xfig is nasty, too. Xv is probably the only half-decent GUI app I've ever seen for X.

>(Sorry, no experience with NeXTstep).

NEXTSTEP is pretty much the Mac GUI running on UNIX, and looking a little different. It's as standardized as the Mac, thanks to its object-oriented GUI foundations. Very nice to look at, and to use, though it does have some stupid things in it... like the "black hole" or

"recycle symbol" icon, whose use isn't redily apparent... it's a trash
can idea, but you can't get stuff back out of it (so the "recycle
symbol" is a _really_ bad idea, it'll give the wrong impression about
the action).

>What I really would like to see is a Gemini-like file manager for X.
>All the free file managers I've seen so far cannot come close even to
>the TOS 1.0 desktop.

The problem with that is that all your applications will still be
crappy. I'd like to see a Mac-style or GEM-style window manager and
widget set; maybe make it function-compatible with Athena or Motif
widgets so you can just recompile all those ugly programs.

>--Cornelius (who has managed to be completely off-topic ;-).

'tis the way of USENET.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

3735. Re: Is Atari Alive???

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 18:00:54 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.to17hkkxM5_@semprini.waterloo-rdp.on.ca>
Source record: 170065

In <ftn_2.203.221$fidonet.org_2f549730_Magnus.Kollberg@f0.n200.z2.ct.se>, Magnus Kollberg writes:
>On 02-22-95 Chris Herborth wrote to All...
> A> Also, they are apparently very opposed to a PowerPC version of MagicMac,
> A> and intend to fight the production of such a thing. :-(
>
>Ofcourse they are. They don't want people to buy power macs to run
>ATARI software on them. MagiCMac is much better and faster then system 7,
>so if MagiCMac was able to run on the PowerPC the software companys would
>make the programs run under MagiCMac insteed of under system 7! ;)

AFAIK, Apple doesn't care about what software you run on your Mac, as long as you have a Mac... which makes perfect sense. Maybe some of their developers where complaining, but I doubt it.

They probably just don't want anything that points out how slow System 7 is on the PowerPCs, since lots of vital parts (you know, like the file manager) are still emulated 680x0 code. It might be a little embarassing.

I'd buy MagicMac-PPC in an instant though; using the PageStream that I have on a zippy PPC-604 system would be much cheaper than buying FrameMaker... ;-) I could also continue my GEM app development at a reasonable speed, which would help ensure the cross-platform compatibility of my software...

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

3736. Re: No. ST's Really Are Crap!

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 18:22:40 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D4zCDs.M2t@cix.compulink.co.uk>
Source record: 170022

In message 49800 b9458317@wlv.ac.uk who is now calling himself Sam Tramil (rather than Vision Fx which was his alias last time he posted crap in here) gave us a rather pathetic attempt at humour.

Then he claimed that one of his "friends" had got into his account - but is this really the case.

May I suggest that we ignore the spoutings of this rather sad, pathetic individual (whoever he may be) who obviously has nothing better to do than trying to start a flame war.

Steve.

3737. Re: Ultimate Arena

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 18:58:36 UTC
From: robh@falrealm.demon.co.uk
Message-ID: <794429916snz@falrealm.demon.co.uk>
Source record: 170083

In article <8A4B4A1.00AD001703.uuout@genesis8.frmug.fr.net>
herve@thebbs.freenix.fr writes:

> This software is only for Atari STE, I think the coders will make a version
> compatible with Falcon but not yet ...

I have run the Ultimate Arena Demo on my Falcon.. It must be started from ST Low if I remember correctly.. BTW I used a VGA monitor (shouldn't make a difference in ST Rez's though)..

--
Rob Hall robh@falrealm.demon.co.uk
-=-=-=

3738. For Sale (hardware)

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 19:37:58 UTC
From: avp@cs.mun.ca
Message-ID: <1995Mar5.193758.14036@cs.mun.ca>
Source record: 169911

I have the following Atari stuff for sale. All prices
are in Cdn$ and include shipping. The exchange is about 71% to
US$ (approx) (i.e. 100$Cdn = 71$US)

SLM804 $250
Mega 4STe $300
Mega 4ST
(with Overscan Mod) $225
ICD HD Box
w/ 85 & 50 Meg HDs $300

SC1224 Col Monitor $100

Migraph hand scanner
w/latest TouchUp $100

Some of this can be mixed and matched, espaecially the HDs. The
50 Meg originally came in the STe, and could go back there.

Feel free to make offers.

Anthony V. Paul
avp@garfield.cs.mun.ca

St. John's, NF
Canada

--
Anthony V. Paul:137 Rennies Mill Rd.:St. John's, NF:Canada:A1B 2P2
avp@garfield.UUCP || It wasn't me. || Electrical '9|| '90
avp@garfield.cs.mun.ca || Boston Celtics in 93-94 || Engineering 4|| GTI
|| The best defense is a good offense. --- How do you Drive? ||

3739. 80 MB SCSI HD FS

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 19:43:26 UTC
From: damms002@acpub.duke.edu
Message-ID: <3jd48u$63n@news.duke.edu>
Source record: 170054

I have upgraded my TT030 and I have my 80 MB SCSI HD (Maxtor 7080SR)
for sale.

I'm asking 70 US $ + COD shipping or best offer.

Offers please via E-mail to

Thomas Damms
damms002@acpub.duke.edu

3740. Falcon w/IDE & SCSI -ICD

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 20:08:13 UTC
From: richcsst@crash.cts.com
Message-ID: <D4zH9q.5Es@crash.cts.com>
Source record: 170185

Hey, I really fouled up this time. I just bought myself this nifty new Falcon system. I used to have a 2.5 meg ST with ICD Host, Adaptec 4070, and two RLL HDs using the ICD Link II drivers. When I connected them to my preinstalled IDE HD Falcon, it booted the HD's, the IDE and only SCSI device 0 LUN 0, but ignored my HD on SCSI device 0 LUN 1 (Yes, I removed the host adapter and connect straight to the Adaptec). The software on my IDE was HDX 6.x. I was not pleased with losing my last hard disk. So I stuck the ICDBOOT.PRG into the C AUTO folder. It worked decent, but was redundant as the HDX autobooted. I couldn't set the ICD to autoboot because the HDUTIL.PRG needs to have an ICD host adapter in order for it to function (dirty trick). So, I whipped out my old version of Pro Utilities that I had and all hell broke loose. I totally trashed my IDE (with Atari Works, Sound Manager, Audio Fun Machine, and HDX utilities) drive and have absolutely no way of using my hard drives without booting them from floppy. Remember, I can't make it autoboot without HDX or HDUTIL.PRG.

So, what I am asking is does anyone have a solution that will let me use both drives connected to the Adaptec 4070, along with my IDE inside? I still have my host, and will use it time to time when checking old ST compatibility when programming (I'm keeping the 2.5 meg ST). Any suggestions?

Also, could anyone please send me the sound utilities via Email, as they are normally included with Falcon's and shouldn't piss Atari off if you should send me it, as I just bought a Falcon and accidentally trashed them. I will just have to wait to get the other programs from my dealer again (who is VERY far away) when I see him. I really miss being able to hit RETURN and hearing Monty Python's "NI!". I guess my dealer neglected to include all of the floppies in my system. I have MultiTOS and some "extra programs" (games), but the sound utilities and "Works" are no place to be found. I have the manual, but no disks. They were just on my IDE HD and have now disappeared.

Thanks in advance for help on either request.

My Email address is: richcsst@cts.com
My ftp dropbox is: ftp.cts.com /usr/spool/ftp/pub/richcsst/incoming

Richard Kelsch - Bummed out and desperate

3741. FORSALE: Jaguar System w/3 games

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 20:09:31 UTC
From: DOMINGO@news.delphi.com
Message-ID: <3jd5pr$bqj@news2.delphi.com>
Source record: 170038

*** Jaguar System for sale ***

I have an extra Jaguar System for sale. I bought it to play networked games, but they don't seem to be coming out very fast. So instead of sitting on it, I've decided to let somebody else enjoy it.

Here is what I have for sale:

Jaguar core system (RF box, controller, AC adapter)
Second Controller
Cybermorph
Trevor McFur in Crescent Galaxy
Raiden

I have the boxes and manuals for everything except Raiden (manual only).

Price? $215 shipped to your door.

Dom

3742. Help w/SF354 upgrading

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 20:22:59 UTC
From: DOMINGO@news.delphi.com
Message-ID: <3jd6j3$cal@news2.delphi.com>
Source record: 170040
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have an OLD SF354 that I want to upgrade. It doesn't have the nice and easy ribbon cable so that I can just plug in a new drive. It has this goofy cable/connector combo that won't work.

Any hints & tips would be greatly appreciated!

Dom

3743. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 21:35:37 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3jdar9$hmj@golem.wcc.govt.nz>
Source record: 170194

In article <9503031623.AA07767@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:
>In a previous article, BobR <76702.1466@CompuServe.COM> wrote:
>
>> Running down a different brand of computer because it may have problems
>> does NOT make any other system any better.
>
>True, but running down a brand of computer in its own newsgroup is in
>very poor taste, IMHO. Not that you have done so _directly_, Bob, but
>the net effect is the same.

Yes most people in this group take thier Atari to bed with them...:-)..

But then again I still think people stupid in defending a out of date
Computer..

At least I don't take mind to bed or Worship it...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3744. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 21:35:41 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0rlNtJ-0005tqC@black.csi.cam.ac.uk>
Source record: 170195

In article <FCFODDVJUP@dksoft.ping.dk>, kim@dksoft.ping.dk (Kim Andersen) wrote:

> (For those of you who do not know Semper, all i can say is sorry. Semper
> is a damn fine mailer for use in the Fidonet world, but there is a few
> limits which will not open untill you pay the fee. These are limits which
> is important for it's use, if you want to receive fax's as well as using
> a bi-directional protocol. In the mailer there is alternatives to the
> Hudra protocol, but no alternatives to the Fax possibilites).

Semper is a good example of what a shareware program should be IMO. It
works fine unregistered - I used it unregistered for a month or so - but
has Hydra in the registered version to tempt you.

I agree with you that if a program is crippled to the point of being
unusable it isn't shareware, just a commercial demo really, but I have no
objection to shareware programs having lots of non-essential features
missing.

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Windows. From the company that gave you edlin **

3745. Re: WWW-Browser for MiNT uplo

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 22:16:24 UTC
From: theo@mailmak.ping.de
Message-ID: <95030573@mailmak.ping.de>
Source record: 170049

In article <3j6it1$151@oden.abc.se>, Martin Rossel <m9003@abc.se> wrote:
>couldn't find the directory for it. *Where* did you put it (what
>dir) or where is the Atari specific area where the people taking
>care of ftp.germany.eu.net might be putting it ?
>

Look into 'pub/comp/atari-st/mint/X11'

cheerio Theo

--
_____Theo Janssen _____
Internet: theo@mailmak.ping.de, tj@ais-gmbh.de | MausNet: Theo Janssen@UN
----------Don't force it, use a bigger hammer !----------

3746. FS: Atari ST Color Monitor -SC1224

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 22:34:45 UTC
From: mikest@comtch.iea.com
Message-ID: <3jdea5$q8o@krel.iea.com>
Source record: 170198

Excellent condition!! Make me an offer. Buyer will have to pay
shipping. Send offers/questions to mikest@comtch.iea.com

3747. Re: No. ST's Really Are Crap!

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 23:27:12 UTC
From: Craig@thebrink.demon.co.uk
Message-ID: <448307580wnr@thebrink.demon.co.uk>
Source record: 170132

In article: <ECS9503041655A@wlv.ac.uk> b9458317@wlv.ac.uk (Sam Tramil) writes:

> Good afternoon everyone.
> I am Samuel Tramiel of the Atari Corporation. For many years I took great pleasure

Well thank you for that you sad pathetic moronic little shite. Now go
away and masturbate you wanker. It is indeed a shame that you are so
saddened by your choice of machine that you have to hide behind a
pseudonym to spout your childish babbling.
--
Craig Oldfield | Dachshunds With Erections Can't Climb Stairs
craig@thebrink.demon.co.uk | (Les Barker)

3748. A Works printer driver for Citizen GSX-130

Newsgroup: comp.sys.atari.st
Date: 1995-03-05 23:58:12 UTC
From: ralunsfo@uncc.edu
Message-ID: <3jdj6k$pst@news.uncc.edu>
Source record: 170108

Has anyone found a good printer driver for a GSX-130 in Atari Works? I tried the LQxxx but couldn't get it to works correctly. If anyone else has this printer and uses AW, could you let me know what driver you use, and your DIP settings on the printer?

Thanks,
Russ
--
****
"Let yourself go with the disease, be with it, keep company with it - this is the way to be rid of it." - Bruce Lee
ralunsfo@unccsun.uncc.edu

3749. Re: MagiCMac Demo

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 00:33:05 UTC
From: vegard@henry.interlink.no
Message-ID: <3jdl81$fl5@henry.interlink.no>
Source record: 170039

Hutch (hutch@ilmen.lanl.gov) wrote:
: In a previous article, johnmoon@pyromania.apana.org.au (John Moon) wrote:

: >Thanks Hutch, but tell me, what stuff did you run on magic mac?

: The only things I tried was LHARC and GFA BASIC along with some
: compiled GFA programs. LHARC worked fine but no go on the GFA stuff.

What about the compiled GFA programs? If they don't work, do you know why?
Where can I ftp this FAQ?

Vegard (vegard@interlink.no)

3750. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 00:53:00 UTC
From: "Sven Bornemark"
Message-ID: <ftn_2.200.136.56$fidonet.org_2f5a60f0_Sven.Bornemark@p56.dada.ct.se>
Source record: 170074

Hi Kim!

> <ftn_2.200.136.56$fidonet.org_2f55a1c7_Sven.Bornemark@p56.dada.ct.se>
> Sven Bornemark wrote:
>> I understand there are no written laws on these matters, only
>> general opinions, but I never read or heard that *true shareware* must
>> be *fully* working programs!
>
> I'm not personally aware of any written laws either. This is just the
> way i've been told ever since i stated using computers. But i have a
> feeling we might find something written under the copyright of software
> laws.

I'm not so sure, Kim. I doubt that anyone would have written such a
"law", an *if* someone did, what are the chances all shareware programmers
would like to follow these rules?

>> *If* there are commonly and widely accepted rules for these matters,
>> could anyone please update me? And if so, don't forget to include the
>> origin of such a "document"!
>
> I'll try a see if i can locate something.

Yes, please do!

I support some great shareware programs in Sweden, and to my knowledge
there is *none* that isn't somewhat restricted in its unregistered
version. The mildest form of crippling is in Stefan Radermacher's Selectric,
where *the only* practical difference between the unregistered and registered
versions is the absence of a *PLING* during boot!

Still, the reason for registering good shareware programs and games is,
in my opinion, most of all a question of showing *respect* to the author,
who's had the good will to spread his program/game in such an un-selfish
way:

"Hey, I've made a great program! You can try it out for free!
If you like it and use it regularly, please register. Fee is only
DM XX,-. You will stay true to this idea, won't you?..".

I know you agree with me on this, Kim. Let's hope more users than you
and I get to feel the same way!

Support shareware authors!!!

Yours sincerely

-Sven-
Sven Bornemark Musik
Lergodsv 79, S-238 40 OXIE, Sweden. +46-40 54 54 54
sven@dada.ct.se | 2:200/136.56 | 90:1102/116.56
Hot software from the cold north

(UUCP Dialup connection)

3751. Re: Quicktime Player wanted!/AIF

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 01:03:00 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <D4zux1.LF6@exeter.ac.uk>
Source record: 170066

In article <3jaeut$kgq@prime.mdata.fi> contacts@mits.mdata.fi (Pekka Saarinen) writes:

> >AIFF and AIFF-C are common 'professional' sound formats. Cubase Audio uses
> >them and they are also just two of the many formats that SuperSam v1.08
> >will read and write quite happily... :)
> It's odd, I have the SSam 1.08B and it gives two bombs everytime I try to
> read in CAF AIFF's (mainly non-compressed/mono). Zero-X demo reads
> everything just fine. Is there a newer version of SSam available for a try?
> Have you actually tried this AIFF-read/write with CAf 2.x files?

CAF??? Cubase Audio Falcon? I am not rich enough for such a program, so
I haven't been able to specifically test with AIFF files from Cubase.
I have tested it systematically with AIFF files produced with various
programs on the university SGI machines and it plays them quite happily.

I also have several registered users who use the program in conjunction
with Cubase and they haven't reported any problems, although that doesn't
mean that the problems don't exist I guess.

Perhaps you could email me an AIFF that causes SuperSam to crash, then
I can look into the problem.

Much thanks,
--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT 1.12h2 * MiNT-OS 1.4.1 * MiNT-NET 0.70 * Minixfs 0.60pl11 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

3752. Re: HELP with Atari newbie Q.s! (please?)

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 01:06:49 UTC
From: kulabocca@aol.com
Message-ID: <3jdn79$p6r@newsbf02.news.aol.com>
Source record: 170067

As far as an affordable MIDI program, I would recommend checking out Dr.T's Omega. Seems to me I recall them selling it for under a $100 now! (I could be wrong on the price though.)

Omega will offer you a lot of performance. Cubase is my personal favorite, but a bit more pricy.

3753. Toad Computers

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 01:10:49 UTC
From: paul@damp.apana.org.au
Message-ID: <3jdnep$oq0@frisbee.damp.apana.org.au>
Source record: 170059

I was concerned about some delivery problems and hinted that Toad were not up to par. Well the fault was my own. I was contacting Toad at the wrong address. My I suggest if you want to contact Toad you do so on TOAD@CHARM.NET.

They do still check mail at other points, but not daily, nor regularly, so for sure contact please use the above address.

Paul

--
If you dont like the answers Internet: paul@damp.apana.org.au
Dont ask the questions. OR
To paraphrase Avon. Fidonet: S.A.C.C. 300:800/3

3754. Re: Gasteiner

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 01:16:50 UTC
From: Frank.Charlton@256-510-2.centron.com
Message-ID: <068_9503090649@centron.com>
Source record: 169674

Do you *have* to quote an entire 2 page message, just to add *1* line? Some of us pay for our net access, you know :-(

Cheers,
Frank <frank@tachyon.demon.co.uk>
+--+
| Standard disclaimer: The views of this user are strictly his own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+--+

3755. For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 01:17:10 UTC
From: tlua7@central.susx.ac.uk
Message-ID: <3jdnqm$6i5@infa.central.susx.ac.uk>
Source record: 170063

```
ICD SCSII (Third Coast) Hard Drives with real time clocks etc.,
1). 85M as new (cost 750)
2). 80M
offers
Golden Image hand scanner (as new) 65.
Colour monitor (8833) offers
100 (approx) original titles.
Quartet cartridge and Quartet? NEW.
STOS and STOS?
1000 approx blank disc (offers)
Books various.

All enquiries and offers - Email.
John.
```

3756. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 01:54:10 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCGBFDURUP@dksoft.ping.dk>
Source record: 170094

In <m0rlNtJ-0005tqC@black.csi.cam.ac.uk> Mark Baker wrote:

>Semper is a good example of what a shareware program should be IMO. It
>works fine unregistered - I used it unregistered for a month or so - but
>has Hydra in the registered version to tempt you.

How did you test the fax receiving then ?

>
>I agree with you that if a program is crippled to the point of being
>unusable it isn't shareware, just a commercial demo really, but I have no
>objection to shareware programs having lots of non-essential features
>missing.
>

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

3757. WWW, How do you work it?????

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 02:29:18 UTC
From: VanMil@mindlink.bc.ca
Message-ID: <66209-794456958@mindlink.bc.ca>
Source record: 170073

The title explains it al, just wondering if anyone who has this CHIMERA and got it to work could explain step by step how to go about it.
I search the Internet alot and it would be a real help to know how and waht to do tho get this program to run.

Thanks.

Ben Van Mil.
VANMIL@MINDLINK.BC.CA

3758. ka9q/NOS - Demon

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 03:19:26 UTC
From: quest@iglou.iglou.com
Message-ID: <D5018E.1nE@iglou.com>
Source record: 170148

Just curious - has anyone tried setting up and running this for a site other than demon.co.uk?? I am going to try as soon as I get an address and password and such. It seems almost too easy to be true to work perfectly. Please let me know if there is no chance or if you have gotten it working find. Thanx!
.\\ike
--
- Johnny Quest is quest@iglou.com - http://www.iglou.com/members/quest -
- Do some thing nice for someone today - practice random acts of kindness -

3759. Re: [Q] RSC ed. for Colour Icons (aes 4)

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 03:28:50 UTC
From: robh@falrealm.demon.co.uk
Message-ID: <794460530snz@falrealm.demon.co.uk>
Source record: 169991

In article <3jc3o0$flr@status.gen.nz>
mbecroft@iconz.co.nz "Mario Becroft" writes:

> I already know of Zoom, but if I am going to buy a commercial Editor, I
> will save up and get Interface 2. I was hoping there might be a PD or
> Shareware one around.

I haven't been following this thread, but if your looking for a colour icon editor for deskicon.rsc files, then there are 2 shareware alternatives around that I know of.

One is called Dr Bob's ICDRAW or sommat and the other is Kaliedoscope (which can be found on ftp.cnam.fr IIRC, fraid the directory/filename escapes me though)..

Hope that helps..

--
Rob Hall robh@falrealm.demon.co.uk
-=-=-=

3760. For Falcon, is there a "mosaic browser"?

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 04:10:19 UTC
From: michaelk@pacifier.com
Message-ID: <3je1vb$g38@news.pacifier.com>
Source record: 170141

"Mosaic" browser for the Falcon??? .... If so what files and skills
(i.e. programing) will I need. What is "Mint-X"?? is this needed??

Since this has probably been asked before I'm wanting to know where
on the net I can get the neccesary files

--
---
pacifier.com - Vancouver's Public access Internet (206) 693-0325
telnet or dial the above and type "new" at the prompt to register

3761. Re: HELP with Atari newbie Q.s! (please?)

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 04:26:25 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3je2th$c0g$2@mhadg.production.compuserve.com>
Source record: 170002

An Atari 520 ST for $50 would be a good deal.. but probably NOT for music.

The 520 can NOT be easily upgraded.. it requires hardware hacking and can be expensive, not to mention reducing the overall reliability of the system.

The BEST thing to look for would be a 1040STe <--- note the "e"

These used industry standard SIMMs for memory, and can be easily and cheaply upgraded to their maximum of 4 Megs of RAM.

Any serious music work is going to require a lot more than the 512K bytes in a 520ST. Seriously, you would quickly become dissatisfied with it, and would find it hard to upgrade.

A "regular" 1040ST has 1 Meg of RAM which would be better, but again can NOT be easily upgraded beyond that amount.

The STe, while newer and thus a little more expensive is still the best choice, and can be found for sale used by watching the articles posted here and in other Atari newsgroups, and by checking around on local BBSs. Leave messages indicating your interest in buying an STe system and see if anyone has any hardware they'd be interested in selling.

Just as an indication of what it might cost, I bought a 1040STe with 4 Megs of RAM installed for $125 about a year ago. That was just the computer by itself, so you'd also need to get an Atari monitor.. probably another $100 or less.

BobR

3762. Re: No. ST's Really Are Crap!

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 04:28:40 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3je31o$c0g$3@mhadg.production.compuserve.com>
Source record: 170003

Too bad Sam doesn't know how to spell his own name, eh..?

Why don't we all just ignore this, and maybe he'll just go away...

BobR

3763. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 05:30:33 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950305211408.23177L-100000@PEAK.ORG>
Source record: 170005

On Thu, 2 Mar 1995, Chris Herborth wrote:

> >Besides, now that Apple is slowly moving to the PPC line, they will use
> >less and less 680x0 chips. That means Motorola will eventually have to
> >discontinue development in the series (remember 6809?) as there will not
> >be a market for them. Atari is not enough to give Motorola an incentive
> >for further development and manufacturing.
>
> Apple is _slowly_ moving to PowerPC? I think they're announcing 1-2
> 68040-based systems this year; the rest are all PowerPC, including the
> laptops.

I think they intend to drop the 68K line altogether some time this year. It's not a good time to buy a Mac right now, it seems. PPC prices are sure to fall, as the nice left from the vanishing low-end 68K macs is filled. Also, while you wait, there should be some nice time for software to be developed. They say System 8 will run on a 68K Mac was well, in an attempt to head off feelings of abandonment by current Mac (68K) users. Sure....and Windoze 3.0 would run on an 8088 XT at 4.77Mhz, with a monochrome graphics card. (I tried this one time. It was called "real mode." It was a complete joke, but it did run. It was v 3.0...3.1 dropped real mode)

>
> Motorola will probably product 680x0-series chips for a LONG, LONG time;
> Apple's chip demands are a small amount of what Motorola sells. Systems
> like the SuperNES and Jaguar use 68000 chips, and many other systems use
> them as well for specific tasks (AFAIK, nobody else uses them for game
> consoles or computers).

You probably meant to say "Sega Genesis" uses a 68000. Super NES uses a 65816. Gee, wasn't the Apple IIgs the only computer in the world that uses that chip? I'm sure the producers of the 65816 were sure glad SNES chose it....otherwise they'd probably be doing something else that pays less... 65816 is like a 16-bit 6502, right?

>
> *All* of the current PowerPC chips are 32-bit. The PowerPC-620 will be
> the first 64-bit PowerPC chip, and I don't think it's in production yet.

What's up with the Pentium? Seems like I remember somewhere, a watered-down claim that hte Pentium was "64-bit." It is NOT, is it? Once again, I understand that "how many bits" a system is is not necessarily useful information. However, what about the Pentium ($900 random number generator, as someone else put it!!)

> 68060 has been a known dead-end for several years. Motorola was not
> willing to go through the hoops Intel is going through to produce the P6.

What about the p6? Is this the *END* of the Intel regime? Surely the
8086 will RIP after that. What then? Time to sell the Intel stock as
soon as the p6 comes out and gains a little popularity?

James

3764. Re: First word plus

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 05:40:56 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950305213849.23177N-100000@PEAK.ORG>
Source record: 170007

On 4 Mar 1995, John Moon wrote:

>
> : |> has told me that if I get Word perfect for the Atari and read them in then I
> : |> |> can "easily" use them in WP for DOS. Is this true and if so where can I
> : |> obtain
> : |> WP for the Atari ?
>
> AFAIK, it dosn't even exist on ATARI. If you want to keep all your text
> formatting etc., then a WP like Calligrapher can save the text in RTF
> format which can be exported to any of the mac, windows WP's.

There was a WordPerfect for Atari ST, about 1989 or 1990 they dropped
it. You still find used copies floating around the net. I picked one up
a few weeks ago. However, it seems to crash a lot on the system I tried
it....512K 520ST with no hard drive. I am thinking it is just a case of
a puny computer. I'm going to upgrade and try it again...(and get a hard
drive, too!!0

James

3765. Re: [Q] Playing Audio CDs

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 05:52:46 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <794544106.0@mettav.exnet>
Source record: 169806

It was none other than Hendrik Mylius who did write on 03 Mar 95 that ....
>> I'm no expert on CD-ROM drives, but I don't really think this is
>> possible with the current drives out there. I am not sure, but I
>> believe that with
HM> The Toshiba XM-series has this feature of copying digital audio via
HM> the SCSI-bus. The driver has to support his, of course.

Interesting !! I have just got an XM5201 3.4speed Toshiba .Are you saying that I can sample audio data from the CD directly through the SCSI Bus onti Hardisk ?

HM> It works great with CD-Tools from Julian Reschke. There is some
HM> freeware stuff
HM> available for this purpose, too (but needs capable driver).

such as ? (The freeware stuff) and the 'capable' drivers ? I use Extendos Pro/HDdriver on a Falcon BTW.

Otherwise where can I find CD-Tools ?

I was thinking otherwise of using the line-out ports on the back of the Drive to 'sample' the audio from CD using the AudioCD player using a suitable D2D doftware.

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/8)

3766. comms prg for internet use?

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 06:03:34 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <794544106.1@mettav.exnet>
Source record: 169804

```
It was none other than Teppo Pihlajamaki who did write on 27 Feb 95 that ....
TP> I need to know which shareware Atari ST communications program
TP> supports ISO-LATIN-1 character set. This is so I could use it
TP> with internet and have scandinavian characters, or so I've been
TP> told.

Stacker 3 does ,and I think Connect aswell.

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/8)
```

3767. No. ST's Really Are Crap!

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 06:05:16 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <794544106.2@mettav.exnet>
Source record: 169805

```
It was none other than Sam Tramil who did write on 4 Mar 95 that ....
ST> I am Samuel Tramiel of the Atari Corporation. For many years I took
ST> great pleasure
ST> Thank you for your time in reading this.

Sam you are sacked !

Leonard Tramiel
University of Bognar Regis.

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/8)
```

3768. Re: ST vs. Amiga

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 06:31:48 UTC
From: guenther@cabal.shnet.org
Message-ID: <FCGGAAVDUP@cabal.shnet.org>
Source record: 169969

In <Pine.SUN.3.91.950304172350.14636B-100000@PEAK.ORG> James Wood wrote:
>I have *NOT* been following the Amiga line at all. Last I remember, they
>started with the model 1000 (68000 at 7.18Mhz). This machine had
>graphics modes a little better than the ST:
>
> ST AMIGA
> -- -----
>
>320 x 200 16 colors 32 colors
>640 x 200 4 colors 16 colors (????)
>640 x 400 monochrome interlace! (how many colors?)
>
>Sound: 3-voice mono 4-voice stereo
>
>
>As I recall, the Amiga had 320 x 400 mode (interlaced) too. Who'd want
>to use that resolution? The interlacing that I have seen (on a Commodore
>1084S) as **SO BAD** that I couldn't stand it. I'd trade it for a
>640x400 monochrome any day....esp when MAC emulation time comes.
>However, didn't the Amiga have BOTH "sprites" (player-missile graphics
>like the 8-bit Atari) and a blitter?

And hardware scrolling, and HAM modes, and and and..., the Amiga was vatly
superior in terms of graphics and sound hardware, after all, the Atari 8
bit series was it's predecessor.

>Then came the model 500 (which was essentially like the 1040ST in
>shape/configuration), and the model 2000. These were the same processors
>and graphics modes as the original Amiga.
>
>Then came the Mega ST. Do these all have blitters?

Yep, but the Amiga's blitter was supported not only by the OS, but by any
game that hit the shelves, as opposed to ST games.

>Of course, then came the STe, with 4096 colors. Did all STe's have
>blitters.

Yes.

>Remember how it was possible to bring all 512 colors to the
>screen at once with programs like Spectrum 512? The Amiga had "hold and
>modify" mode (HAM) which could bring all 4096 up. I don't think the
>Amiga (nor ST) could animate in these modes, however. But could the STe
>bring all 4096 color to the screen simultaneously, like Spectrum 512 did
>the 512 colors on the original ST?

Yes.

>What increased sound capabilites does the STe have? It's stereo, right?
>Are there more voices or what? If there's only 3 voices then what - are
>there two on one side and one on the other?

Nope, it's 2 channels 8 bit 6.25/12.5/25/50 kHz DMA sound (i.e. one left
and one right channel) *plus* the old 3 channel mono soundchip.

>Then came the Amiga 3000. I don't know what the hardware is in here, or
>what the increased graphics/sound might be. Was this a 68020? At what
>speed?

68030/68882 at 25 MHz (some early models at 16 MHz, AFAIK), this machine
had an integrated Flickerfixer (->30 kHz monitors) and somewhat enhanced
graphics capabilities (640*480/60 Hz non-laced, AFAIK). It also had the
Zorro 3 bus and an integrated SCSI host adaptor. The best Amiga ever
built, and it was there at the same time as the TT.

>I suppose the Mega STe fit in here somewhere. But it was "only" a 68000,
>right?

The MegaSTe was a downsized TT and came _after_ Ataris 030 machine.

>Then came the Amiga 4000. Same deal...what about this?
>
>Of course, then came the TT, which probably helped even the odds a
>little. Was this as good as what Amiga had to offer?

Nope, the TT and the 3000 were there at the same time, sorry. Atari had
nothing to match the 4000 models.

>Finally comes the Falcon. (I can't wait to get my hands on one of
>these!) Then I see (towards the end of the Commodore regime) an Amiga
>1200, which looks to me like a Falcon-wanna-be. Was it?

Yep, for the first time, Atari sold a machine that could beat the Amiga in
game and demo capabilities. Sadly, it was "all-in-one" and sold at a price
too high for a hobby machine.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

3769. Re: Message to all Frenchmen.

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 08:04:53 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <3jefn5$spj@ccpnws.in2p3.fr>
Source record: 170085

Konrad Kokoszkiewicz (CONRADUS@PLEARN.EDU.PL) wrote:
> Hi.

> Yesterday I downloaded the CLOE demo and when I depacked it, I found, that
> everything in this program (from _very_ short "doc", to screen messages) has
> been written in French! Well, I can understand five languages, but I don't
> know, why the authors think, that I can understand French too!

> Yes, French WAS the international language; at the 18-th century, ie many
> many years ago; it is 20-th century now, and the international, most widely
> known language is _English_, whether you like it or not. For example: I don't
> like English, I would prefer _my_ national language but in these circumstances
> it is impossible to force anybody to learn Polish; so I can accept English as
> the language of the international communication AS LONG AS ANOTHER FOREIGNERS
> WILL ACCEPT IT TOO. If you use your national languages (German, French, Czech,
> Dutch for example), I will use POLISH in my programs and doc's. Polish, or...

> Quomodo Vobis placeret, Galli defututi, si Latinum sermonem adhibeam?

> Konrad
> conradus@plearn.edu.pl

Hey, wait a minute, why are you getting so nervous ? It is not because you
can't understand a language that this language is banned ! I do not
understand German so I do not use many German programs.
One clever solution would have been to contact the author of CLOE and to ask
him to translate his program (or to include a README file in English).
I am sorry but I can not accept such a remark (especially on Monday morning)!

Have a nice day.
--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
I don't like Patrick Bruel, I like le bruit ... TOUT POUR LE TRASH

3770. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 09:11:49 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-0603950911490001@ngalm099.gal.nt.com>
Source record: 170140

In article <H.eg.WODOE_fBd7E@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca wrote:

> Motorola will probably product 680x0-series chips for a LONG, LONG time;

Don't count on it!
Motorola announced it won't be making any MC68000 parts after mid 1996.
I expect the MC68010 to go next.
Hopefully that's all for a long while

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

3771. Re: Need help w/hard drive

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 09:15:06 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3jejqq$nd0@golem.wcc.govt.nz>
Source record: 170010

In article <3j9aa5$hu@loose.apana.org.au>, julian@loose.apana.org.au (Julian Gifford) writes:
>One of the poor losers (abstract@wam.umd.edu) wrote:
>
>Make sure the they will handle SCSI 2 hard drives. My ancient Supra DMA
>to SCSI adaptor just wont see any SCSI 2 device. All the new SCSI drives
>being made now are SCSI 2. I think an ICD adaptor will be fine.

I don't know how old your Supra host adapter was but I have fitted
3 Quantum SCSI 2 drives to them with out any problems...

These were the Quantum LPS series drives...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3772. Re: Gasteiner

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 09:20:38 UTC
From: cc103@city.ac.uk
Message-ID: <1995Mar6.092038.10001@city.ac.uk>
Source record: 170014

I have had problems with Gasteiner as well, when I bought my Quantum hard drive 3 years ago, when it arrived, the SCSI-DMA card was loose and moved about a lot, and the power supply was only held in place by one screw. So I called and I got a new one the next day. So when I say them advertising Mac's me thought no way will I get one from them.


```
_ _
| \ | | ___ __ _ ___ Stephen Norman - Nogssoft Software
| \| |/ _ \ / _` / __| E-mail: cc103@fred.cs.city.ac.uk, cc103@city.ac.uk
| |\ | (_) | (_| \__ \ WWW: http://web.city.ac.uk/~cc103
|_| \_|\___/ \__, |___/ I said 9 o'clock I thought you'd be naked, errm ready
|___/ - Teri Hatcher
```

3773. World Clock V1.0a..

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 09:30:02 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3jekmq$nd0@golem.wcc.govt.nz>
Source record: 170011

Well no wonder we have not seen the Updates to Neodesk 4 and Geneva yet,
as Dan has been playing at clocks...:-)..

Well chaps this could be the best Time zone Clock for the Atari that you have
ever seen, you can even add your own places, like say a island in the pacific
and configure the Daylight saving for any were you like..

Well this Clock should be seen on Hensa RSN...

as WRLDCLKA.xxx

Come on Danny Please get your finger out...:-)

Good on you Dan nice program..

This program is Chocolateware...!!!

Ever thought about seing a Doctor about this craving you have Dan...!!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3774. Re: ATARI Works black page syndrome

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 09:43:26 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <3jelfuEgb4@uni-erlangen.de>
Source record: 170028

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>In <3ic4l4$c4a@golem.wcc.govt.nz>, Roger Sheppard.. writes:

>>Lack of memory is the cause, they do state that the minimum
>>is now 4 megs...

With NVDI 2 Meg are enough.

>That doesn't guarentee success. I have 4M, Speedo 4.1, and the last
>AtariWorks release, and an HP Deskjet 500. 90% of the time when I
>print, even with just one font, I get 2-4 bombs, and crash out.

>As far as I can tell, AtariWorks isn't even usable for casual word
>processing; IMHO it's totally unsuited for anything. :-(

One reason for bombing during printing could be, that the page size
is bigger than supported by the printer driver.
Another reason is Speedo 4.1, which is a rather old and buggy version as
far as I know..

Otherwise Works runs rather stable on all our machines at the uni-
versity now.

One reason to use Works is, that it is really easy to use. A friend of
mine tried to p rint labels with Works for OS/2 - it was so complicated,
that finally we used the Lable function of ATARI Works, that was really
easy.

--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

3775. Re: ST Formats email address (was Re: ATARI ST STINKS!!!!)

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 10:07:46 UTC
From: Nick.Peers@adlib.centron.com
Message-ID: <604_9503061713@centron.com>
Source record: 169929

```
Thanks for those extra e-mail addresses Frank. Sorry I forgot to put them
in: I got a migraine from all those '@'s and '.'s!

Cheers,
Nick
+--------------------------------------------------------------------+
| Standard disclaimer: The views of this user are strictly his own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+--------------------------------------------------------------------+
```

3776. Re: Looking for ST-S3 sw

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 10:22:11 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.50.000A5F00@cam.ac.uk>
Source record: 170149

In article <950302Z200042.409mark@forsyth.demon.co.uk> mark@forsyth.demon.co.uk (Mark Forsyth) writes:
>Hi

>I wonder if anyone can help me. I got a copy of the ST to Psion S3 sw from
>the Imperial College mirror of the UMICH site but the file would not upzip
>correctly. Does anyone know where a working copy of this is held or where
>I can get hold of the author (Keith Baines) as all the usefull documentation
>is in the archive that I cannoe extract

>Thanks in advance

Just an idea - you did download it in binary mode didn't you?

Adrian (apb25@cam.ac.uk)

3777. Re: Atari ST Hack in progress....

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 10:23:13 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <SCHWAB.95Mar6112315@issan.informatik.uni-dortmund.de>
Source record: 170001

In article <794266402snz@yeadontt.demon.co.uk>, phil@yeadontt.demon.co.uk (Phil Yeadon) writes:

|> In article <SCHWAB.95Mar1104936@issan.informatik.uni-dortmund.de>
|> schwab@issan.informatik.uni-dortmund.de "Andreas Schwab" writes:

|>> In article <FB3VCHVAUP@galaxy.teuto.de>, neptune@galaxy.teuto.de (Hendrik
|>> Mylius) writes:
|>> |> But 3.06 is much faster than 2.06, as it contains 68020 code.
|>>
|>> No, it doesn't, at least not the one that i have in my TT. It does
|>> support the 68020/30 so that it doesn't crash, but it still contains
|>> only plain 68000 code.
|>> --
|>> Andreas Schwab "And now for something
|>> schwab@issan.informatik.uni-dortmund.de completely different"
|>>

|> WRONG!!!!

|> TOS 3.05 (fitted to my TT) DEFINATLEY contains 68030 code. I have 'extracted'
|> parts of the ROM using Devpac TT to exmaine what is done by the OS, comparing
|> this code to the details given in the MC68000 Family Programmers Reference
|> Manual (supplied with Devpac TT) code contained in the ROM is 68020/68030
|> ONLY.

It seems we are talking about different revisions of the TOS. The
version i have (3.06) definitely does not contain any 68020 code in
the GEMDOS/AES/VDI part, the first two being written mostly in C and
the latter mostly in assembler. I have a complete disassembly of the
TOS, and the 68020 specific parts are in a very small minority, mostly
in the startup code, or sometimes to clear the caches or something
like this.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

3778. Re: Item/File Selectors...

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 10:36:22 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3jeoj6$7fr@epsilon.qmw.ac.uk>
Source record: 170086

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
: I would like to find out what Item/File selector people use
: and why...

I use Selectric mostly (registered), evaluating boxkite, and Freedom.

: I am still trying to find a English Item/File selector that can beet
: UIS III in every way, is there one...???

I looked at UIS, and didn't like it. It is so big and ugly...yeuch. So I don't use it. OK, many people use UIS, and I agree that is is a powerful FS....but Selectric does all I want it to.

: Mind you UIS III and Freedom are not free, the otheres are...!!!

The others are not free. Selectric, Boxkite and Freedom are Shareware.

Selectric looks nice with all TOS based computers...and has many features. here is an excerpt from a recent article I wrote in a new Atari magazine coming soon:

Enter the replacement file selector, and top of the list has to be the ShareWare program Selectric, now at version 1.10 with it's very nice interface. Not only is it mouse driven, but also has comprehensive keyboard short-cut support. Other features include an intelligent file finder and selector, file manipulation functions, such as copy, move, rename, and delete, and UNIX type wildcard support. Selectric has the ability to load several files in one go, wih programs which support it. The program only displays 8 files on a standard ST, but can display more on a Falcon and TT.

Another one worth mentioning is BoxKite. Similar to Selectric, but with added support for long filenames under MiNT, and with a resizeable window.

I would have written more, but I had constraints on the number of words...(the final version of this bit was even smaller!

Boxkite does not look as nice on STs. It looks much better on a Falcon...esp with the 3D look.

Freedom is very nice too, but I find that it takes up an acc slot, if using under singleTOS. You can also open upto 8 Freedom FSs, and move/copy files between each one. Nice looking too. English version coming soon from Joe Connor, and if everything goes the way planned, then you will be able to register it with me too.

Regards
Danny
--
.signature.signature

3779. Re: Help with Spektrum Graphics Card

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 10:38:33 UTC
From: lais@cs.man.ac.uk
Message-ID: <3jeon9$r3b@m1.cs.man.ac.uk>
Source record: 170004
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <3j7dhq$6g3@stratus.skypoint.net>, Craig Servin <cservin@nmsmn.com>
writes:
|> I am trying to modify the Linux/68k frame buffer device to support the
|> Spectrum TC graphics card for the TT's VME slot. The generic driver

Who makes this card ? Specs ? Price ? I've never heard of it.

S.Lai

3780. Re: HSMODEM 6

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 10:41:13 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3jeos9$7fr@epsilon.qmw.ac.uk>
Source record: 170087

Simon King (simon@kingres.demon.co.uk) wrote:
: Can anyone tell me a site and directory for HSModem6 ? As I can't seem to
: find it.

micros.hensa.ac.uk

micros/atari/tos/o/o191/hsmda06.lzh

Size: 152511

Danny
--
.signature.signature

3781. Re: HSMODEM 6

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 10:46:24 UTC
From: richcsst@crash.cts.com
Message-ID: <D50LxD.1y0@crash.cts.com>
Source record: 170012

Simon King (simon@kingres.demon.co.uk) wrote:
: Can anyone tell me a site and directory for HSModem6 ? As I can't seem to
: find it.

: Thanks
: --

: / | / Snail-mail E-mail
: \ |< 216 Scarborough Avenue simon@kingres.demon.co.uk
: / imon | \ ing Stevenage. Herts SG1 2HW

I believe it's on the University of Michigan's system (or mirrors). Try
using ARCHIE, it works great for finding files.

Rich

3782. Re: Chimera - Tried It, Liked It.....

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 11:17:06 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3jeqvi$7fr@epsilon.qmw.ac.uk>
Source record: 170088

Philips Dilworth Patton (darmok@leland.Stanford.EDU) wrote:
: What kind of server? How, for instance, would I use Chimera with your
: average joe university unix account?

You will need to link up to your University via SLIP. Your university
will have to provide a SLIP link via dial-up access. Ask your computer
services if they do provide it, or if they will.

Danny
--
.signature.signature

3783. Re: Item/File Selectors...

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 11:23:20 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3jerb8$q8o@percy.cs.bham.ac.uk>
Source record: 170008

mbecroft@iconz.co.nz (Mario Becroft) writes:
>I think I heard that freedom runs in MiNT domain and understands longer
>than 8+3 filenames. Is this true? Does it also do upper/lower case and
>all else you would expect like make folder, fileinfo etc.?
[other things deleted]

Yes! And yes to all the other things as well. I have managed to open
about 20 different Freedom windows simultaneously.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

3784. Re: Translators..!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 11:37:20 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3jes5g$7fr@epsilon.qmw.ac.uk>
Source record: 169924

Harry Sideras (sidcelery@cix.compulink.co.uk) wrote:
Re: Ruftrade
: Try looking for it at Hensa - I think Danny was impressed with it as well.

Yes, you are correct Harry. I am well impressed with it. :-) My
registration will be on it's way to Charles soon....

You can find it on HENSA (micros.hensa.ac.uk) in

micros/atari/tos/p/p118/ruftrade.zip

Highly recommended.

Danny
--
.signature.signature

3785. Re: ST Conference?

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 11:42:30 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3jesf6$7fr@epsilon.qmw.ac.uk>
Source record: 169923

Barry Heath (barheath@heathen.demon.co.uk) wrote:
: Funny, I thought MAG was the Action Group for Motorbikes - does this mean a
: two-stroke Atari is coming :-)

I like it. I like it. :-))

: it is held _somewhere_ closer to the middle of the country than the usual

Yes, a good idea. However, I must say that I usually go to the Atari
shows in London (gives me a chance to see melanie too. :-), as she
works in the SE, and we only get to see each other at weekends (OK
Danny, enuff of your love life...)

But, I will talk to a few people (when I get some time), and see what
can be done. What we need is a place which is cheap/free, where
everyone can get together...

Other user groups/SIGs here, get in touch with me...Somewhere in the
Midlands is good for everyone to attend.

Danny
--
.signature.signature

3786. Re: ST Conference?

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 11:43:59 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3jeshv$7fr@epsilon.qmw.ac.uk>
Source record: 169922

Harry Sideras (sidcelery@cix.compulink.co.uk) wrote:
: Sounds like a great idea. Trouble is, it's a long way from here (London).

The Midlands are only a couple of hours from you...so that should be
OK. I don't plan to have the meet in manchester anyway, or even
London...if there is a meet.

Regards
Danny
--
.signature.signature

3787. GDPS docu wanted

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 11:45:00 UTC
From: Dimitri_Junker@ac.maus.de
Message-ID: <P51528@AC.maus.de>
Source record: 169963

Hi,

I am looking for GDPS documentation, to directly use a Scanner in my
software, if you have any such documentation please tell me
Greetings
Dimitri

No mails>16k, they will not pass to MausNet

3788. Re: Oh, what have I done?

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 11:47:50 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3jesp6$7fr@epsilon.qmw.ac.uk>
Source record: 169918

S94 (lais@cs.man.ac.uk) wrote:

: Sounds good, but Vic said he was off to work for MacWorld, so what's
: the score here ? Are there two Vic Lennards ?

Just because you work for one mag, does not mean you can't work for
the other...

I work here at HENSA, but I am also a permie writer for Atari World. A
few freelancers who will write for Atari World, also write for other
mags.

Danny
--
.signature.signature

3789. Re: Oh, what have I done?

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 11:50:12 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3jestk$7fr@epsilon.qmw.ac.uk>
Source record: 169919

S94 (lais@cs.man.ac.uk) wrote:
: Me too. I recently discovered that the library in my CS department at uni'
: has a huge stack of old ST World mags. I have spent nearly every spare

I'll have to take a trip to the Library sometime. Do they operate
Inter University loans?

: be hard because the market has since shrunk and there is less to be
: enthusiastic about (new products etc.) but hey, it must surely beat STF !!

The market may have shrunk, but you ought to get onto Cix, NeST,
FidoNet....there are many Atari users there. The enthusiasm still exists.

Danny
--
.signature.signature

3790. FORSALE: Atari ST/TT Software & Magazine Disks

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 12:00:05 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <3jetg5$m41@canopus.cc.umanitoba.ca>
Source record: 170009
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
=====================================================================
SOFTWARE
=====================================================================
OSS Personal Pascal.............$ 25.00 (no box)

Night Shift.....................$ 12.00 (cute fun Lucasfilm platform/action)
Paladin (rpg)...................$ 9.00 (excellent rpg game)
Firezone........................$ 5.00 (strategic war game)
TV Sports Football..............$ 5.00 (xlent Football game 1 or 2 players)

Michtron BBS....................$ 1.00 (classic bbs software, no box&docs)

=====================================================================
MAGAZINES
=====================================================================

Atari Interface Disks of the Month:
Oct'91 - Oct'92
*** 14 disks total with a wealth of useful & fun programs ***
Note: these are only the disks, not the magazines, all
documentation is on disk, though
Only $14 + shipping!

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Other items FORSALE! For a list, send e-mail with the *subject* "SEND INDEX"
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will give first
priority to those offering my asking prices. If you are interested in any of
the items, please reply via e-mail as soon as possible. Questions are
welcome. All prices are in US dollars. Buyer pays shipping. Shipping costs
are non-negotiable. Volume discounts available.
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

--
<Trevor_Cordes@umanitoba.ca> $ AtariTT030/8 48Mhz $ cds,comics,s/wr,videos,
3rd Year CompSci Honours $ PreludeVTEC Techno $ 4 SALE: E-mail me with
University Of Manitoba, Canada $ Dr.Who SCTV Unix $ the subject: SEND INDEX
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
```

3791. Re: Looking for ST-S3 sw

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 12:09:11 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3jeu17$dto@epsilon.qmw.ac.uk>
Source record: 169917

Mark Forsyth (mark@forsyth.demon.co.uk) wrote:

: I wonder if anyone can help me. I got a copy of the ST to Psion S3 sw from
: the Imperial College mirror of the UMICH site but the file would not upzip

Just get it from HENSA, mailed there directly from Goodman PDL
sometime last year. :-) Selected pieces of Goodman software are
available from HENSA too. Same for software from Floppyshop...

micros.hensa.ac.uk
micros/atari/tos/o/o196/s3tost.zip

Danny
--
.signature.signature

3792. Re: Chimera - Tried It, Liked It.....

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 12:23:52 UTC
From: v902123@si.hhs.nl
Message-ID: <D50qFs.4JD@si.hhs.nl>
Source record: 170017

In article e2r@whitbeck.ncl.ac.uk, Craig Graham <Craig.Graham@ncl.ac.uk> writes:

>Verdict: Recommended, the best WWW browser available for the Atari. All MiNT-X
> users should get it ASAP.

Great, now.. can you explain me what exactly MiNT-X is and what do I need to run this program on my Falcon. (I suppose MiNT?)

CU
Ronald

3793. Re: Message to all Frenchmen.

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 12:32:44 UTC
From: Per B�rge Heidenstr�m <perhei@calvin.nhidh.nki.no>
Message-ID: <3jevdc$a81@ratatosk.uninett.no>
Source record: 170013

> Yes, French WAS the international language; at the 18-th century, ie many
> many years ago; it is 20-th century now, and the international, most widely
> known language is _English_, whether you like it or not. For example: I don't
> like English, I would prefer _my_ national language but in these circumstances
> it is impossible to force anybody to learn Polish; so I can accept English as
> the language of the international communication AS LONG AS ANOTHER FOREIGNERS
> WILL ACCEPT IT TOO. If you use your national languages (German, French, Czech,
> Dutch for example), I will use POLISH in my programs and doc's. Polish, or...

I only have to say that I totally agree...not that I'm polish
or anything, but there's nothing more annoying than programs
with docs only in french or german, for example. English is
and has to be the common language for computer users....
What if I released a program only with norwegian docs !!!!!
(which is my national language)

Especially shareware authors, who want to reach as many users aas
possible, should write in english, or at least get in touch
with someone who can !

That's all I have to say, thank you.

Per B�rge Heidenstr�

3794. Re: MEDUSA T60

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 12:37:08 UTC
From: chainxor@kom.auc.dk
Message-ID: <3jevll$f74@news.iesd.auc.dk>
Source record: 170016

In article <D4tuxw.Jp3@cix.compulink.co.uk>, wilsontjb@cix.compulink.co.uk ("BARRY WILSON") writes:
> In message <3isn36$443@news.iesd.auc.dk>, chainxor@kom.auc.dk said:
>
> >Do you really think Motorola would give Medusa Computer Systems a buggy
> >PROTOTYPE of a processor to use in a computer-design ??????????
>
> Yes, it is standard practice in the industry.
>
> The CPU vendor benefits from feedback from the OEM's. Motorola may
> have called it a development sample. However I was quoting the person
> demonstrating the T60 at ProTos, with whom I had a very interesting
> discussion.

Did he say anything about when the T60 will be avaiable ??? Or if it will ??

Keep Cool and Flying...

ChainXOR...

3795. Re: MODS, MODS, MODS.....

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 12:44:33 UTC
From: Per B&#65533;rge Heidenstr&#65533;m <perhei@calvin.nhidh.nki.no>
Message-ID: <3jf03h$a81@ratatosk.uninett.no>
Source record: 170015

cm3hirjd@bs47c.staffs.ac.uk (Requiem) wrote:
>
> udem148@bay.cc.kcl.ac.uk wrote:
> : Do most .MOD music files carry the same standard? For instance
> : can one use the likes of ST Protracker or ST TCB tracker to play say Amiga
> : music MODS, or are there slight modifications needed for compatiblity
> : and if so what are they?
>
> There are lots of different module formats. You'd not have much luck
> trying to play a TCB format module on ProTracker and vica versa. There
> is a Guide to Soundtrackers available from most good PDL's which contains
> information on writing your own tunes and the different formats available.
>
> From memory here is a list of module formats I know of :-
>
> NoiseTracker
> ProTracker
> Octamed (can be 8 channel)
> TCB Tracker (very non-standard)
> Quartet (not essentially a module, but worth mentioning)
> Digital Tracker format (Falcon standard, up to 32 channels)
> Scream Tracker (S3M) - PC format, multi-channel
> MultiTracker (MTM) - see above
> FastTracker (can be 8 channel, maybe more)
> 669 format (I have no information on these, sorry)
>
>
> Perhaps someone will add more to this...
>
>
>
> RiCH

Yeah,how about:

Ultratracker (ULT) - PC Ultrasound standard - 32 voices
Graoumf (GTK) - Falcon standard - 32 voices
Megatracker - not sure about the extension on that one -32 voices

That's all i can think of anyway...
Per B&#65533;rge 'maybe too enthusiastic about his Falcon' Heidenstr&#65533;m

P.S. does anybody know if Towers II has been released yet ?

3796. Re: Emagic Logic ?s

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 12:52:51 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.794494371@radley>
Source record: 170018

nggilber@cca.rockwell.com (Neal G. Gilbertson) writes:

>I have just acuired an ST and Emagic Logic v 1.7 somthing.
>I like it very much.

>What is the latest version? I know this one isn't too old because
>the manual is circa 1993.

Currently 2.01 (2.02 for the Mac). However, version 2.5 is out soon which
has loads of new stuff, including a completely new manual.

>I only have the tutorial manual and 1.6 addendum manual.
>The tutorial manual speaks about a reference manual. I suppose
>I'm missing this.

Sounds like it.

>Can this program be upgraded? I am not the one who bought it
>in the first place but I do have the Log3 dongle (if thats what it's
>called). So it's not like someone just sold me an older version
>when they upgraded.

Should be.

>Does Emagic have an american representitive?

Yes. In America:

Emagic Inc.

M. Graham
P.O. Box 771
Nevada City, CA 95959-0771
Tel. +1 916 477 1051
Fax. +1 916 477 1052

>Any help would be greatly apreciated.

Have a look on the Logic web pages, and come and join the Logic list!

See ya there

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk

3797. Bad Files at UMICH

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 13:05:25 UTC
From: andrew@minster.york.ac.uk
Message-ID: <794495125.11@cs.york.ac.uk>
Source record: 170092

Hi.

I spent ages trying to get long filenames with minix and couldn't
do it because I'd downloaded fu2-bin.zoo for my file utilities.
If, in future, I find that a program doesn't work or
has been updated, who do I tell?

Anyway, if you want to use Minix on your atari, get fluts-39.zoo instead
and you won't lose as much hair as I have.

Sorry to be abrupt but I'm still annoyed.

--

Andrew Hague -- Researching Motivation in Human-Computer Interaction
Department of Computer Science. University of York, YORK. YO1 5DD
Tel: (+44/0)1904 432762 E-MAIL: andrew@minster.york.ac.uk
<Atari Falcon030, LynxII and Jaguar Owner and Prospective Developer>
Experimental WWW page: http://dcpu1.cs.york.ac.uk:6666/andrew/

3798. Re: Ultimate Arena

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 13:08:52 UTC
From: lais@cs.man.ac.uk
Message-ID: <3jf1h4$1u3@m1.cs.man.ac.uk>
Source record: 170089

Hello. I am an STE freak and would like to know what this Ultimate Aren thing is.

Cheers

S.Lai

3799. ANNOUNCE: Stello 2.1

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 13:18:27 UTC
From: atari@monet.name
Message-ID: <1995Mar6.131827.29257@imada.ou.dk>
Source record: 170098

Hello everybody.

Stello 2.1 othello is out with features such as

- Works under Gem, all Atari computers, all screen resolutions, (x resolution must be at least 640).
- Supports Multitos and WINX.
- Uses multitasking under Multitos.
- Advanced gameplaying algoritms, alfa-beta minimax, iterative deepening, response killer table, saves game tree and uses the zerowidth minimax modifikation.
- One of the best Othello programs in the world.
- Background pictures on the board as black/white or color.
- RSC files in english, german, french and danish.
- Dialogs in windows.
- Nice interface (3d buttons and checkboxes even under old tos versions, niceline menus, animation of disc's).
- Printing of moves, board and transscript as ASCII, GDOS or Speedo GDOS.
- Export of moves, board and transcript as ASCII or META file. This means that you can take the output and use it in a wordprocessor that supports import of META files.
- You can set the size of the output, (boardsize of 4 - 16 cm) 2 types of transcript, (with or without disc's) and turn on/off the border text (a b c d e f g h, 1 2 3 4 5 6 7 8)
- There is a (very primitive) fontselector, and you can choose the output device (printer from 21-30 and meta file from 31-40)
- Context sensitive help with St-Guide.

New in Stello 2.1

- All menuitems can now be reached via keyboard shortcuts. The user can change the shortcuts by changing the RSC file.
- Menu layout changed to be more like the GEM standard. (Gerd Castan)
- Mouseform changes are now done inside a wind_update(BEG_MCTRL), wind_update(END_MCTRL) block as they should be. My error :-(
- Fewer graf_mouse(OFF), means the mousepointer dosen't flash so much.
- Saved endgamelevel settings now used correctly on startup.
- German RSC kindly corrected by Thomas Cloer.
- Internal timer uses a system vector instead of the Timer A interrupt. This means that you now can use Stello together with other programs that uses the Timer A interrupt.
- Better communication with St-Guide under Multitos. (The memory protection flag for Stello can now be super instead of global)
- Basic Othello Strategies by Colin Springer included in helpfile.

- Various minor bugfixes.

More details in the documentation. Stello is a Shareware game. I have uploaded the game to the following ftp sites, in the file STELLO21.LZH. atari.archive.umich.edu, micros.hensa.ac.uk, ftp.cs.tu-berlin.de, ftp.uni-kl.de, ftp.cnam.fr.

Happy Othello playing.
Claus J. Pedersen.

3800. Re: Message to all Frenchmen.

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 13:29:38 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.99.000D7ED3@lobby.ti.com>
Source record: 170043

In article <199503051402.IAA03373@mail.cs.utexas.edu> CONRADUS@PLEARN.EDU.PL (Konrad Kokoszkiewicz) writes:

Ha ha ha .... and I will use Chinese for all my freeware ... mmm and ST graphics can do that real well too...

>WILL ACCEPT IT TOO. If you use your national languages (German, French, Czech,
>Dutch for example), I will use POLISH in my programs and doc's. Polish, or...

>Quomodo Vobis placeret, Galli defututi, si Latinum sermonem adhibeam?

>Konrad
>conradus@plearn.edu.pl

Regards
William
+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

3801. Chimera executable?

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 13:30:10 UTC
From: selick@acs2.bu.edu
Message-ID: <3jf2p2$ffb@news.bu.edu>
Source record: 170091

Do Chimera executables exist? The distribution I found only had sources. I'd like binaries for a 1040STe running mint 1.12, and Mint X, as well as mintnet.

Thanks,
Steve
selick@acs.bu.edu

3802. Toad Computers - fast response

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 13:37:44 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.100.000DA167@lobby.ti.com>
Source record: 170047

In article <3jdnep$oq0@frisbee.damp.apana.org.au> paul@damp.apana.org.au (Paul Smith) writes:

Just for info ... I emailed a request for a product price and
estimated delivery date in the morning, and Toad Computers replied by lunch
time. Now, that is fast !!!!!

>I was concerned about some delivery problems and hinted that Toad were not
>up to par. Well the fault was my own. I was contacting Toad at the wrong
>address. My I suggest if you want to contact Toad you do so on TOAD@CHARM.NET.

+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

3803. Mint's man aborted ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 13:38:02 UTC
From: lkalesch@awi-bremerhaven.de
Message-ID: <3jf37q$h6j@alster.dkrz.de>
Source record: 169982

Hello out there. I'm a new mint user, and i dont know how to set up the manual correctly. Only man -f is working well. If there are longer pages the man command is always aborted. I am using the tcsh. Wich enviroment variables must i set up for the man command?
kaleschke@awi-bremerhaven.de

3804. Re: Lure of the Temptress- I need Help!

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 13:44:26 UTC
From: py94dej@exeter.ac.uk
Message-ID: <D50u6C.Fss@exeter.ac.uk>
Source record: 170093

If anyone has completed this game on the atari ST then please could you e-mail me. Thanks

3805. Re: No. ST's Really Are Crap!

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 13:48:30 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3jf3re$302@m1.cs.man.ac.uk>
Source record: 170096

Can't you spell your name yet???

And since when were you at wolverhampton (?) University ?????

3806. Usenet posting

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 14:01:09 UTC
From: G.Ballantyne@compserv.gla.ac.UK
Message-ID: <12331.199503061356@lenzie.cent.gla.ac.uk>
Source record: 170097

From: G.Ballantyne@compserv.gla.ac.uk
Subject: Wanted - ProTracker ST Manual.

Having looked at a demo version of ProTracker ST for the Atari STFM, I decided to register, not just for the latest version of the program, but mainly for the full manual and last year I sent off my fee to Karl Anders Oygard in Norway.
When the disks arrived three months later, I was disappointed to find that the text file holding the manual was damaged and unreadable and I promptly returned the disk for a replacement. To date, this request and several letters of enquiry have been ignored. So, if anyone has been more fortunate and has received the full manual, I would be grateful if they could contact me. Thanks. Glenn.

3807. Re: Translators..!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 14:23:27 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3jf5sv$6mh$1@perth.DIALix.oz.au>
Source record: 170023

Carl Lofgren (m9174@abc.se) wrote:
: > Roger, I've found XLATOR2 to be the quickest..It's damn fast! MULTLAN2 is
<snip, snip>
: > aware of RUFTRADE though...(anybody else?!) I have however taken the
<more snipping>
: Carl L. - Zero-X beta-tester.

I have found RUFTRADE to be as quick (if not quicker) as any other translator I have tried.. AND RUFTRADE also tries (and in most cases) to rephase the converted English text to make it MUCH more readable... **WELL** worth the 5UKP reg fee.. (I think the reg'ed version is faster to??)

Try it, you'll like it !!!!!
regards, FezzY 8-}
--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

3808. Re: Atari Web Browser

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 14:53:46 UTC
From: wmpeen@urc.tue.nl
Message-ID: <wmpeen.794501626@asterix.urc.tue.nl>
Source record: 169951

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>HTML can be pretty hairy to parse (I intend to use CERN's WWW library to
>handle it; I've already got that ported).

Uhm, there is no need to parse HTML. Parsing the HTML file is something
the author of the web pages should have done. A simple stage changer
would be enough to mark font changes and such.

Erlend.

3809. Archie (was Re: HSMODEM 6)

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 15:09:15 UTC
From: dsb@amazon.cs.duke.edu
Message-ID: <3jf8ir$nq1@amazon.cs.duke.edu>
Source record: 170099

From the Holy Book of <D50LxD.1y0@crash.cts.com>
as spake by richcsst@crash.cts.com (Richard John Kelsch) :

>I believe it's on the University of Michigan's system (or mirrors).

It's there. That's where I got it.

> [...] Try
>using ARCHIE, it works great for finding files.

Actually, I've had startlingly poor luck finding Atari-related files with Archie. Just last night, for instance, I did an Archie search for the Freedom file selector that's been mentioned here recently. Found several documents purporting to relate to academic freedom (from comp.org.eff.*, I think), an FAQ for the FACE bill in a few alt.fan.rush-limbaugh archives, and about twenty references to something called freedom.texi, the contents of which I couldn't begin to guess. No file selectors. The problem with Archie, I think, is that to find a particular file among the morass of data that Archie knows about, you almost have to know its exact filename, in which case you probably also know exactly where to find it in the first place.

At any rate, I did finally find Freedom, in (to my mild chagrin) a.a at Utilities/Fileselectors/freedomd.lzh. All in German, of course. Sigh. Anyone know where besides Hensa I can get this Ruftrade program everyone's talking about? Archie was no help.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1995 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

3810. WANTED - Gemulator

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 15:42:12 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503061437.AA08205@ilmen.lanl.gov>
Source record: 169985

In a previous message, Paul@wimpey.dungeon.com (Paul Whiteside) wrote:

> Does anyone have one of these for sale? If not, can anyone tell me where to
> get one and roughly the new price?

Toad's last catalog list the Gemulator 3.0 for $159 including Atari TOS
2.06 ROMs. You can buy it less the ROMs if you have a cheaper source.
Give them a call to double check on the price (it might be cheaper now)
or check out there web page at http://www.charm.net/~toad/

Toad Computers
800-448-8623
410-544-6943

-Hutch- @ Fair Dinkum Tech

3811. Re: Message to all Frenchmen.

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 15:48:21 UTC
From: doucet@ripolin.laas.fr
Message-ID: <3jfas5$fmi@news.cict.fr>
Source record: 170024

In article IAA03373@mail.cs.utexas.edu, CONRADUS@PLEARN.EDU.PL (Konrad Kokoszkiewicz) writes:
| Hi.
|
| Yesterday I downloaded the CLOE demo and when I depacked it, I found, that
| everything in this program (from _very_ short "doc", to screen messages) has
| been written in French! Well, I can understand five languages, but I don't
| know, why the authors think, that I can understand French too!

Well, I think that if they had known that you Mr K.K. (it's funny when read in french) would upload their work, then they surely had written it entirely in polish. It's your fault: you should have warned them before they start coding their demo ;-)

Seriously, I'm pretty sure the authors of CLOE are not aware at all that their demo would have been spread so far and wide.

| Yes, French WAS the international language; at the 18-th century, ie many
| many years ago; it is 20-th century now, and the international, most widely
| known language is _English_, whether you like it or not. For example: I don't
| like English, I would prefer _my_ national language but in these circumstances
| it is impossible to force anybody to learn Polish; so I can accept English as
| the language of the international communication AS LONG AS ANOTHER FOREIGNERS
| WILL ACCEPT IT TOO. If you use your national languages (German, French, Czech,
| Dutch for example), I will use POLISH in my programs and doc's. Polish, or...

OK. Then I'll buy a polish->french dictionnary, as I've already done for german docs (I mean buy a german dic.); although I don't know german at all, I've so far always managed to use the programs, maybe not the most efficient way, but who cares ? CrackArt (first version) was a neat example.

I've had -- about foreign languages -- the following funny adventure: I am the author of 4 games for the Atari; they're all shareware (postcardware to be precise). I've uploaded all 4 on atari.archive, and one day, I've had the surprise to find one of them on the cover disk of a famous (at least in France) ST magazine. All my games are in english, and so are docs. What do you think happened ? I've got 4 cards, 2 of them flaming me because docs were in english. As usual, not a word from the french magazine, but then again, the game wasn't meant to be specifically distributed in France.
(BTW, I've sent those 4 people the latest version plus french docs.)

So, as I've a 5th game almost ready to be distributed, and to join the "crippleware" thread currently running on c.s.a.st, I've got an idea.
A brilliant idea, thank you Konrad. What about crippling by only giving french (or any other language) program and docs, and waiting for registration (with money this time) to send english program and docs ?

It's only a matter of few hours, just redraw all texts in french.
OK, I'll stick to this.

| Quomodo Vobis placeret, Galli defututi, si Latinum sermonem adhibeam?

Ga Bu Zo Meu.

| Konrad
| conradus@plearn.edu.pl

__ _____ _____
__| | ___| \ doucet@laas.fr (Jean-Etienne Doucet)
| | | ___| | |
_____|_____|_____/ LAAS-CNRS / Toulouse / France

"La terre est belle; vue de l'espace, parce que vue de chez moi,
c'est pas ca!" (Anonyme, XXeme sie`cle)

3812. Re: Chimera - Tried It, Liked It.....

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 15:52:13 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3jfb3d$j9u@whitbeck.ncl.ac.uk>
Source record: 170029

In article <3jam4u$1ic@elaine5.Stanford.EDU>, darmok@leland.Stanford.EDU (Philips Dilworth Patton) writes:
>
>I'm confused about how this works exactly - you say you're using a modem.
>What kind of server? How, for instance, would I use Chimera with your
>average joe university unix account?
>

You need a SLIP, CSLIP or PPP connection (most uni's provide these, ask
your computing service for details).

Craig.

-- -
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

3813. Magazine Editors (was Re: Gasteiner)

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 16:44:38 UTC
From: andrew@minster.york.ac.uk
Message-ID: <794508278.18@cs.york.ac.uk>
Source record: 169965

S94 (lais@cs.man.ac.uk) wrote:

: In article <1995Mar1.104541.103@genrad.co.uk>, hillsp@genrad.co.uk (Paul Hills)
: writes:
: |> In message <793879218.4@cs.york.ac.uk>, Andrew Hague wrote:
: |>
: |>] From Gasteiner's reputation I don't
: |>] think I'd ever buy anything from them. Are they a better company than
: |> they
: |>] were about 2-3 years ago?
: |>
: |> I would avoid them if possible too. I don't know what they were
: |> like two or three years ago, but if they were worse than they are now
: |> then they must have been completely and utterly useless. Sorry for this
: |> long post, but it's a long story!
: |>
: |> I bought a hard drive from them for my Falcon about six months ago.
: |> When it arrived, (unboxed, just wrapped in bubble-wrap with a sticky topside
: |> where a label had been ripped off it) I found that the mounting bracket does
: |> not come with the drive (no mention of that in the advert) so that cost me
: |> an
: |> extra 25 quid. When I mounted that flimsy bit of metal, I found that the
: |> ribbon cable supplied is too short to stretch up to the drive, and that the
: |> drive doesn't even fit in the bracket. After several phone calls to people
: |> at Gasteiner who didn't have a clue about anything, I bent the bit off
: |> metal to fit. At least it keeps the drive off the motherboard.
: |> Now to load the HD driver software. I ran AHDI, and it couldn't
: |> see the drive. After faffing around for a few days, and many more phone
: |> calls
: |> to people at Gasteiner who didn't have a clue about anything, I thought -
: |> "sod it, I'll reformat the drive and see what happens". So I did. And it
: |> worked. "I'll never use Gasteiner again", I thought.
: |>
: |> This Christmas my wife bought me a scanner from... Guess who!
: |> It arrived in November with no cartridge adaptor, no power supply, no
: |> manuals, and no software, but apart from that everything was there (the
: |> scanner was). After repeated phone calls from my wife to people at Gasteiner
: |> who didn't have a clue about anything, one by one, she got all the parts
: |> except the cartridge port. Not being knowledgeable about computers, she
: |> didn't
: |> know what was needed, and Gateiner certainly weren't going to tell her.
: |> Instead they realised she didn't know about it, so just reeled off crap
: |> about the scanner, and generally abused her over the phone.
: |> Come Christmas, I opened my present to find that there were still

: |> bits missing. Over the next few weeks, after talking on the phone to several
: |> people at Gasteiner who didn't have a clue about anything, I got everything
: |> except the Touch-up software. Eventually, the manager at Gasteiner said,
: |> "send everything back and we'll resend a new box", after admitting that
: |> the scanner I was sent was one that had been loaned to them and didn't
: |> work anyway. So a couple of weeks later, I got a new scanner. But no Touch-
: |> up software. I phoned some people at Gasteiner who didn't have a clue about
: |> anything, and eventually received a parcel with Touch-Up in it (that was
: |> last week - three and a half months after ordering a scanner). The only
: |> thing I'm still missing is the Merge-It software, which I got with the
: |> first scanner but not with the second.
: |> You never know, I might get everything by next Christmas.
: |>
: |> After reading this far, would you EVER use Gasteiner? Do so at your
: |> peril!
: |> Paul Hills

: This just about sums up their crappy attitude.

: S.Lai

I've kept the story because it is important.

How can they keep trading? I suggest Paul Hills writes to the Trading
Standards authority and complain. Plus I suggest that magazines do
NOT take their adverts in future. I know some magazine editors read
internet news (who doesn't!) and so they should put pressure on Gasteiner to
improve their service or accept the wrath of Future Magazines' scorn :-).

-Andrew

P.S. Sorry about the subject but I wanted to get editors' attentions.

Andrew Hague -- Researching Motivation in Human-Computer Interaction
Department of Computer Science. University of York, YORK. YO1 5DD
Tel: (+44/0)1904 432762 E-MAIL: andrew@minster.york.ac.uk
<Atari Falcon030, LynxII and Jaguar Owner and Prospective Developer>
Experimental WWW page: http://dcpu1.cs.york.ac.uk:6666/andrew/

3814. Re: Bio Hazard

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 16:45:28 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503061540.AA08217@ilmen.lanl.gov>
Source record: 170031

In a previous message, barheath@heathen.demon.co.uk (Barry Heath) wrote:

> my apologies to Hutch; I'm not used to University English - I actually
> thought the guy -meant- what he wrote...

No worries, Barry.

From the tone of his post, I think he meant it too.

-Hutch- @ Fair Dinkum Tech

3815. Re: CD-ROMs for Atari computers

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 16:57:49 UTC
From: thomah@ifi.uio.no
Message-ID: <3jfeud$pri@delling.ifi.uio.no>
Source record: 169956

In article <3j8hnn$91f$1@mhade.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> writes:

> I don't know if the list is available on ftp sites or not, but if there's
> enough interest to warrant the posting, I could post a UUencoded file here.

Couldn't you upload it to a site somewhere?

--
- Thomas Hansen - E-mail: thomah@ifi.uio.no
- Oslo, Norway - WWW: http://www.ifi.uio.no/~thomah

3816. Re: Mac does ST!

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 17:04:25 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503061559.AA08220@ilmen.lanl.gov>
Source record: 169957

In a previous article, neptune@galaxy.teuto.de (Hendrik Mylius) wrote:

> In <9503011637.AA07114@ilmen.lanl.gov> Hutch wrote:

>>software, a reliable and fast emulator might make sense. Desktop space
>
>>emulator is solid (crashworthy and compatible) and runs considerably
>
>>there are frequently trade-offs when using an emulator so it's a
>
>John,
>
>you've said it again ;-!
>
>Go clean your mouth with soap and than stand in the corner 'til you've said
>"MagiCMac is NOT an Emulator" at least a thousand times :->>

Nope, not this time, Hendrik.

In the above mentioned post (which you massacred by taking bits and pieces out of context) I was replying to a posted question about 'emulators' in general, not MagiCMac specifically. My comments would refer to the Gemulator, Spectre GCR, SoftPC, MagiCMac, or any software/hardware that allows you to run software intended for one platform on an entirely different platform.

And quite honestly, I don't give a rat's behind WHAT you want to call the MagiCMac... emulator, TOS replacement, preemptive multitasking operating system, whatever... it jusdudnmadda. Hey, if it looks like a duck and walks like a duck and quacks like a duck, then for all intents and purposes... it's a DUCK! :)

And one more thing... stop calling me 'John,' OK? There are far too many 'Johns' who frequent this newsgrop so it get's confusing. I much prefer the moniker 'Hutch' so as not to be confused with the other guys or a toilet or a hooker's customer (in the common English vernacular). :)

Always a pleasure...

-Hutch- @ Fair Dinkum Tech

3817. Re: ST vs. Amiga

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 17:06:39 UTC
From: gerrymon@Glue.umd.edu
Message-ID: <3jffev$8dh@pepsi.eng.umd.edu>
Source record: 169968

In article <3jbi6dpgv7@mhade.production.compuserve.com>,
BobR <76702.1466@CompuServe.COM> wrote:
>Essentially ALL Atari ST models were identical functionally, with a few minor
>incremental improvements from model to model, with the exception of the LAST
>model, the Mega STe.

Bob,

Just out of curosity, but it seems to me that you don't consider the
TT030 or the Falcon030 to be ST computers. Why? I consider them all
to be in the ST family. They just have faster processors and better
features (i.e. better graphics and sound).

--Gerry

3818. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 17:23:06 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503061618.AA08223@ilmen.lanl.gov>
Source record: 169961

Geeeez, Kim... this is absolutely hopeless!

I was going to reply to your multiple posts in detail, but that would obviously just be a waste. So here's my (hopefully) last word on this:

1) I did NOT call you a pirate. STOP making accusations that I did so. I DID say that I saw no reason why honest people would complain about reasonably crippled shareware. That's my opinion only. If you don't like 'crippleware' that does not make you a pirate; you only share their views.

2) In my opinion (one that is evidently shared by many others), shareware that has certain features disabled until the registration fee is paid is still shareware. You disagree. That's fine, but it does NOT make your opinion universal. Stop treating opinion as fact.

3) On all commercial services, a short software description (including any limitations) is usually provided that the user can read before deciding to download it. This is not always made available via ftp, but it could be via 00index files and such. Private BBS's should also have a short text file describing the software. Does your BBS do this? If not, it should.

4) Eric and Michael have addressed this quite well as shareware authors themselves, I think. If you refuse to accept their logic, so be it.

5) Can we move on to more useful discussion topics now? Please?

-Hutch- @ Fair Dinkum Tech

3819. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 17:27:50 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503061622.AA08235@ilmen.lanl.gov>
Source record: 169962

In a previous article, sheppard_r@ix.wcc.govt.nz (Roger Sheppard..) wrote:

>Yes most people in this group take thier Atari to bed with them...:-)..
>
>But then again I still think people stupid in defending a out of date
>Computer..

Don't worry, Roger. No one who reads this newsgroup is about to challenge
your supremacy as the foremost authority on things that are 'stupid.' :)

-Hutch- @ Fair Dinkum Tech

3820. Re: Mac does ST!

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 17:53:35 UTC
From: djs@jet.uk
Message-ID: <djs.794512282@gen-off-1>
Source record: 170033

hutch@ilmen.lanl.gov (Hutch) writes:

>And quite honestly, I don't give a rat's behind WHAT you want to call the
>...
>system, whatever... it jusdudnmadda. Hey, if it looks like a duck and walks
>like a duck and quacks like a duck, then for all intents and purposes...
>it's a DUCK! :)
Not necessarily, it could be a duck emulator :-)

Some
crap
do
get past our news system which doesn't like
single line posts :-(Sorry.
--
JET home page: http://www.jet.uk/
==========
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

3821. Re: Will Pagestream Run on F030

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 18:09:44 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95065.130944STIRRE31@MAINE.MAINE.EDU>
Source record: 169983

Rod,
Pagestream 2.1 works just fine on my Falcon. I do not know about
older versions however.
-scott tirrell

3822. Re: I'm a brand new mega ST owner: Help!

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 18:12:07 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95065.131207STIRRE31@MAINE.MAINE.EDU>
Source record: 169984

Neal,
I think that B & C Computervisions in California has ST manuals
for sale. I don't have the number handy, though. If you want
the number drop me an e-mail and I'll find it for you. I'd suggest
picking up a copy of an Atari magazine. In the US there are
Current Notes and ST Informer. In the UK, ST Format and ST
Applications are available. I think that these are the best
sources for information. However, as far as simple desktop
operations, a manual probably would be better.
-scott tirrell

3823. Re: Coma

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 18:59:42 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <794516382snz@chowgar.demon.co.uk>
Source record: 170058

In article <199503050858.a14872@of2.maus.de>
Robert_Schaffner@of2.maus.sub.org "Robert Schaffner" writes:

> s> I just dowloaded version 2.50 of Coma and read that in the next version an
> s> English manual will be included. Does anybody know when this will be ?
>
> The latest version: CoMa 2.70 (English manual include) :-)
>
> Download Call: Maus@B3 +49 (0)30-6249514
>
> Best Regards
>
> Robert
>

Thanks for the info (also thanks to the other person who replied).

--

Simon Moore
smoore@chowgar.demon.co.uk

3824. Re: Was Atari A-Z book a con?

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 19:21:29 UTC
From: agoold@cix.compulink.co.uk
Message-ID: <D519ru.61o@cix.compulink.co.uk>
Source record: 170041

>Atari A-Z Book

I have spoken to Mark Baines the author as I am also waiting for my copy
of the book. He tells me that the first batch has already been despatched.
There has been a problem with the printer, I believe they had a small
fire. His latest estimate of delay is approximately 2 weeks.

Regards

Alasdair Goold
(agoold@cix.compulink.co.uk)

3825. Re: HSMODEM 6

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 19:33:54 UTC
From: simon@kingres.demon.co.uk
Message-ID: <794518434snz@kingres.demon.co.uk>
Source record: 170068

In article <D50LxD.1y0@crash.cts.com>
richcsst@crash.cts.com "Richard John Kelsch" writes:

> Simon King (simon@kingres.demon.co.uk) wrote:
> : Can anyone tell me a site and directory for HSModem6 ? As I can't seem to
> : find it.
>
>
> I believe it's on the University of Michigan's system (or mirrors). Try
> using ARCHIE, it works great for finding files.
>
Can you tell me how to use ARCHIE then ? Or where I can find a file on how
to use ARCHIE to find a file ? :->

Thanks
--

/ | / Snail-mail E-mail
\ |< 216 Scarborough Avenue simon@kingres.demon.co.uk
/ imon | \ ing Stevenage. Herts SG1 2HW

3826. Re: Chimera - Tried It, Liked It.....

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 19:36:58 UTC
From: simon@kingres.demon.co.uk
Message-ID: <794518618snz@kingres.demon.co.uk>
Source record: 170075

In article <D50qFs.4JD@si.hhs.nl> v902123@si.hhs.nl "Roest" writes:

> In article e2r@whitbeck.ncl.ac.uk, Craig Graham <Craig.Graham@ncl.ac.uk>
> writes:
>
> >Verdict: Recommended, the best WWW browser available for the Atari. All MiNT-X
> > users should get it ASAP.
>
Could someone please explain what is needed and how to set up everything to
be able to run Chimera. I know it a lot to ask, but I sure someone will
help!

--

/ | / Snail-mail E-mail
\ |< 216 Scarborough Avenue simon@kingres.demon.co.uk
/ imon | \ ing Stevenage. Herts SG1 2HW

3827. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 19:41:32 UTC
From: ma2jswc@bath.ac.uk
Message-ID: <D51ApB.1Cz@bath.ac.uk>
Source record: 170045

In the referenced article, BobR <76702.1466@CompuServe.COM> writes:
>Unfortunately this really DOES belong in .advocacy, but there are some things
>here which need to be replied to...
>

I agree with 1 and 2.

>>3) Put your PC on a network
>
>Ah.. here you're right.. I never put *MY* PC on a network.. I have no need
>to, since I can run DOOM over a serial link.

I've install a few PCs with network cards for running DOOM. It's a case
of plug them in. Run the install software. Select the brand name of card.
Take 2 minutes to put a separate config for NetDOOM. Call the batch file
which loads up the network drivers.

Boot up, and run DOOM.

Now, let's see the ST trying to run a network without even half as much
hassle?
Are there actually any ethernet cards for the ST? I know of a cartridge
port device, but is that one ethernet?? And I picked up my network cards
at 5 pounds each, and I'm sure that the ST equivalents are a bit more
than 5 pounds.

[snip]

3828. FOR SALE: $625!! Falcon030 4MB w/software

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 19:57:28 UTC
From: rq17559@aol.com
Message-ID: <3jfpf8$6qa@newsbf02.news.aol.com>
Source record: 169986

I reposted this, because the price was posted incorrectly before and I
can't delete the message.

Falcon030 computer for sale:

4MB RAM
82MB internal IDE hard drive
mouse
Intel 14400bps external fax/modem

DEKA 2 PC keyboard interface w/ PC keyboard

Includes the following software:
Outside (virtual memory up to 512MB)
Lattice C 5.6
HiSoft BASIC 2.1
STraight Fax 2.1
ExtenDOS Pro
NVDI 2.5 & 3.01
Geneva
Neodesk 4
ST Format magazines w/ disks
ICD SCSI Pro Utilities
PhotoShow Pro 2.2
GFA Basic 3.5e

Games:
Virus by Rainbird
Dungeon Master
Frontier: Elite 2
Flight Simulator 2
Karateka
Ishar (Falcon version)

Selling for $625 including shipping within the continental US only (not
Alaska). Please respond via e-mail.

3829. IBM emulation on an ST

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 20:10:59 UTC
From: gustavo@dent.uchicago.edu
Message-ID: <D51C2B.8H9@midway.uchicago.edu>
Source record: 169987

Hi,
I would greatly appreciate any information about running
non-windows IBM software on an ST. The FAQ mentions a hardware product
(whose mame escapes me at the moment), but does not give a a contact
address or phone number for its manufacturer or distributor, or any
idea of the cost involved. I have also heard of a software product
called PCDitto, and again, I have no info on availability or
pricing. Thanks in advance for any tips.

Gustavo

3830. Re: Oh, what have I done?

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 20:12:21 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D51C4L.CD7@cix.compulink.co.uk>
Source record: 169988

> I suppose the Question I am asking is are we going to see it lining up
> against
> STF in WHSmiths etc ?
Yes. Much more so that STR.

Iain

3831. Linux

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 20:12:23 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D51C4n.CDw@cix.compulink.co.uk>
Source record: 169989

What's the current status of Linux on the TT/falcon?

Iain

3832. EMACS.TTP needed

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 21:42:06 UTC
From: hallvart@oslonett.no
Message-ID: <3jfvje$s4e@hasle.oslonett.no>
Source record: 170057

Can someone please mail me EMACS.TTP as I can't find it anywhere (all I can find as named "emacs" are text files which I haven't even bothered reading as I already have the documentation elsewhere.
I need EMACS.ttp, *not* microemacs.ttp (I already have it).
Thanks.

Hallvard

3833. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 22:03:06 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCGWAAURUP@dksoft.ping.dk>
Source record: 170062

In <ftn_2.200.136.56$fidonet.org_2f5a60f0_Sven.Bornemark@p56.dada.ct.se> Sven Bornemark wrote:

>I'm not so sure, Kim. I doubt that anyone would have written such a
>"law", an *if* someone did, what are the chances all shareware programmers
>would like to follow these rules?

Yes, perhaps you're right. I havn't been able to locate anything yet.

>Yes, please do!
>
>I support some great shareware programs in Sweden, and to my knowledge
>there is *none* that isn't somewhat restricted in its unregistered
>version. The mildest form of crippling is in Stefan Radermacher's Selectric,
>where *the only* practical difference between the unregistered and registered
>versions is the absence of a *PLING* during boot!
>
>Still, the reason for registering good shareware programs and games is,
>in my opinion, most of all a question of showing *respect* to the author,
>who's had the good will to spread his program/game in such an un-selfish
>way:
>
> "Hey, I've made a great program! You can try it out for free!
> If you like it and use it regularly, please register. Fee is only
> DM XX,-. You will stay true to this idea, won't you?..".
>
>I know you agree with me on this, Kim. Let's hope more users than you
>and I get to feel the same way!
>
>*Support shareware authors!!!*
>

Thats is exactly what i want.

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-

\--/

3834. Re: OCTOPUS

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 22:20:26 UTC
From: Koos_Kuil
Message-ID: <2f5b8ac4@f397.n282.z2.fidonet>
Source record: 170080

To: Adrian.Gruber%239@satlink.oau.org

> Hello Koos, checking out headers and change option for usenet groups,
> please send response back....
> regards, Adrian

So good?

Greetings,
Koos

--- JetMail 0.99beta9
* Origin: Willie's Atari BBS, Octopus Developement, Fido/NeST/FAN (2:282/397)

3835. Re: Looking for ST-S3 sw

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 22:39:44 UTC
From: jwatkins@cix.compulink.co.uk
Message-ID: <D51Iy9.92w@cix.compulink.co.uk>
Source record: 170060

>I wonder if anyone can help me. I got a copy of the ST to Psion S3 sw from
>the Imperial College mirror of the UMICH site but the file would not upzip
>correctly. Does anyone know where a working copy of this is held or where
>I can get hold of the author (Keith Baines) as all the usefull documentation
>is in the archive that I cannoe extract

Try HENSA (micros.hensa.ac.uk)

cd micros/atari/tos/o/o196

>o196 02/11/94 ---- S3-ST 1.50 Psion 3(a) to ST file transfer and utilities (E)

--
John Watkins.
jwatkins@cix.compulink.co.uk

3836. Re: Civilization on Falcon ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 22:46:28 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D51J9G.9tq@cix.compulink.co.uk>
Source record: 170061

I had three or four patches from Microprose to get the thing to work on the ST but have never had any luck in getting it running on the Falcon (all the screen colours are screwed up).

If you manage to find the solution lets us know.

Steve

3837. Re: AV Protocol Docs in ENGLISH

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 23:28:12 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3jg5qc$3en@golem.wcc.govt.nz>
Source record: 169995

In article <3j2h4l$hch@nic.umass.edu>, alib107@twain.oit.umass.edu (Dan Wilga) writes:
>I would very much like to get a hold of documentation for the AV Protocol.
>So far, I have yet to see anything that is completely in English, however.

Dan this seems to be a Big problem with Germany, Germans seem to think
that Germany = the World and every one speeks German...

Come on you Germans if you wish others to use and accept your standards
Please post them in a Language that most people in the World can understand..

Its the same with your software, you have some of the best software in the
World, but the big problem is that the World can't use it as it in German..

Like Tempus and Tempus Word, HDU, Script and Phoenix just to name a few..

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3838. SCREENBLASTER II & Multi Tos

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 23:53:31 UTC
From: bx685@FreeNet.Carleton.CA
Message-ID: <D51MD7.Fyz@freenet.carleton.ca>
Source record: 169909

Recently got Screenblaster II and find that it does not work with Multi Tos unless you have memory protection enabled. However, even with memory protection
on when I go to changes res, the system hangs. I am using Mint ver 1.12. I
don't mind having Mem protection on, but this still seems rather buggy, and I
would like to get it working 100%.
Any suggestions would be appreciated.
Thank You
Eva Crouse...BTW..this is happening on a Falcon 030, acc's & auto Folder clean
?

3839. For Sale: SC1224(color) and SC124(monochrome) monitors

Newsgroup: comp.sys.atari.st
Date: 1995-03-06 23:53:50 UTC
From: Greg Baker <gregb@mail.isc-br.com>
Message-ID: <3jg7ae$94j@cnn.isc-br.com>
Source record: 170071

```
For Sale:
SC1224 color monitor
SC124 monochrome monitor

Make offer on either or both.
Buyer pays shipping.
Will consider COD.
```

3840. Atari St System FORSALE

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 00:06:07 UTC
From: dhanna@delphi.com
Message-ID: <hW25NPf.dhanna@delphi.com>
Source record: 170069

1. I have a 520ST upgraded to 1 meg.
2. 1 SF 314 and 1 SF 354 Disk Drives.
3. 1 SM 124 Color and 1 SC1224 B&W Monitors.
4. 1 Thompson 4120 Color Monitors.

Lots of disks and games to many to list.
System works great, but must sell.

Make offer, buyer pays freight.

Please E-Mail If Interested.

3841. NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 00:17:49 UTC
From: popemerlin@delphi.com
Message-ID: <hW-b1Nd.popemerlin@delphi.com>
Source record: 170072

There is to be a new magazine launched in the UK. It will feature a lot of the old ST Review team, the magazine itself is called Atari World and is due for release in April.

This magazine is aimed to be a Future beater and from what I have gathered, it will be.

The magazine is, apparently, going to be Full Colour through out and be at least 128 pages with two 16 page supplements.

The Editor will be Vic Lennard, applause, and will feature a Falcon dedicated supplement each month.

Remember the magazine needs your support and input to win, so why not buy a copy in April.

Any more info will be posted here as and when I receive some.

MERLIN

3842. Re: Gemulator demo video

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 00:23:24 UTC
From: amsler@nevada.edu
Message-ID: <3jg91s$332@news.nevada.edu>
Source record: 169996

Hutch (hutch@ilmen.lanl.gov) wrote:
: All this recent interest in the Gemulator made me recall that I have on
: my bookshelf a VHS video (NTSC) that demonstrates the use of Gemulator.

: Not exactly a Hollywood production, but it does feature the author,
: Darek Michoka, putting the Gemulator through its paces. Might be worth
: your while if you are considering buying one of these.

: If anyone wants it, just let me know and I'll mail it to ya and you can
: send me $5 later on to cover the cost of the tape and postage. Better
: restrict this to the US due to TV standards and shipping costs, though.

: -Hutch- @ Fair Dinkum Tech

Butch:

Is this tape available "commercially," e.g., from Darek himself?

If not, if I send you $5 and a blank tape, could you copy it for me
(if it's not copyrighted or anything)?

Thanks!

- John
Q: What do you call 1,000 rabbits side-by-side hopping backwards?
A: A receding hareline!

3843. Re: Civilization on Falcon ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 00:57:04 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D51pB4.1MC@cix.compulink.co.uk>
Source record: 169997

In response to satty@cix.compulink.co.uk's message:
> I had three or four patches from Microprose to get the thing to work
> on the ST but have never had any luck in getting it running on the
> Falcon (all the screen colours are screwed up).
>
> If you manage to find the solution lets us know.

If you ftp to: ftp.uni-kl.de
and cd to: pub/atari/falcon/text
and download: f_games_list.zip

you should recive a file which lists the ST games runnable on a Falcon and
detailed advice how to do it, whether it be with Backward or not.

For Civilisation it mentions newer patched versions which should run in
ST-Low without problems.

If you find this is wrong you can mail the compiler with corrections at:

higgi@yeti.faveve.uni.stuttgart.de

HTH

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%*%* # also: 100:1011/143.0@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%*%* # 90:102/143.0@nest.ftn #

3844. Re: ATARI Works black page syndrome

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 01:17:02 UTC
From: simon@bassland.demon.co.uk
Message-ID: <794539022snz@bassland.demon.co.uk>
Source record: 169913

Er, well actually I have Atari Works running with NVDI 3 on my Falcon, and I don't get the so called "Black Page" syndrome, which has been described in this thread. It works okay, but scrolling up and down a text file is sooooooo slooooow.

BTW It works fine with MTOS as well on my machine.......

P.S I'm thinking of getting either BlowUP or the Screen Blaster for my Falcon, which is the best? I'm going to be getting a 17" SVGA monitor.....soon.

Cheers.
--

/\/\/\

3845. Persistance Of Vision.....

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 01:28:10 UTC
From: simon@bassland.demon.co.uk
Message-ID: <794539690snz@bassland.demon.co.uk>
Source record: 169912

I've got POV that came on an early ST FORMAT, for use with my ST.
So what?...Well, I wondering what the latest version is, and does it run
on the Falcon? Is there a version that uses either the DSP or the
68882 FPU? On the ST it is slooooow. Does it support on screen
rendering like on the PC? The ST didn't, and there is isn't a reason
why the Falcon can't do it :)

Cheers.

P.S I'm thinking of getting either BlowUP or the Screen Blaster 2,
which is best? It will be for my (soon to be got) 17" SVGA monitor.
I'm looking for high resolutions, rather than colour richness.
Although 256 or 32,768 colours at 1000+ x 800+ resolution would be
perfect.

Cheers again :)
--

/\/\/\

3846. Re: Translators..!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 02:37:05 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Mar7.023705.12743@bradford.ac.uk>
Source record: 169905

I have recently started to use Ruftrade, simply because its output is vastly more readable than any other translator program I have tried.

My only complaint is in the user interface. For my system, it would be better, and for other systems, certainly no worse, to have a simple TTP type program which took the input filename on its command line, and assumed the output filename to be a .RUF file if one is not specified.

As the interface stands, it is completely unfriendly to my MagiC environment - It messes the screen, and wil not multitask. I feel that it would be a simple task to put a new Interface around the excellent engine.

I have already registered the program, but am disappointed by the author's shareware policy. Instead of the usual "one-off" fee to register the program forever (or at least until it changes significantly), he states: "The current deal is that you may call for a further updated copy when you wish at no cost. Subsequent updates will cost you 5UKP a throw!"

I think this is unfair, and at least should have been mentioned before I registered - not that I regret doing so. I would rather pay twice that for a nortmal lifetime registration. Why is it fair that honest users who register their shareware end up paying a fortune for updates?

Steve Taylor.

3847. Re: FOR SALE: $625!! Falcon030 4MB w/software

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 02:47:40 UTC
From: rq17559@aol.com
Message-ID: <3jghgc$d49@newsbf02.news.aol.com>
Source record: 169906

The Falcon030 has been sold.

I'd delete the message, but AOL doesn't allow that.

3848. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 03:29:01 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <D51wCD.Awx@exeter.ac.uk>
Source record: 169921

>> the program is. Crippleware is a subdivision of the major category, whether
>> that be free or share.

> But how do you try a limit, before buy ?

The main point of Shareware as I see it is a program that is freely
distributable but that you pay for if you want to use it. "crippleware"
is shareware that has some things limited to encourage people to
register. It is important that the crippling does not remove the ability
to try out the program - with those sorts of crippling you might as
well not bother to freely distribute the program.
--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT 1.12h2 * MiNT-OS 1.4.1 * MiNT-NET 0.70 * Minixfs 0.60pl11 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

3849. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 03:41:34 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <D51wxA.C03@exeter.ac.uk>
Source record: 169920

In article <FCFODDVJUP@dksoft.ping.dk> kim@dksoft.ping.dk (Kim Andersen) writes:

>It does matter, cause you kill the shareware idea by saying crippleware is
>shareware. The next thing we'll see is commercial beeing announce as shareware

I would love to live up to the shareware ideal and distribute non crippled
software, but it just doesn't work. I honestly believe that had I
released SuperSam as unrestricted instead of save disabled there would
have been _very_ few registrations if any. Certainly no international ones.
So, it has the save restriction. It is still shareware in my opinion because
the alternative is commercial, and that it certainly isn't. COmmercial implies
levels of support and backup I simply can't provide. You call it crippleware
I guess, but I won't do that because crippleware, like its root word,
cripple, has bad connations in English and has insinuations of being in
someway substandard or inferior.

--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT 1.12h2 * MiNT-OS 1.4.1 * MiNT-NET 0.70 * Minixfs 0.60pl11 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

3850. FS: ST STuff REALLY cheap!

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 04:18:01 UTC
From: mbates@netcom.com
Message-ID: <mbatesD51yM1.HIA@netcom.com>
Source record: 170079

I have the following for sale! PLEASE TAKE IT OFF OF MY HANDS! $50
takes EVERYTHING & INCLUDES SHIPPING.

Thanks
-Marlin

Everything has the manual. If you take the package then I will include a
lot more disks which have been separated from their manuals. They are
all original disks but either I have misplaced the manual or it is buried
in the stack and I missed it.

Books

Abacus #1 Presenting the Atari ST
Abacus #4 ST Machine Language
Abacus #5 ST Tips and Tricks

GFA BASIC compiler
Laser C

Applications
FoReM ST - two complete versions
Fleet Street Publisher
CAD 3-D 2.0
Easy Draw

Games
Flight Simulator II
Global Commander
Roller Coatser Rambler
Omnitrend's Universe
MicroLeague Wrestling
Falcon
Gunship
ArticFiox
Deep Space
Star Fleet I

OR MAKE ME AN OFFER!

3851. HSMODEM 6

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 04:24:50 UTC
From: bseburn@vaxxine.com
Message-ID: <D51yxE.JBF@vaxxine.com>
Source record: 169937

To: simon@kingres.demon.co.uk

s > Can anyone tell me a site and directory for HSModem6 ? As I ca
s > find it.

I just picked it up tonight, I found it on ftp.cs.tu-berlin.de
pub/atari.

I was actually looking for HSMODEM5 as I had heard there were
apparent problems with 6. But took 6 when I found it. :-)

==
Brian Seburn + Internet address' + Gadgets BBS
St. Catharines, Ont. + bseburn@vaxxine.com + 905-687-9041
Canada + bseburn@freentnet.niagara.com + 14.4 v.32/.42
==

___ Mountain Reader II - #00000039

3852. WTB: Cue Trax Atari

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 04:31:54 UTC
From: jmax@panix.com
Message-ID: <3jgnjq$a8q@panix.com>
Source record: 170078

Does anyone have a copy of Cue Trax for Atari they want to sell? Just checking the used market first.

jmax@panix.com

3853. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 06:25:37 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950306214709.24538A-100000@PEAK.ORG>
Source record: 169925

On 5 Mar 1995, BobR wrote:

> Unfortunately this really DOES belong in .advocacy, but there are some things
> here which need to be replied to...
>
> >Obviously you've never had to:
>
>
> >1) Add a new piece of hardware to your PC
>
> Really..? You mean I didn't just add a new SoundBlaster 16 board AND a new
> double-speed CD ROM drive..? Nor an S3 graphics accellerator card and CTX
> multiscan monitor..? I could have sworn I did..
>
> I installed the new hardware, installed the new drivers, made whatever changes
> were needed to the AUTOEXEC and CONFIG files, and haven't had to touch them
> since.. (this was a few months ago).
>
> I also run OS/2, so I had to make some changes in the config files there..
> haven't touched them lately either. It all works just fine...
>
> >2) Play a game on your PC
>
> Shoot... and here I thought I just finished DOOM I and was almost through
> DOOM II (courtesy of that new CD-ROM drive I obviously never added..), just
> finished Rebel Assault and the Shareware version of Heretic (planning on
> buying the CD registered version.. the sound on that SB16 I obviously never
> installed was great, by the way).
>
> >3) Put your PC on a network
>
> Ah.. here you're right.. I never put *MY* PC on a network.. I have no need
> to, since I can run DOOM over a serial link.

Wow....what a lot of hot air. Looks like DOOM is very important to you.
I admit to have played it for a while, but the fad did die. Now, there's
a new one called "Heretic" or something like that....same perspective,
same graphics...different guns....I was tired of DOOM when II came out.
Doom has a greater appeal with the teenagers than with me. Incidentally,
there are other reasons (than DOOM) to which I would use a network, if I
had one.

>
> However... part of my job is to help administer the PCs where I work, where
> we *DO* run several LANs.. mostly Novell now, previously Banyan Vines too.

>
> Installing a network card in a new PC consists of running a program like
> InfoSpotter to find out what IRQs are currently in use, setting the new
> card to an unused IRQ, installing the card and drivers, then closing the
> case and turning it back over to the user who now can log into the network.
>
> We do it all the time, with hundreds of PCs on the various networks.

Just because something is done lots of times ("with hundreds of PCs")
doesn't mean it's always the easiest, or even a great thing at all.
You're so BIASED and on such a high horse that you won't even concede
that DOS (and its component memory juggle, and CONFIG files) can be
difficult, as can the IRQ juggle. Hell, even the GURUS AT PC MAGAZINE
will attest to the fact that those aspects of the machine suck. To prove
this point (and to refute you, to boot), (1) Why has the Mac been so much
easier to network and interface??? Just plug in a little cable with 2
DINS and you're connected. Any FOOL can see that this is a better way,
and should look at the PC way in proper perspective....it's done...it can
work, but it can be a major pain in the ass....especially if there's a
sound card, scanner, network, etc. in there. (2) Why is there a move to
PCI? It's to get away from that. (3) Why is there a move to (finally)
dump DOS? (Win95, or Win96 or Win2000 or whatever) The answer to all
three of the questions is to overcome the
handicaps that the PC currently suffers with....yet you maintain that all
of the criticisms are untrue. You are way off base, man.

>
> >And you're probably not too concerned about making your system more
> >stable.
>
> You're 100% correct here.. I'm not concerned AT ALL with making it "more"
> stable since it's already completely stable..

Yeah....real stable...when I try to multitask two DOS applications (like
the PC Xformer....the Atari 8-bit emulator), every DOS box I've tried
tells me (upon hitting ALT-RETURN to "smash" it into a window) that I
can't run this in a window...and that I must run it full screen. Then it
displays a little window that's completely BLACK...not even displaying
anything....and this is running in a graphics mode SUPERIOR to that which
the application in questions runs in. (i.e. running 640x480x256 colors
or greater should be able to handle Atari 8-bit resolutions/colors)
Really stable, man! Windoze 3.0 called it's crashes "Unrecoverable
Application Errors". Windoze 3.1 comes out and says "no more UAEs!" as a
feature...it simply calls them "General Protection Faults." I've had
them happen many times. I've tried in vain to get MIDI files to play
correctly through a 16-bit sound card....and the applications always pop
up a dialog box tellling me that the sound "might not be right due to my
MIDI driver installed improperly." Of course, the MIDI driver was
installed properly....and re-installed the same way as the directions
said...still....same deal. REALLY STABLE!!!

>
> The only time I've had a "crash" in recent memory was when I was trying to
> compress a GIF file that I'd captured in a different resolution than it was
> originally.. apparently the compression program was trying to compress it in
> the original resolution and couldn't handle it.
>
> Other than that it keeps going, and going, and going...

Should you pat it on the back for going and going??? Perhaps in the days
of Univac....but I say it is to be expected of a modern computer. My
8-bit Atari keeps going and going and going....

>
> >with a Mac or Atari with some kind of boot manager it's _easy_ and fast
> >to get past a buggy piece of software that's locking you up during boot.
> >With a PC you have to boot from floppy.
>
> No... with a PC you use the "boot manager" that's BUILT INTO DOS to either
> bypass the AUTOEXEC and CONFIG files, install them selectively, or choose
> any of a number of alternative configurations you can easily set up.
>
> Does the Mac and Atari COME WITH a boot manager as you described...?

No....the Atari doesn't need it....because it doesn't juggle memory
around the 640K limit like your PC. "Easily set up" would mean that the
first time I run into a problem, a dialog box should pop up on the screen
(on a PC) which asks me if I would like to set up a boot manager, and
then I simply point and click as one is made. No, you have to dig
through the books and screw with CONFIG files to set one up. Easy? For
some people, maybe. I'm not saying it's difficult for me (as you
erroneously assumed previously), but your little sister should be able to
do it with a mouse and on-screen prompts. Unless you are *FAMILIAR* with
the system, it is not easy. Sure, it's easy for a seasoned DOS pro.
However, with all the PCs being sold, a LARGE portion of users are
getting their FIRST PCs, and it is those (not you or I) who simply CAN
NOT WRESTLE WITH MEMORY JUGGLERS AND CONFIG FILES!!!! When they buy
their Compaqs, they work as configured. When they buy Microsoft Flight
Simulator (which requires LIM Expanded memory emulation), how in the hell
are they going to know how to set up a boot manager, or juggle memory or
edit config files? They're going to have to learn, or call someone who
knows. That's the point....and the point is that it SUCKS.

>
> >Oh, so fast, especially if you're running OS/2.
>
> Which I do... any slowness in booting is easily overshadowed by the power of
> the other features of the operating system... and with version 3.0, even the
> booting is faster.

Slowness in booting is never "overshadowed." Slowness in booting sucks.
Slow booting is the most aggrevating wait that a PC can give. Perhaps
there is "power" (as you call it) to OS/2, but do not mix the issues.
"Power" (whatever that is) may be an advantage, but slowness in booting

is a disadvantage. If I was buying a car (like a Corvette) that has a lot of horsepower, there is still a disadvantage that it's hard to get in and out of the blasted thing with the little seats on the floor. Just because it has power, should one say that compensates for difficult ingress/egress, or admit that once you get in, it's powerful, but the issues are different?

> Sorry... you'll have to do better than that...
>

Oh please...must you resort to such childish provocation? Why don't you stick to the issues....and perhaps realize that your contentions about "what's easy and what's not" are WRONG. You (and I) may not be representative samples of the PC-buying population....as your father or little sister may buy one having never touched one before. In all your EGOCENTRISM, you overlook that fact....there are other people than YOU, who may find these tasks (memory juggling, CONFIG editing) confusing and foreign. This CERTAINLY does NOT mean that you are some sort of expert...yes lots of people (like me) can do it...no....that doesn't mean it's necessarily "easy." It's easy for me because I've been a computer hobbiest for years, as have you. What about for someone who doesn't know RAM from ROM? They can run a Macintosh.....but will run a PC with MUCH MORE DIFFICULTY. If you can't admit this, you'd be best off to get in the bathtub, draw a nice hot bath, and open a vein with a butcher knife. I'd even go so far as to say they could operate my "lowly" ST easier than a PC.

>
>
> (By the way.. for anyone new to all this, or who just can't seem to follow
> the thread of the discussion, none of this is "coming into the Atari newsgroups
> to advocate the PC and bash the Atari"... this thread started with Atari
> owners spreading misinformation about another brand of computer. As an Atari
> owner, I hate to see that happen, to ANYTHING, be it computers, cars or
> whatever. Saying PCs are crap is NOT going to make my STe any better than it
> is on its own merits...)

On the contrary, what other reason would you be here for? I have *YET* to see you post something informative or inquisitive about Atari computers. Am I unrealistic in my expectations of you to do such? I don't think so. The only misinformation is from YOU.....and your egocentric views on PC memory juggling and CONFIG file fixing. You maintain that the PC is easy to use, while Macintosh (based on its ease of use...which is closer to an ST than a PC) continues to sell, and the PC strives to be more like the Macintosh. Enjoy your individual ignorance.

James

3854. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 07:27:02 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Mar7.072702.28554@rhrk.uni-kl.de>
Source record: 169835

gd63@vision.hrz.uni-giessen.de (Martin Schmidt) writes:

>But we all probaly won't see such a machine at the fair, because Atari
>won't be there. Do you think IBM will show such a thing ??? :-((

Believe it or not, some people think IBM will do this, indeed. :-)

```
**************************************************************************
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
**************************************************************************
```

3855. Re: SCREENBLASTER II & Multi Tos

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 07:50:18 UTC
From: vlefevre@caracala
Message-ID: <3jh37q$r83@cri.ens-lyon.fr>
Source record: 169938

In article <D51MD7.Fyz@freenet.carleton.ca>, Eva Crouse (bx685@FreeNet.Carleton.CA) wrote:
> Recently got Screenblaster II and find that it does not work with Multi Tos unless you have memory protection enabled. However, even with memory protection
> on when I go to changes res, the system hangs. I am using Mint ver 1.12. I
> don't mind having Mem protection on, but this still seems rather buggy, and I
> would like to get it working 100%.
> Any suggestions would be appreciated.
> Thank You
> Eva Crouse...BTW..this is happening on a Falcon 030, acc's & auto Folder clean
> ?

I have no problem (with SB II and MiNT 1.12), except I can't use the keyboard until the desktop appears (with SB I, I could not choose the resolution).

Vincent Lefevre

3856. Re: IBM emulation on an ST

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 08:32:53 UTC
From: stephen@cavendish.co.uk
Message-ID: <stephen.794565173@unix>
Source record: 169967

gustavo@dent.uchicago.edu (Gustavo Comezana) writes:

>Hi,
> I would greatly appreciate any information about running
>non-windows IBM software on an ST...
<SNIP>

I picked up something called a 'Supercharger' made by a German
company about 3 years ago, it was second hand then. It was a box
that sits on the SCSI 'chain' (ie you can have hard disks connected
too) it had a V30 based processor and about 1 meg of RAM.

The good thing was that you could truly multi-task with it,
as it was a completely seperate computer, only 'borrowing' the ST's
monitor and keyboard. It had CGA and Herc graphics modes and
would run Windows 3.0.

Also the onboard 1MB RAM could be used as an ST ramdisk.

It handled DOS software fairly well, even things like Xenon2.

I'll find out who made it and where they are now, but I suspect that
they went out of business.

There were 'plug in' boards that used the ST's RAM, I think
these went up to '386, but it's been a long time.

Steve Hobley.

3857. Re: Was Atari A-Z book a con?

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 09:12:34 UTC
From: em09@liverpool.ac.uk
Message-ID: <D52C8y.K1@liverpool.ac.uk>
Source record: 170090

Alasdair Goold (agoold@cix.compulink.co.uk) wrote:
: >Atari A-Z Book

: I have spoken to Mark Baines the author as I am also waiting for my copy
: of the book. He tells me that the first batch has already been despatched.
: There has been a problem with the printer, I believe they had a small
: fire. His latest estimate of delay is approximately 2 weeks.

: Regards

: Alasdair Goold
: (agoold@cix.compulink.co.uk)

Thanks to everyone for their replies re: Atari book. I have had
sufficient assurance from the Atari community that a book _will_
arrive one day but I have _still_ not received any communication
from the supplier to explain the long delay.

John
--
Mechanical Engineering Department John Boyes
University of Liverpool
P.O. Box 147 Email: em09@liverpool.ac.uk
Liverpool Phone: +44 (0)151-794-4861
L69 3BX (U.K.) Fax: +44 (0)151-794-4848

3858. Pentium, have a laugh!

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 09:38:35 UTC
From: Rod@ivecoft.demon.co.uk
Message-ID: <794569115snz@ivecoft.demon.co.uk>
Source record: 169994

Hello all,
This was posted to a list server that I sub to. I thought you might also like to have a laugh! Thanks to Claudia.

Q&A: THE PENTIUM FDIV BUG

Q: How many Pentium designers does it take to screw in a light bulb?
A: 1.99904274017, but that's close enough for non-technical people.

Q: What do you get when you cross a Pentium PC with a research grant?
A: A mad scientist.

Q: What's another name for the "Intel Inside" sticker they put on Pentiums?
A: The warning label.

Q: What do you call a series of FDIV instructions on a Pentium?
A: Successive approximations.

Q: Complete the following word analogy: Add is to Subtract as Multiply is to:
1) Divide
2) ROUND
3) RANDOM
4) On a Pentium, all of the above
A: Number 4.

Q: What algorithm did Intel use in the Pentium's floating point divider?
A: "Life is like a box of chocolates." (Source: F. Gump of Intel)

Q: Why didn't Intel call the Pentium the 586?
A: Because they added 486 and 100 on the first Pentium and got 585.999983605.

Q: According to Intel, the Pentium conforms to the IEEE standards 754 and 854 for floating point arithmetic. If you fly in aircraft designed using a Pentium, what is the correct pronunciation of "IEEE"?
A: Aaaaaaaiiiiiiiiieeeeeeeeeeee!

TOP TEN NEW INTEL SLOGANS FOR THE PENTIUM
- --

9.9999973251 It's a FLAW, Dammit, not a Bug
8.9999163362 It's Close Enough, We Say So
7.9999414610 Nearly 300 Correct Opcodes
6.9999831538 You Don't Need to Know What's Inside
5.9999835137 Redefining the PC -- and Mathematics As Well
4.9999999021 We Fixed It, Really

3.9998245917 Division Considered Harmful
2.9991523619 Why Do You Think They Call It *Floating* Point?
1.9999103517 We're Looking for a Few Good Flaws
0.9999999998 The Errata Inside

|~~~~~~|
| Rod Keen. Akela of the Apache Pack. Std disclaimer applies |
| 3rd Harpenden. United Kingdom. to all comments made above |
| HR Systems. Iveco Ford Truck Ltd. |
| e-mail to Rod@ivecoft.demon.co.uk |
| |
| Why when I use the Internet can I never spell or type correctly? |
| Maybe 'net software should come with an in built spell checker ;-/ |
~~~~~~
~~~~~~

3859. Re: ATARI Works black page syndrome

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 09:49:00 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.51.0009D15D@cam.ac.uk>
Source record: 170095

In article <794539022snz@bassland.demon.co.uk> simon@bassland.demon.co.uk (Simon Williams) writes:
>Er, well actually I have Atari Works running with NVDI 3 on my Falcon,
>and I don't get the so called "Black Page" syndrome, which has been
>described in this thread. It works okay, but scrolling up and down a
>text file is sooooooo slooooow.

>P.S I'm thinking of getting either BlowUP or the Screen Blaster for
>my Falcon, which is the best? I'm going to be getting a 17" SVGA
>monitor.....soon.

NVDI 3 doesn't have the BPS (apparantly it might have an internal work around)

Adrian (apb25@cam.ac.uk)

3860. Re: NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 10:22:23 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3jhc4v$cfj@epsilon.qmw.ac.uk>
Source record: 169931

popemerlin@delphi.com wrote:
: There is to be a new magazine launched in the UK. It will feature a lot of the
: old ST Review team, the magazine itself is called Atari World and is due for
: release in April.

It will also feature a few newcomers. :-)

: This magazine is aimed to be a Future beater and from what I have gathered,
: it will be.

You bet...

Actually, I will still buy ST Format...cos I think that just one mag
left in the Atari market will be the demise of our fave
computers....so i will support all things Atari, even though I am
writing for Atari World.

: The magazine is, apparently, going to be Full Colour through out and be at
: least 128 pages with two 16 page supplements.

Yup, something for everyone. Begionners, pros, general, PD,
Jaguar...you name it.

: Remember the magazine needs your support and input to win, so why not buy a
: copy in April.

Yeah. Support us writers. :-)

Regards
Danny
--
.signature.signature

3861. Re: Archie (was Re: HSMODEM 6)

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 10:29:58 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3jhcj6$cfj@epsilon.qmw.ac.uk>
Source record: 169935

Scott Bigham (dsb@amazon.cs.duke.edu) wrote:
: Actually, I've had startlingly poor luck finding Atari-related files
: with Archie. Just last night, for instance, I did an Archie search for

May i suggest having archie.hensa.ac.uk as an archie server...or even
archie.doc.ic.ac.uk as the archie server. You should have no problems
with Atari files with these servers.

: to find a particular file among the morass of data that Archie knows
: about, you almost have to know its exact filename, in which case you
: probably also know exactly where to find it in the first place.

Can you not do a case insensitive, non-exact filename search?

Another problem with Archie is that the lists are only updated every
month (AFAIK), so if a file has only just been put on-line, it will
not show up. It uses the ls-lr file you can find on all sites.

Because of these problems, I always post a list of latest files on csas.

: Utilities/Fileselectors/freedomd.lzh. All in German, of course. Sigh.
English version will be appeaing at a HENSA near you soon. :-)

: Anyone know where besides Hensa I can get this Ruftrade program
: everyone's talking about? Archie was no help.

Erm, how about ftp.cnam.fr....and other ftp sites..I am sure it has
spread from here...

Danny
--
.signature.signature

3862. D2D Systems Address?

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 10:48:27 UTC
From: jat@unix.york.ac.uk
Message-ID: <794573307.1@cs.york.ac.uk>
Source record: 170100
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,rec.music.makers.synth

Does anyone know the address of D2D systems (Cambridge, UK)

Thanks,

john..

-- jat5@unix.york.ac.uk jat@ohm.york.ac.uk
http://www.york.ac.uk/~jat5/

3863. Xdvi source

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 10:50:40 UTC
From: tomlin@zippy.spods.dcs.kcl.ac.uk
Message-ID: <1995Mar7.105040.6680@alder.cc.kcl.ac.uk>
Source record: 169952

Anyone know where I can get the source for Xdvi? I'm going to have a go at compiling it for X-MiNT...........

Keith.

PS. Please reply by e-mail :-)
tomlin@zippy.spods.dcs.kcl.ac.uk
tomlin@helium.dcs.kcl.ac.uk

3864. We use Atari ST for lots of out Music projects

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 11:06:19 UTC
From: jsy@aloha.net
Message-ID: <3jhen2$j2c@nuhou.aloha.net>
Source record: 169953

Aloha! We use Atari STs for music programming workstations and its does a great job in puting out the hits!

3865. Re: NVDI How to configure?

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 11:30:41 UTC
From: michaelm@cogs.susx.ac.uk
Message-ID: <3jhg51$910@infa.central.susx.ac.uk>
Source record: 169955

In article <3itn25$243@news.cc.utah.edu> Paul Luscher (pl4266@u.cc.utah.edu) wrote:
: I bought a 4meg Falcon used and I found files for NVDI on the C:
: drive. I have now idea how to configure this to run. I would like to use
: it to speed up graphic redraw in Cubase Audio. Can anyone instruct me in
: how to set this up? I am not terribly familiar with how falcon uses
: assign.sys etc.
: Thanks for any help,
: Paul Luscher

If you did not purchase the original disks of NVDI with the falcon, then
you are breaking the law by using it. To configure it you need a program
on the installation disk which configures NVDI's internal switches for
mouse accelerator/GEMDOS accelerator/etc. The assign.sys is the same as for
an ST (unless you use speedo) except that fonts prefixed by an s are loaded as
system fonts inthat res by NVDI. I suggest you purchase a legal copy of NVDI
(its now at v3.0 with its own speedo).

--
Michael May, michaelm@uk.ac.susx.cogs
University of Sussex, Brighton, E Sussex, England michrm@uk.ac.susx.central
- ATARI Falcon030 4/65/FPU --

3866. Re: Persistance Of Vision.....

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 11:41:38 UTC
From: djs@jet.uk
Message-ID: <djs.794576128@gen-off-1>
Source record: 169954

simon@bassland.demon.co.uk (Simon Williams) writes:

>I've got POV that came on an early ST FORMAT, for use with my ST.
>So what?...Well, I wondering what the latest version is, and does it run
>on the Falcon? Is there a version that uses either the DSP or the
There are no "official" compiled versions of POV for the Atari; you get
the source and compile it. As it happens, people have uploaded unofficial
binaries in various places, try atari.archive.

I have a 68030/68882 version, I compiled this with Lattice. If you can't
find it anywhere else let me know. It does not have a screen previewer.
For a preview to be of much use you have to run in True Colour, which means
the Falcon runs like a thing that doesn't run very fast. Or you use
a fixed palette in a lower-colour mode, and get a crap display.

Someone on CIX has done a DSP version, but hasn't distributed it yet. I'm
trying to get a copy at the moment, I'll let everyone know when it's released.

I tend to do draft renderings on the Falcon, but move to a Sun for
texturing and final rendering.

>P.S I'm thinking of getting either BlowUP or the Screen Blaster 2,
I have a BlowUp Hard 2 for sale, £35. Let me know...
I don't think there's much to choose between BU and SB, really. More UK
users seem to have the former.

>Although 256 or 32,768 colours at 1000+ x 800+ resolution would be perfect.
The Falcon bus does not have the bandwidth for 1000x800xTrueColour, I'm
afraid.
--
JET home page: http://www.jet.uk/
==========
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

3867. Re: Harddisk on TT030

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 12:10:38 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Mar7.121038.10363@rhrk.uni-kl.de>
Source record: 169822

mtaylor@perth.DIALix.oz.au (Mark Taylor) writes:

>I have just purchased a Quantum Lightning 730 MB drive for my TT030 with Tos
>3.06 UK. It is SCSI 2 and very fast. I do use ICD Pro drivers though and I
>would strongly suggest either these or some other than the Atari AHDI as they
>work properly with SCSI 2 commands. They are also much faster than AHDI and I

AHDI works properly with these drives, too. SCSI-2 commands are not needed
at all to transfer data. What SCSI-2 commands are you talking of?

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

3868. MinixFS above 32Meg ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 12:12:38 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <3jhijm$8lr@ccpnws.in2p3.fr>
Source record: 169960
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

I tried yesterday to initialize a partition on my hard disk with MINIT.TTP in order to have a Minix file system for Mint.
But it refuses to initialize it ! As the size of my partition is 170Megs, I wonder if MinixFS can work beyond the 32Megs limit.
Any clue ?

Setup: MegaST4, PAK/3 68020-68882 16Mhz, TOS 2.06, ICD Advantage+, ICD drivers ver. 6.5.5 and a free disk (for Mint) of 170Megs (Quantum LPS170S)
and for the soft: MiNT 1.08 - 68030, GEM AES 4.1

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
I don't like Patrick Bruel, I like le bruit ... TOUT POUR LE TRASH

3869. Re: NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 12:12:52 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3jhik4$3re@dux.dundee.ac.uk>
Source record: 169878

popemerlin@delphi.com wrote:
: There is to be a new magazine launched in the UK. It will feature a lot of the
: old ST Review team, the magazine itself is called Atari World and is due for
: release in April.
:
: This magazine is aimed to be a Future beater and from what I have gathered,
: it will be.
:
: The magazine is, apparently, going to be Full Colour through out and be at
: least 128 pages with two 16 page supplements.
:
: The Editor will be Vic Lennard, applause, and will feature a Falcon dedicated
: supplement each month.
:
: Remember the magazine needs your support and input to win, so why not buy a
: copy in April.
:
: Any more info will be posted here as and when I receive some.
:

Is there any details on how it will be distribute ie subscription only
or via newsagents as well?

Rod
--
--

3870. CeBit 95

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 12:17:56 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3jhitk$rfn@m1.cs.man.ac.uk>
Source record: 169964

Didn't I hear in this newsgroup that Cebit started this weekend??

Has anyone been? wasn't there supposed to be something exciting happening?

Anthony

3871. Wanted - ProTracker manual

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 12:30:10 UTC
From: G.Ballantyne@compserv.gla.ac.UK
Message-ID: <8760.199503071225@lenzie.cent.gla.ac.uk>
Source record: 169966

Having looked at a demo version of ProTracker ST for the Atari STFM, I decided to register, not just for the latest version of the program, but mainly for the full manual and last year I sent off my fee to Karl Anders Oygard in Norway.
When the disks arrived three months later, I was disappointed to find that the text file holding the manual was damaged and unreadable and I promptly returned the disk for a replacement. To date, this request and several letters of enquiry have been ignored. So, if anyone has been more fortunate and has received the full manual, I would be grateful if they could contact me. Thanks. Glenn.

3872. Re: Magic? Benchmarks?

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 13:43:01 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Mar7.134301.128@genrad.co.uk>
Source record: 169887

In article <H.eg.Ph894tRuf1E@semprini.waterloo-rdp.on.ca>,
Chris Herborth wrote:

]> PPC620 - 330 SPECint92
]> PPC604 - 225 SPECint92
]> PPC603 - 160 SPECint92
]> PPC602 - 50 SPECint92
]> PPC601 - 125 SPECint92
]These numbers are totally meaningless without a Mhz rating for the chip.
]A 60Mhz PPC601 gets about 60-61 SPECint92 (60Mhz Pentium gets about
]58-60). These are also "best-case" numbers; Pentium systems get
]anywhere from ~70-95% of the "best-case" SPECint numbers, depending on
]the system and how it's built.

I'm sorry, Chris, but I must disagree. The clock frequency of the
processor bears some relationship to the speed at which that processor will
execute a program, but when comparing one processor with another one, it is
irrelevant.
For example, what if processor1 had a divide-by-16 clock input circuit and ran
at 256MHz, and every instruction took 16 bus cycles, and processor2 ran at
20MHZ, had a divide-by-2 clock input circuit and did equivalent instructions
in one clock cycle? That would make processor2 ten times faster than
processor1 even though the "MHz rating" as you call it is over 10 times slower.
The whole point of SPECint92 and SPECfp92 ratings are to eliminate
these inconsistencies, and try to establish which processor executes a range of
general mathematical routines the fastest. The processors being tested are
obviously clocked at their maximum frequency.
The fact that they are best-case numbers is also irrelevant, since they
are best-case for every processor. If a processor cannot perform at as high
a percentage of "best-case" than another in general computation, then it is an
inferior processor, and the SPEC marks will show that.
The tests are not just 2 + 3 = ? and 2.12 + 3.13 = ?. They are the
average values of a whole range of algorithms, designed by people well
acquainted with measuring computer performance.

] A PowerPC-based Atari system running TOS would be about as fast as a TT,
] which would be totally pointless, unless the system could run AIX, or
] Windows NT, or MacOS. Given Atari's previous adherence to industry
] standards, you can bet it'd be TOS-only.

This comment of yours assumes that the PowerPC would be running
emulated 68000 code, as is the case on PowerMacs running a lot of System 7.
However, the core of System 7 has been recompiled into native PowerPC code, and
the rest of it is in the process of being recompiled (source: Electronics
Weekly about a year ago). Windows NT will be run on the powerPC, not emulating

80386 code, but recompiled to run natively. Why not TOS? Without doing any calculations, I would imagine a 330 SPECint92 PPC 620 would run emulated 68000 code significantly faster than a 68030 at 32MHz (Atari TT) anyway. The PowerPC RISC instruction set isn't *that* basic, you know.
Now assuming the authors of TOS and GEM didn't write all their operating system in assembly language (which is possible but unlikely - I've disassembled some of it, and if it was written in assembly language, then they weren't very good at it - it looks distinctly like compiler generated code), but rather in a sensible language like C, the process of recompiling on a PowerPC C compiler would be, if not trivial, no massive task, as long as the source code is well written.

] Using such a system would be a
] massive waste of computing power; the operating system and 100% of
] applications (with the possible exception of Papyrus, Connect, GEM-View
] and the dozen other apps that are still getting work done on them) would
] be run in emulation like a snappy 25Mhz 68LC040 instead of a screaming
] PowerPC-whatever.

What's wrong with wasting computing power? One reason PowerPC is a good processor is that it is cheap to make. Otherwise we'd all have DEC Alpha's in our PCs. And so what if all the old software ran in emulation, even as slow as you say? If it was good on a 8MHz 68000, I'm sure it'll still be good on a "snappy 25Mhz 68LC040". New software can be recompiled, old software can be emulated. Afterall, most pentiums are probably still running 8086 software applications spawned from Windows. That's no reason not to have a pentium, there are plenty of other far more important reasons :-)

Paul Hills BSc (Hon) DIS AMIEE

3873. Tif Compressed ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 13:50:15 UTC
From: hlazar@netaxs.com
Message-ID: <3jhoan$8em@netaxs.com>
Source record: 169970

This is continuation of a problem I had a friend post about a
week ago. The problem is Desk Gallery, a 3 CD CD-ROM with 30,000 images
in compressed TIF.
Gem View (registered), Imagecopy 3.5 (bought), and ST Convert (bought
will not touch those images. The only way I can use those images is with
a friend's IBM (ugh).
Another CD-ROM, Corell Gallery came with images in BMF format
which I was told was converted Unix files.
I can live without these discs, but it seems a waste of money.
Is there any suggestions on finding a way to convert those images
to useful form on my Atari.
Thanks to anyone who replies.
Henry L Lazarus hlazar@netaxs.com

3874. Re: Freedom Demo..

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 14:35:33 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3jhqvl$c1i@percy.cs.bham.ac.uk>
Source record: 169972

sheppard_r@ix.wcc.govt.nz writes:
>When I run the Freedom Demo how come my slider
>is on the right side and not as shown or quoted..??
>

Because you haven't configured it to put the scrollbar on the left
hand side. Try #leftscroll (I think) in the .cnf file.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

3875. Re: Item/File Selectors...

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 14:37:42 UTC
From: Frank.Charlton@256-510-2.centron.com
Message-ID: <076_9503090649@centron.com>
Source record: 169676

In a message of 05 Mar 95 sheppard_r@kosmos.wcc.govt.nz wrote to All :

sr> Mind you UIS III and Freedom are not free, the otheres are...!!!

No, Selectric is *shareware*.

Cheers,
Frank <frank@tachyon.demon.co.uk>
+--+
| Standard disclaimer: The views of this user are strictly his own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+--+

3876. Re: CD-ROMs for Atari computers

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 14:38:39 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3jhr5f$839$2@mhade.production.compuserve.com>
Source record: 169971

Re: List of CD-ROMs usable on Atari systems...

>Couldn't you upload it to a site somewhere?

Yes, I plan to send it to atari.archive the next time I can get through
to them.. that way it should show up on the mirrors too.

In the meantime I've had a few e-mail requests that I'll be sending out
this week.

BobR

3877. Re: No. ST's Really Are Crap!

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 14:43:22 UTC
From: Frank.Charlton@256-510-2.centron.com
Message-ID: <077_9503090649@centron.com>
Source record: 169675

In a message of 05 Mar 95 Craig@thebrink.demon.co.uk wrote to All :

C> Well thank you for that you sad pathetic moronic little shite. Now
C> go away and masturbate you wanker. It is indeed a shame that you are
C> so saddened by your choice of machine that you have to hide behind a
C> pseudonym to spout your childish babbling.

Don't beat around the bush Craig, just say what you mean! :-))

Cheers,
Frank <frank@tachyon.demon.co.uk>
+--+
| Standard disclaimer: The views of this user are strictly his own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+--+

3878. Re: ST vs. Amiga

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 14:49:58 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3jhrqm$839$3@mhade.production.compuserve.com>
Source record: 169973

>... it seems to me that you don't consider the TT030 or the Falcon030 to
>be ST computers. Why?

Well, for one thing, Atari themselves make the distinction with their model
names...

The ST line was the 68000 based "16/32 bit" computer.. the TT030 was quite
a departure from that design, even though it can run most ST software in its
"ST RAM". The Falcon030 was even further removed from the original ST line,
although it too can run ST software through its "ST emulation".. it's really
a much different design, and far more powerful in a basic sense, not just
an incremental improvement on earler STs.

I'd say they're all "close cousins", but not in the same family...

BobR

3879. Re: IBM emulation on an ST

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 14:55:00 UTC
From: ma2jswc@bath.ac.uk
Message-ID: <D52s3q.CrL@bath.ac.uk>
Source record: 169978

In the referenced article, gustavo@dent.uchicago.edu (Gustavo Comezana) writes:
>
>Hi,
> I would greatly appreciate any information about running
>non-windows IBM software on an ST. The FAQ mentions a hardware product
>(whose mame escapes me at the moment), but does not give a a contact
>address or phone number for its manufacturer or distributor, or any
>idea of the cost involved. I have also heard of a software product
>called PCDitto, and again, I have no info on availability or
>pricing. Thanks in advance for any tips.
>
>
> Gustavo

PC Ditto is a one disk PC Emulator, but you do need a DOS boot disk, or
DOS harddisk partition. It's v-e-r-y s-l-o-w, but you should be able to
get it at next to nothing. It's entirely a software emulator, and I'm
sure some people must be dieing to get rid of it...
I managed to get PC Xenon II working on it! It was in CGA black and
white, and it was so slow that you could watch the screen being redrawn
each frame!

3880. Re: Atari Web Browser

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 15:07:46 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3jhss2$ai6@whitbeck.ncl.ac.uk>
Source record: 169974

In article <wmpeen.794501626@asterix.urc.tue.nl>, wmpeen@urc.tue.nl (Erlend Nagel) writes:
>>HTML can be pretty hairy to parse (I intend to use CERN's WWW library to
>>handle it; I've already got that ported).
>
>Uhm, there is no need to parse HTML. Parsing the HTML file is something
>the author of the web pages should have done. A simple stage changer
>would be enough to mark font changes and such.

Don't talk bollocks. When a WWW server fields you a page, it sends you
the HTML source for the page. You then have to parse the text and format
it propropriately (it's similar to the source for an ST-Guide hypertext).

Erlend Nagel has just showed that he couldn't find his own arse with both
hands & a map......

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

3881. Re: Was Atari A-Z book a con?

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 15:11:37 UTC
From: em09@liverpool.ac.uk
Message-ID: <D52svD.93y@liverpool.ac.uk>
Source record: 169834

Mr. J. Boyes (em09@liverpool.ac.uk) wrote:
: Alasdair Goold (agoold@cix.compulink.co.uk) wrote:
: : >Atari A-Z Book

: : I have spoken to Mark Baines the author as I am also waiting for my copy
: : of the book. He tells me that the first batch has already been despatched.
: : There has been a problem with the printer, I believe they had a small
: : fire. His latest estimate of delay is approximately 2 weeks.

: : Regards

: : Alasdair Goold
: : (agoold@cix.compulink.co.uk)

: Thanks to everyone for their replies re: Atari book. I have had
: sufficient assurance from the Atari community that a book _will_
: arrive one day but I have _still_ not received any communication
: from the supplier to explain the long delay.

: John

Wouldn't you know it! I just pressed the send key when the post came
through my door with the letter from Mark.

Looks like I'm in for another few more weeks wait though.

John
--
Mechanical Engineering Department John Boyes
University of Liverpool
P.O. Box 147 Email: em09@liverpool.ac.uk
Liverpool Phone: +44 (0)151-794-4861
L69 3BX (U.K.) Fax: +44 (0)151-794-4848

3882. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 15:12:46 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3jht5e$839$4@mhade.production.compuserve.com>
Source record: 169975

>I have *YET* to see you post something informative or inquisitive about
>Atari computers.

Sigh.. James, you have just demonstrated to me and everyone else reading your tiresome divel, that you simply cannot read.. or that you have real problems with reading comprehension.. I really don't care which it is.

Since you seem incapable of reading and comprehending what you see here in these newsgroups, I guess I'll simply stop answering your questions about memory expansion for your 520ST or your questions about the different models of Atari computers and how they compare to various Amiga models.

There are other people with questions who can read and understand, and I'll just help them and let you wander off in your own misguided way.

By the way, don't bother to request the list of CD-ROMs that can be used on Atari computers that I offered to the newsgroup a few days ago... you probably couldn't read it anyway.

You call yourself a computer hobbyist, and yet you don't seem to be able to understand that computers are above all *fun*... all computers...

Maybe you need a different, less demanding, hobby..?

Goodbye, James...

BobR

3883. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 15:15:38 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3jhtaq$839$5@mhade.production.compuserve.com>
Source record: 169947

>How refreshing! We haven't had a Bob Retelle pc vs st
>flameup in ages :-)

For sure... I guess we just haven't had a real quality twit show up
for me to argue with in a long time...

:)

BobR

3884. Re: CeBit 95

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 15:20:56 UTC
From: lais@cs.man.ac.uk
Message-ID: <3jhtko$32i@m1.cs.man.ac.uk>
Source record: 169977

In article <3jhitk$rfn@m1.cs.man.ac.uk>, jacquesa@cs.man.ac.uk (Anthony Jacques) writes:
|>
|> Didn't I hear in this newsgroup that Cebit started this weekend??
|>
|> Has anyone been? wasn't there supposed to be something exciting happening?
|>
|> Anthony

March 8-15.

S.Lai

3885. Re: Mac does ST!

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 15:21:06 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503071415.AA08594@ilmen.lanl.gov>
Source record: 169946

In a previous message, djs@jet.uk (David Stevenson) wrote:

hutch@ilmen.lanl.gov (Hutch) writes:

>> Hey, if it looks like a duck and walks like a duck and quacks like a
>> duck, then for all intents and purposes... it's a DUCK! :)
>
>Not necessarily, it could be a duck emulator :-)

Hahahahahahaaaaa! Ah, that was a _real_ good one, David.

Thanks for pointing out the obvious flaw in my logic. :)

It's great to start the day with a chuckle. :))

-Hutch- @ Fair Dinkum Tech

3886. Re: AV Protocol Docs in ENGLISH

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 15:25:11 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3jhtsn$aok@whitbeck.ncl.ac.uk>
Source record: 169976

In article <3jg5qc$3en@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard..) writes:
>Dan this seems to be a Big problem with Germany, Germans seem to think
>that Germany = the World and every one speeks German...

The doc's in question HAVE been converted into English, but I think that isn't the point. I worked it out from the original german docs, and I think that in the interest of international unity we should all:

a) Make an effort to learn other languages and not expect everyone to speak english.

b) Tell Roger Sheppard to shut the f*ck up, ignorant pillock that he is....

>Come on you Germans if you wish others to use and accept your standards
>Please post them in a Language that most people in the World can understand..

See option b) above...

>* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *

If a German guy was to say that about the docs in my programs, I'd tell him to find someone who speaks english to translate it for him. I would expect the same to apply to german docs (ie. don't winge at the authors, find someone who's willing to translate if you cann't do it yourself, or get a book on german language).

Of course, non of this applies to the french - bloody garlic eaters ;)

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

3887. Re: AtariWorks Fixes

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 15:28:13 UTC
From: msmith@maxine.jf.intel.com
Message-ID: <msmith.794590093@maxine>
Source record: 169915

darmok@leland.Stanford.EDU (Philips Dilworth Patton) writes:

>I am getting really annoyed with the delete-line "feature" in Atari-Works
>that clears a whole line if you push shift and backspace (or something
>like that). Did a newer version every come out that let you be able to
>change this somehow? It is really starting to piss me out and make me
>not want to use an otherwise perfect program (to me).

>Another feature I need is a word-count. Is there any cheap little program
>that will check a STW file by any chance?
>Thanx
>;-)

I'm still using 1.02 (I think) of AW. I have not heard of another
release and I've had this for over a year. I wonder if Atari has
decided to abandon Works, too?

M

--

Michael H. Smith
Intel Corp.
** Opinions expressed are my own **

3888. Re: No. ST's Really Are Crap!

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 15:29:12 UTC
From: bericd@bri.hp.com
Message-ID: <D52too.35I@bri.hp.com>
Source record: 169979

Sam Tramil (b9458317@wlv.ac.uk) wrote:
~~~~~~~~~
[ORIGINAL ATARI-FLAMING MESSAGE REMOVED]

So Sam, You go to Wolverhampton Poly then ?
Can't say I'm surprised..

At least include your real name so we can come round and beat you up!
Before you go and phone your lawyer I was only joking about beating
you up - you should still use your name if you stand by your convictions..

Beric..
~~~~~~~~~

3889. Re: Geumlator demo video

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 15:33:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503071427.AA08597@ilmen.lanl.gov>
Source record: 169853

In comp-sys-atari-st you wrote:

>Hutch (hutch@ilmen.lanl.gov) wrote:
>: All this recent interest in the Gemulator made me recall that I have on
>: my bookshelf a VHS video (NTSC) that demonstrates the use of Gemulator.

>Butch:
^^^^^^

Oh, please... it's -H-utch (with an 'H'), OK? Butch is soooo tough. :)

>Is this tape available "commercially," e.g., from Darek himself?

Used to be. I got this a couple of years ago. You could check with Darek.

>If not, if I send you $5 and a blank tape, could you copy it for me
>(if it's not copyrighted or anything)?

No, I won't copy it for you. But I'll mail you my 'original' for $5.

Cheers,

-Hutch-

3890. Re: Magazine Editors (was Re: Gasteiner)

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 15:38:07 UTC
From: lais@cs.man.ac.uk
Message-ID: <3jhukv$3eo@m1.cs.man.ac.uk>
Source record: 169950

In article <794508278.18@cs.york.ac.uk>, andrew@minster.york.ac.uk (Andrew Hague) writes:
|> S94 (lais@cs.man.ac.uk) wrote:

|> : This just about sums up their crappy attitude.
|>
|> : S.Lai
|>

|> How can they keep trading? I suggest Paul Hills writes to the Trading
|> Standards authority and complain. Plus I suggest that magazines do
|> NOT take their adverts in future. I know some magazine editors read
|> internet news (who doesn't!) and so they should put pressure on Gasteiner to
|> improve their service or accept the wrath of Future Magazines' scorn :-).

Do you think STF really give a shite ? They are only interested in making money, not supporting the Atari platform, though I may be proved wrong if the current improvements continue. I wish for the old, good, STF to return.

|>
|> -Andrew

I don't know. I don't believe they're doing anything illegal, just that they're pissing customers around because they have what you want. It's most certainly an attitude problem. Mind you, I'm not sure about the practice of advertising things that aren't made anymore, let alone out of stock. That is just infuriating. At least Compo indicate that TTs and MegaSTEs are only _sometimes_ available, and to call for latest details like pricing.

Last time I looked at one of Gasteiner's adverts - 10 quid for an RF lead. Get real !
I heard they started selling Macs. Well, they still won't last long the way they're going now.

S.Lai

3891. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 15:51:34 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCHPEHURUP@dksoft.ping.dk>
Source record: 169860

In <9503061618.AA08223@ilmen.lanl.gov> Hutch wrote:

>Geeeez, Kim... this is absolutely hopeless!
>
>I was going to reply to your multiple posts in detail, but that would
>obviously just be a waste. So here's my (hopefully) last word on this:
>
>1) I did NOT call you a pirate. STOP making accusations that I did so.
>I DID say that I saw no reason why honest people would complain about
>reasonably crippled shareware. That's my opinion only. If you don't like
>'crippleware' that does not make you a pirate; you only share their views.

ok!

>
>2) In my opinion (one that is evidently shared by many others), shareware
>that has certain features disabled until the registration fee is paid is
>still shareware. You disagree. That's fine, but it does NOT make your
>opinion universal. Stop treating opinion as fact.

I wan't trying to. But as an user of any kind of software, i thought my
interest and opinion could be of an interest to the programmers, but i
guess they just don't give a damn. Perhaps thats why they can't make their
livings.

>
>3) On all commercial services, a short software description (including
>any limitations) is usually provided that the user can read before deciding
>to download it. This is not always made available via ftp, but it could be
>via 00index files and such. Private BBS's should also have a short text
>file describing the software. Does your BBS do this? If not, it should.

It does. All users are free to read the doc's following the archives before
downloading the files. If the doc's isn't telling enough, then it's the
programmers fault.

>
>4) Eric and Michael have addressed this quite well as shareware authors
>themselves, I think. If you refuse to accept their logic, so be it.

Thank you!

>
>5) Can we move on to more useful discussion topics now? Please?
>

We can, but about what ?

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

3892. Re: Translators..!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 15:53:24 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503071448.AA08606@ilmen.lanl.gov>
Source record: 169980

In a previous article, S.P.Taylor@bradford.ac.uk (Steve Taylor) wrote:

>I have recently started to use Ruftrade, simply because its output is
>vastly more readable than any other translator program I have tried.
>
>I have already registered the program, but am disappointed by the author's
>shareware policy. Instead of the usual "one-off" fee to register the
>program forever (or at least until it changes significantly), he states:
>"The current deal is that you may call for a further updated copy when you
>wish at no cost. Subsequent updates will cost you 5UKP a throw!"
>
>I think this is unfair, and at least should have been mentioned before I
>registered - not that I regret doing so. I would rather pay twice that for
>a nortmal lifetime registration. Why is it fair that honest users who
>register their shareware end up paying a fortune for updates?

Well, I can understand your feelings, but perhaps you need to reconsider
this from the author's point of view.

For your initial shareware registration fee, you get legal access to the
program plus one free update at any time. That is a better deal than you
get from any commercial software that I know of. And remember, shareware
generally _is_ commercial software; it's just distributed differently.

The author needs _some_ incentive to continue developing and enhancing
the program as do commercial vendors. He/she has put considerable time
and effort into the first version; updates require a lot of time, too.
It's only fair to reward the author for this time and effort spent,
especially when the updates are reasonably priced. 5UKP... what's that?
About US$7.50 or so (sorry, I'm not current on exchange rates). And does
this include in-country postal costs? Sounds pretty fair to me.

Understand, however, that I'm not talking about 'bug fixes.' That's a
different story and should generally be provided free of charge, IMHO.

-Hutch- @ Fair Dinkum Tech

3893. Disk info

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 16:15:00 UTC
From: gary.ratliff@starnetbbs.com
Message-ID: <9503071754485462@starnetbbs.com>
Source record: 169837

As my GNU Chess disk (BRE #1725) went belly up and I had forgotten to make a backup I was exploring that disk and others using Dr. Floppy.

Now I know that the CP/M method of direct track and sector editing is well documentated and easily done with DU or the kaypro XAMN or ZPATCH etc.

My experiments showed me that I did not have any information to try to follow the path of a corrupt file or read the disk signature on track 0 sector 1. The directory area was obvious but any concept of group data which would provide a clue.

My experiment continued and I extracted the theory that if EB 34 it is an IBM PC fformatted disk. (That one can read diretly MSDOS 3.3 or MSDOS 5.0 etc makes this a perty sound theory) If the same area displays a large cluster of N's (as viewed by the Dr. Floppy) this is an Atari Formatted disk.

Further if the directory track begins on track 1 sector 3 it is a single sided format and if the directory begins elsewhere it is a 720k double ided format using Atari formatting.

Is there a FAQ aboutr this. And other info about learning how to interpret the info.

Gary.

* OLX 2.1 TD * Don't rush me, I get paid by the hour.

3894. Falcon drive problems

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 16:48:42 UTC
From: gordov3@icebox.iceonline.com
Message-ID: <D52xEu.314@iceonline.com>
Source record: 169896

So you are having problems hooking up your scsi drive to your Falcon. I had the very same problem that you are having. No matter what I tried I could not get the Atari Harddrive utilities to get my scsi drive hooked up. I had to take my Falcon down to my dealer and they used, I think ICD Hard Drive utilities(a commercial program) to get my Falcon to format and partition my Hard Drive. After that was done then I was able to boot my Harddrive with Atari Harddisk driver and have that Harddrive Icon on the desk top. Sounds to me that you will have to go through the same trouble. A pain, but I do not see any other choice. Atari Hard drive Utilities are clearly not as good as the commercial ones out there. If you have to buy the ICD utilities, major pain, I know, I think it is 50 US.

3895. Atari ST Games for Sale

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 17:03:35 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <3ji3l7$g2l@usenet.INS.CWRU.Edu>
Source record: 169990

Hi- I have the following original ST games w/ docs for sale. $7/each
includes USA shipping . . .

Sierra Strategic Simulations, Inc
------ --------------------------
King's Quest Demon's Winter
Man Hunter Phantasie III
Spacequest II Rings of Zilfin
Ultima II Roadwar 2000
Stellar Crusade

RainBird Psygnosis
-------- ---------
Black Lamp Barbarian
Carrier Command Obliterator
Elite
Space Cutter
Starglider

Miscellaneous Authors

Day of the Viper (Accolade) Sim/Adventure
Captain Blood (Mindscape) Sim/Adventure
Leviathan (Thunder Mt) Sim/Adventure
Alternate Reality (Datasoft) Role Play/Advent
Alien Syndrome (Sega) Action
Artura (Arcadia) Role Play/Advent
Last Duel (Capcom) Action/Sim
Universe III (Omnitrend) Role Play/Advent
Tau Ceti (Thunder Mt) Role Play/Advent
Side Arms (Capcom) Adventurish?
Shadowgate (ICOM)
S.D.I. (Master Design) Role Play/Advent
Renegade (Taito) Action
Rambo III (Taito) Action
Star Ray (Logotron) RP/A

Thanx! Offers also accepted for multiple purchases . . .

3896. About Rufftrade

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 17:11:31 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503071606.AA08616@ilmen.lanl.gov>
Source record: 169992

I've seen a lot of traffic and praise about Rufftrade recently, but I seem to have missed some basic information about it.

I gather it is a translation aid of some sort. Is it German->English, vice-versa, both or what?

Also, who is the author and does he have an email address?

Thanks,

-Hutch- @ Fair Dinkum Tech

3897. Atari ST Software for Sale

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 17:12:41 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <3ji469$gpe@usenet.INS.CWRU.Edu>
Source record: 169993

I have the following original titles with docs for sale !!!!!!!!!

Degas Elite Batteries Included Drawing Prog $12

Micro C-Shell Beckmeyer Prog Shell $12
Micro C-Tools Beckmeyer C Tools comes w/ above

Zoom Racks Hypercard Like Info Manager $12

Minix ST Prentice Hall Linux Clone $22 (8 disks)

Mark Williams C C Language $22

Dr. T's KCS Entry MIDI Seq $12

Dr. T's LevelII Mid Level MIDI $20

Dr. T's RealTime Intelligent MIDI Seque $22

3898. Re: ST vs. Amiga

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 17:25:46 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3ji4uq$4di@dux.dundee.ac.uk>
Source record: 169879

: >Finally comes the Falcon. (I can't wait to get my hands on one of
: >these!) Then I see (towards the end of the Commodore regime) an Amiga
: >1200, which looks to me like a Falcon-wanna-be. Was it?

It is quite possible for Atari to sell the Falcon at a much lower
price. Its just that they can't market products. If for example Atari
had a 4mb machine (no HD) on sale for #399 with some games and
floppy disk based APP's. It would do quite well. Then like the
Amiga for your #549 you get a built in IDE HD drive.

The machine was FAR too highly priced for any high street store
to stock it! At the end of the day this is about the ONLY way
buyers will buy, lets face it would you spend #800 on a machine
you have never seen? We may not all have used an xyz.brand PC but
if it says 486 with SVGA etc, then its likely to be fairly similar to
one I have seen or used elsewhere.

A more powerful machine at a similar price. It could have blown the
Amiga 1200 away. Still it's too late now.

Rod

--
--
Rod McCall, President, Lip Theatre Company, Dundee University
rmccall@mcs.dundee.ac.uk | University (Term Time)
cdsales@cix.compulink.co.uk | Non term time and for info
info on CD-ROMS (PC&MAC), PC Hardware and Books
==========

3899. A new Home Page

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 17:37:05 UTC
From: jdp4@aber.ac.uk
Message-ID: <3ji5k2$iun@fileserv.aber.ac.uk>
Source record: 169855

Hi all,

I am setting up a new home page . When I have
finished It will also contain the robinsons requiem unofficial home page which
will contain hints and tips about the game and hopefully some good
screenshots. If anybody has any tips/cheats or a guide to completing the
game then they can send them to me at jdp4@aber.ac.uk. Please UUencode
any graphics this is easier for me

The HipSTer

3900. Re: Chimera executable?

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 17:57:30 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D530Jw.5nG@watserv3.uwaterloo.ca>
Source record: 169903

In article <3jf2p2$ffb@news.bu.edu>, <selick@acs2.bu.edu> wrote:
>
>Do Chimera executables exist? The distribution I found only had sources. I'd
>like binaries for a 1040STe running mint 1.12, and Mint X, as well as mintnet.

They are at phlem.ph.kcl.ac.uk - that's where I got them.

BTW, for anyone who uses Chimera:

Has anyone got delayed image loading to work? It seems to start off OK,
ie. icons for images - when I click an image icon it LOADS the appropriate
image, it then redraws the display but the image is still an icon. If
I don't set delayloads all images are fine (I figured out that the b
flag in UNIXMODE must be set to get local (file:) html files to display
images.

Also the external stuff doesn't work for me at all. I have created a
.mailcap and .mime.types file, put it in my home directory, set up the
proper X resources to find these files (I even check with Mint Debug level
2 to make sure Chimera reads these files - quite a pain in the ass with
X since the screen scrools like crazy and every keyboard press to a
shell window generates LOTS of events). It seems to get as far as
trying to set the PATH variable with a semicolon for another command - there
was some warning about this in README.hints I think. Anyway it just doesn't
work. Another thing I've figured out (from the debug level) is that for
external images to find the /tmp directory you must set the TEMP env variable
to point to /tmp. It will try to use the current directory otherwise and
I usually run it from an FVWM menu so the cwd is '/' which you cannot
write to! If anyone has any info/experience on this let me know!
(e-mail preferred) I am very curious about the external thing and it
doesn't work if the parent shell is either tcsh or sh - very strange.
I have a feeling the delayed image load and external view are caused
by the same problem/setting.

Thanks,
SAm

3901. FTP site for TOS v1.00

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 18:28:28 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <a90_9503072231@sherwd.fidonet.org>
Source record: 169840

In a message of 26 Feb 95 23:37:25, Hlyr_any@ecc.Tased.Edu.Au wrote:

H> From: hlyr_any@ecc.tased.edu.au
H> Newsgroups: comp.sys.atari.st
H>
H> Does anyone know where I can download Tos v1? I've seen it in a PD library
H> but I'd prefer to download it.

It is not public domain, and you may not legally download it anywhere. You may be able to find someone who has a legit disk of it and will sell it, though.

Next silly question - WHY on Earth would anyone WANT TOS 1?

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

3902. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 18:41:36 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <a91_9503072231@sherwd.fidonet.org>
Source record: 169839

In a message of 27 Feb 95 06:15:08, Bobr wrote:

B> From: BobR <76702.1466@CompuServe.COM>
B> Newsgroups: comp.sys.atari.st
B> Organization: via CompuServe Information Service
B>
B> 1)...It's not as difficult as you make it sound, and
B>
B> 2)...Once it's set up there's no reason to play with it incessantly.

Until you buy a new program. Word Perfect, for example.

B> The typical "giggle HA HA HA" description of PC users is that they're
B> constantly having to tinker with CONFIG.SYS and AUTOEXEC.BAT files...
B>
B> That's stupid... you set it up once and leave it alone.

Until you want to run something that didn't come pre-isntalled on the hard
drive, yes.

B> By the way, have you ever had to explain to someone why their Atari ST
B> won't boot because an AUTO file program is in the wrong order..?

Sure. But the difference is, you can remove _everything_ from the AUTO folder,
and the ST will boot up. Try removing the CONFIG.SYS and AUTOEXEC.BAT and then
run MS-Windows. Or a hard drive with more than 1014 tracks, for that matter,
if you don't have VLB support on the motherboard.

B> It seems computers are computers, no matter what brand name is on the
B> outside of the case...

And automobiles are automobiles. However, if I have to live in one for a very
long time, I would prefer the luxury of a Rolls-Royce Silver Shadow to the
cramped cockpit of a Morris Minor. And, IMHO, the
Intel chips are NOT the equivalent of a Rolls.

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

3903. Re: No. ST's Really Are Crap!

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 18:52:37 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1995Mar7.185237.7904@bradford.ac.uk>
Source record: 169869

Sam Tramil (b9458317@wlv.ac.uk) posted:

: And so it came to pass that the ST was unleashed into the general populas.
: And you, yes you bought it.

Nope.

: And you bought the Lynx.

Nope.

: And you bought the STE.

Yes, I did!

One of the few things I never regretted buying.

: And you bought the Falcon.

I wish I could afford one.

: BTW, I myself own a Pentium P.C. and use the very first ST of the production
: line to

Ah, I see. I don't suppose daddy bought you it did he?

And did he insist you go and do some worthless course somewhere?

: wipe my bottom with after a visit to the little boys room. Boy those grills
: really are
: abrasive and do the job with a consumate ease.

Yep, a good way to give yourself a brain-haemorrhage.

: Thank you for your time in reading this.

You're welcome.

Now, the one and only question on my mind...

Since when did Sam Tramiel go to a Wolverhampton polytechnic and forget
how to spell his own name?

Get a life...

Paul.

--
\|/ ____ \|/ Paul Anthony Booth \|/ ____ \|/
@~/ ,. \~@ Department of Electronic and Electrical @~/ ,. \~@
/_(__/)_\ Engineering, University of Bradford, England. /_(__/)_\

__U_/ Email: P.A.Booth@Bradford.ac.uk __U_/

3904. Re: MinixFS above 32Meg ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 19:23:14 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-0703951923140001@ngalm099.gal.nt.com>
Source record: 169892
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <3jhijm$8lr@ccpnws.in2p3.fr>, acounis@lpnhp3.in2p3.fr (Stephane Acounis) wrote:

> I tried yesterday to initialize a partition on my hard disk with MINIT.TTP in
> order to have a Minix file system for Mint.
> But it refuses to initialize it ! As the size of my partition is 170Megs, I
> wonder if MinixFS can work beyond the 32Megs limit.

Yes it can
Try setting up a V2 file system, as I had a similar problem where a 128 Meg partition was set up to only 16 Meg without specifying this.
I also decides to tell it the drive parameters, just to be sure.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

3905. HD's, drive enclosures, Atari ST for sale

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 19:27:26 UTC
From: Roger Erickson <rge@zippy.nimh.nih.gov>
Message-ID: <Pine.HPP.3.90.950307135313.15056A-100000@zippy.nimh.nih.gov>
Source record: 169881

****

520STf (internal floppy) $100
SC1224 color monitor $ 50
Magnavox color monitor $ 50

Deluxe DeskTop D&P HardDrive case
(room for two drives)
currently has 25Mb & 40Mb installed in case with ICD adaptor
ICD SCSI host-adaptor for Atari
Total (for case, drives,SCSI adaptor) $160

several shoe-box HD cases $ 20
(each with power supply, switch-selectable
SCSI devise & centronics style
pass-through connectors)

CSDD double density external floppy $ 50
with cable

double set of single density free with any purchase
external floppies (slightly damaged)

Assorted software make offer
Mark Williams C
Prospero Fortran
NeoDesk 3
Warp 9
Seymour-Radix Image Scanner
WordWriter ST
WordPerfect
Degas

Leather Goddess of Phoebes
Tale of Kerovni
Falcon
Silent Service
Dark Castle
Chessmaster 2000
Hardball (golf)
Arkanoid
StarWars
Hoyle (solitaire etc)
Shuffle Puck Cafe
(and others)

_____
Roger Erickson "Watsamata U"
Lab of Neurophysiology, NIMH "People will do anything in their power
Poolesville, MD to avoid thinking"
rge@zippy.nimh.nih.gov (forgotten 19th century naturalist)
or (301) 972-7850

3906. Re: Item/File Selectors...

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 19:31:02 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Mar7.193102.16035@bradford.ac.uk>
Source record: 169884

When using my ST before getting MagiC, I would never have been without UIS III. It did absolutely everything (excepty program launching - something I always missed, but then no fileselector has this).

UIS does: Attribute changing of a batch of selected files
Batch renaming
Printouts of directories
PRINTING or VIEWING of text files.
And I don't think Selectric/Boxkite/Freedom do any of these.

When I got MagiC, and therefore the ability to use text viewers and the desktop without quitting my current application, I ditched UIS III, and managed just using the built in fileselector. This had one disability - it was not in a window, so copying/renaming/moving/foldermaking/formatting etc. were not available IN THE FILESELECTOR, however they were available in the application so this was not a big problem.

However, yesterday I tried both Boxkite and Freedom, and whilst both are nice replacements, I decided Freedom was the one for me, as it is brilliant in a Multitasking environment.

Is it just a shareware restriction that I cannot enter a new filename in the Freedom fileselector? I have not read the docs, so I am unsure. I can select any existing file, but not enter the name of a new one (e.g. when saving a newly created file).

Steve Taylor.

3907. Re: Toad Computers - fast response

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 19:35:26 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Mar7.193526.16084@bradford.ac.uk>
Source record: 169885

On Mon, 6 Mar 1995 13:37:44, William Wong wrote:

: Just for info ... I emailed a request for a product price and
: estimated delivery date in the morning, and Toad Computers replied by lunch
: time. Now, that is fast !!!!!

I can beat that. I sent an Email regarding STraight FAX, and the reply
came back WITHIN 10 MINUTES! Whilst I was still on-line. Then I replied to
this mail, and another one came back just as quickly!

So I was impressed.

Steve Taylor.

3908. Re: Wanna bet?

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 19:36:50 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCHUBCUUUP@galaxy.teuto.de>
Source record: 169893

In <3iv97j$6lb@holly.cc.uleth.ca> brenjb@hg.uleth.ca wrote:

> Then what is a 64 MHz Medusa running? I know I never saw a 64MHz Mac, and
>I always wondered what the Medusa people were doing...

32 MHZ. The 64 are a marketing hoax. There is a part with 64mhz in the 040.
But it hasn't got anything to do with the performance of that chip.

> It is, but don't get your hopes too high... >;)

Why not?

--
/Hendr!K/

Hendrik Mylius |P| InterNet: neptune@galaxy.teuto.de
Phone/Facsimile |G| WWW: http://www.teuto.de/personen/hendrik
+49-5221-855545 |P| Maus: Hendrik Mylius @ PB2

3909. Re: Translators..!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 19:52:54 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Mar7.195254.16166@bradford.ac.uk>
Source record: 169890

On 7 Mar 1995 09:53:24 -0600, Hutch wrote:
: In a previous article, S.P.Taylor@bradford.ac.uk (Steve Taylor) wrote:

: >I think this is unfair, and at least should have been mentioned before I
: >registered - not that I regret doing so. I would rather pay twice that for
: >a nortmal lifetime registration. Why is it fair that honest users who
: >register their shareware end up paying a fortune for updates?

: For your initial shareware registration fee, you get legal access to the
: program plus one free update at any time. That is a better deal than you
: get from any commercial software that I know of. And remember, shareware
: generally _is_ commercial software; it's just distributed differently.

The only probem I have with this is, why do you initially pay 5UKP for _2_
versions, and then 5UKP for 1 version, in future? Perhaps every subsequent
5UKP should entitle you to 2 versions? Just a thought...

I agree that this is not too much.

--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \

3910. Re: Translators..!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 19:57:41 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Mar7.195741.16221@bradford.ac.uk>
Source record: 169891

On 7 Mar 1995 09:53:24 -0600, Hutch wrote:
: And remember, shareware
: generally _is_ commercial software; it's just distributed differently.

No it's not. I know this was how it was supposed to be. But in actual
fact, most so-called shareware is just the author jumping on the
bandwagon.

It should have been P.D. But P.D. does not seem to exist any more.

I know there are many pieces of high quality software out there
distributed as shareware - I have registered many of them.

But as for some offerings, the most the should ask, in all consciousness,
is 'Send me whatever you think this program is worth to you'
which is in all cases fair.

Steve Taylor.

3911. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 20:01:57 UTC
From: healy@nosc.mil
Message-ID: <1995Mar7.200157.2123@nosc.mil>
Source record: 169877

In article <FCFODDVPUP@dksoft.ping.dk> kim@dksoft.ping.dk (Kim Andersen) writes:
>In <Ki0VvAGMBh107h@elfhaven.ersys.edmonton.ab.ca> Michel Forget wrote:
>
>>>And you can't use it for nothing, can you ? It doesn't show a damn thing
>>>Hutch.
>>
>>Actually, it does tell you a few things; if you track the download counts,
>>you can see a trend. If 200 people download your program one month, then
>>200 the next month, then 200 the next month, and 200 the month after that,
>>you would have to be blind not to notice a trend. The Atari market is
>>not growing at all, so continued downloading of a program month after
>>month (each time there is a new release) is a fairly good way to see what
>>is going on. I do not scream and yell about "stealing" and "piracy" when
>>people do not register and yet continue to use the product. The decision
>>is up to them.
>
>Have you ever thought about, WHY there is a new release ? Most often it's
>due to a bug in the previous version, and you can hardly blame the people
>for wanting a new version. And you can hardly blame them for not paying
>the fee if the program they have suffers from a/some bugs. Some people,
>(like myself) are simply waiting untill the bug's are fixed.
>So again, it doesn't show a thing!

I blame them. If they keep downloading each new release, it sure
sounds like they are using the program. If they are using the
program, they should register it. At the very least, people like
yourself should email the author with a bug report and then
register it when the bug is fixed. Many programs have bugs that
are fixed in later releases, but are still quite usable even
with the bug.

If more people registered shareware, you would see more new
releases containing enhancements, not bug fixes. There would
be more incentive for the author to add more features to
the program.

Mike Healy

healy@nosc.mil

3912. Re: MODS, MODS, MODS.....

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 20:08:48 UTC
From: diehl@nudge.io.org
Message-ID: <3jiegg$11k@ionews.io.org>
Source record: 169791

Frank Charlton (Frank.Charlton@256-510-2.centron.com) wrote:

: The Esion tracker, the forerunner to ProTracker ST, will also load TCB MODs and
: save them back out as standard MOD format...

Hmm. I had never actually managed to get a hold of Esion when I was first
told of it. In any event, I do remember that Audio Sculpture, also, is able
to load TCB MODs and save them as regular MODules. But generally speaking,
TCB Tracker MODules do not conform to the 'normal' MOD standard. (A rule
broken several times over on the PC platform, unfortunately ...)

: Cheers,
: Frank <frank@tachyon.demon.co.uk>
: +---+
: | Standard disclaimer: The views of this user are strictly his own |
: | ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
: +---+

--

_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

3913. Re: HSMODEM 6

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 20:27:50 UTC
From: simon@kingres.demon.co.uk
Message-ID: <794608070snz@kingres.demon.co.uk>
Source record: 169661

In article <3jeos9$7fr@epsilon.qmw.ac.uk>
efac001@alpha.qmw.ac.uk "D.Bhabuta" writes:

> Simon King (simon@kingres.demon.co.uk) wrote:
> : Can anyone tell me a site and directory for HSModem6 ? As I can't seem to
> : find it.
>
> micros.hensa.ac.uk
>
Thanks for your help.
--

/ | / Snail-mail E-mail
\ |< 216 Scarborough Avenue simon@kingres.demon.co.uk
/ imon | \ ing Stevenage. Herts SG1 2HW

3914. Re: Mac does ST!

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 20:28:53 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D537K5.DCK@cix.compulink.co.uk>
Source record: 169895

```
>>And quite honestly, I don't give a rat's behind WHAT you want to call the
>>...
>>system, whatever... it jusdudnmadda. Hey, if it looks like a duck and walks
>>like a duck and quacks like a duck, then for all intents and purposes...
>>it's a DUCK! :)
>Not necessarily, it could be a duck emulator :-)

Absolutely briliant :-)

------------------------------
Ofir ogal@cix.compulink.co.uk
------------------------------
```

3915. Re: Atari Portfolio

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 20:36:25 UTC
From: ppp435@news.salford.ac.uk
Message-ID: <ppp435.3.0@news.salford.ac.uk>
Source record: 169999

In article <3im2im$83o@usenetw1.news.prodigy.com> JBPT63A@prodigy.com (Cory Downey) writes:
>From: JBPT63A@prodigy.com (Cory Downey)
>Subject: Atari Portfolio
>Date: 25 Feb 1995 01:53:26 GMT
>We have an Atari Portfolio, and the serial interface for it. Am
>unfamiliar with the unit. Would like to use it to run a DOS program in
>the field. How can I load this to it?
>Any suggestions would be appreciated.
>
>Cory
>
Hmmmm, where could I get a Portfolio if I wanted one ? Silica don't stock them anymore. Can the be found for under fifty quid ? Has anyone had a bad experience with a second-hand machine ?
Have fun,
Giles.

3916. Re: My monitor is interfering with the soundon my Mega STe

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 20:39:15 UTC
From: shunt@sb.dcs.uga.edu
Message-ID: <3jig9j$97u@hobbes.cc.uga.edu>
Source record: 169998

Barry Heath (barheath@heathen.demon.co.uk) wrote:
: :
: I'm not sure that you are right. I get the same problem when running a TV as
: colour via RF. I use a separate amp to carry sound for the mono (soundless),
: but the hum comes up when I go colour. It sounds like mains hum, so I
: suspect (though I haven't yet checked) an earth loop created via the RCA
: sockets and the monitor jack. If I'm right it will just mean disconnecting
: the cable shielding at one end - if I remember my earth loops correctly.
: Try disconnecting the earth (shield) line in the monitor lead at ONE end
: only (else youll lose the shielding and earth protection) and it should
: break the loop.
What is an earth loop, and where would it and the cable shielding be located;
on the motherboard? I get the same hum also when I run it on a TV.

: bazza
: --
: +++++++ standard disclaimer applies +++++++ views are all mine ++++
: * barheath@heathen.demon.co.uk - 0 0 0 0 0 0 *
: | ------------------- ----------------- ____ o |
: * | Barry Heath | |the spare room | _______) |__^__H_ *
: | |_________________| |_____________| |_____| |_________| |
: *_________o_o___________o_o____o_o_________o_o___o_o_o__()_()_()_o_________*

--
shunt@moe.coe.uga.edu ! !
shunt@ah.ucns.uga.edu ! Stephen Hunt !
shunt@phoenix.cs.uga.edu! "And if the Universe should decide to stop, !
myelin@music.cc.uga.edu ! what then....?" -- Current 93 !

3917. Sale: Odd ST Hardware Bits

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 20:49:39 UTC
From: gbernath@oucsace.cs.ohiou.edu
Message-ID: <D538lr.933@boss.cs.ohiou.edu>
Source record: 169831

When I say it's all gotta go, I mean it. I've lowered prices, but if you still don't like 'em, make an offer. I promise, I won't be insulted by low offers. If I don't sell this stuff soon, it goes out on the curb.

Atari SM147 monitor - $50
14" flat screen monochrome monitor, no internal speaker. Slight distortion around upper left corner, but when I say "slight", I mean "slight". Only used a few hundred hours.

Monitor Master and mini-speakers - $20
Allows push button switching between color and mono monitors. Has an output jack for the speakers, which are are Labtec CS-150's (use 2 "C" batteries each, not included).

Free to a good home (whoever will cover postage):

Atari joystick (2600 style)
GFA Basic 2.0 Users' Manual
GFA Basic Programmers Reference Guide Vol. 1

--
Greg Bernath gbernath@oucsace.cs.ohiou.edu

3918. I'm Looking for Piano .prg

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 21:29:31 UTC
From: jrg@cldc.howard.edu
Message-ID: <3jij7r$omf@sulu.cldc.howard.edu>
Source record: 169898

Any of you guys ever hear of Pianistics or some type of .prg
that teaches 1 to play the piano. Does any 1 out there know
where I can look besides all of the ftp-sites or a particular
ftp-site or commercial place.

Thanks.

--
....
. Julius R. Grant .
. .
. "Don't forget to remember, to remember never to forget!" .
; ;
'''

3919. Games Wanted

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 21:33:28 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <794612008snz@chowgar.demon.co.uk>
Source record: 169764

Has anybody got any of these ST games they want to sell or swap.

Oids (old game by FTL of Dungeon Master fame)
Alernate Reality (even older rpg)
Panza Kickboxing (I had a version of this game ages ago but it was
the French version)

Please email me if you have any of them.

--

Simon Moore
smoore@chowgar.demon.co.uk

3920. ST Software for sale

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 21:35:16 UTC
From: osteele@u.washington.edu
Message-ID: <3jijik$4a8@nntp3.u.washington.edu>
Source record: 169900

Will take asking or best offer on any of these. Write for order details...
Big discount on multiple item orders.

Title	Maker	Price
A-Copier	MegaSoft	$2.00
Alcon	Taito	$3.00
Assempro	Abacus	$8.00
Battletech	Infocom	$9.00
Black Cauldron	Sierra	$9.00
Boulder Dash Cnst. Kit	Epyx	$4.00
Bureaucracy	Infocom	$4.00
Captain Blood	Mindscape	$7.00
Championship Wrestling	Epyx	$4.00
Codename Iceman	Sierra	$12.00
Cosmic Pirate	Outlaw	$4.00
Crimson Crown	Polarware	$2.00
Crystal	Antic	$1.00
Curse of Azure Bonds	SSI	$14.00
Dark Side	Spotlight Software	$4.00
Data Manager ST	Timeworks	$13.00
Datamap Collection I	Antic	$5.00
Death Sword	Epyx	$4.00
DEGAS	Electronic Arts	$6.00

Demon's Winter	Strategic Simulations	$9.00
DeskMaster	Startroniks	$1.00
Devon Aire	Epyx	$4.00
Digispec	Trio	$9.00
Dive Bomber	Epyx	$3.00
Dollars & Sense	Monogram	$9.00
Double Dragon	Melbourne	$4.00
Dragons of Flame	SSI	$12.00
Drakken	Draconian	$14.00
Easy Draw Font Pak 1	Migraph	$7.00
Echo	MichTron	$9.00
Educational Graphics	Timeworks	$4.00
EmailMan	SRG	$5.00
Enchanter	Infocom	$6.00
Eye of Horus	Fanfare	$3.00
EZ Track ST	Hybrid Arts	$21.00
Fast Basic	Computer Concepts	$9.00
Final Assault	Epyx	$6.00
Fire & Forget	Titus	$4.00
Firezone	PSS	$4.00
Flash	Antic	$4.00
Flexessory	EA Brown	$5.00
Flight Simulator II	Sublogic	$9.00
Font Writer Plus	Startroniks	$2.00
Fontz	Neocept	$9.00

Foundations Waste	Exocet	$3.00
Galdregon's Domain	Pandora	$5.00
Gauntlet	Mindscape	$4.00
GBA Championship Basketball	Gamestar	$4.00
GFA BASIC	MichTron	$7.00
GIST Sound Tool	Antic	$5.00
Global Commander	Datasoft	$4.00
Golden Path	Firebird	$4.00
Goldrunner	microdeal	$4.00
Goldrunner II	microdeal	$7.00
Great Battles	Royal	$6.00
Guild of Thieves	Rainbird	$3.00
Habaview	Haba	$1.00
Hammerfist	Vivid Image	$7.00
Hard Drive Turbo Kit	MichTron	$8.00
Heroes of the Lance	SSI	$7.00
High Roller	Mindscape	$2.00
Hippo Spell	Hippo	$2.00
HiSoft BASIC Professional	HiSoft	$19.00
Hound of Shadow	Electronic Arts	$12.00
Immortal	Electronic Arts	$13.00
Impossible Mission 2	Epyx	$3.00
Imprint	HAL	$7.00
Interlink	Intersect	$6.00
International Soccer	microdeal	$6.00

International Soccer Challenge	Microstyle	$6.00
Jack Nicklaus Golf	Accolade	$12.00
Jet	SubLogic	$6.00
Jewels of Darkness	Firebird	$3.00
Jug	microdeal	$4.00
Juggler	MichTron	$9.00
Jupiter Probe/Karate Kid 2/Slaygon	microdeal	$5.00
K-Data	Kuma	$9.00
K-Graph 3	Kuma	$11.00
K-Roget	Kuma	$9.00
K-Word 2	Kuma	$9.00
Karate Kid 2	microdeal	$4.00
Kick Off	Anco	$5.00
Kid Talk	First Byte	$11.00
King of Chicago	Cinemaware	$6.00
Knight Force	Titus	$11.00
Kult	Exxos	$6.00
Language Disk	Atari	$2.00
LDW BASIC Compiler 2.0	LDW	$9.00
Leader Board Golf	Access	$7.00
Leatherneck	microdeal	$4.00
Leisure Suit Larry	Sierra	$12.00
Light Corridor	Infogrammes	$9.00
Live and Let Die	Domark	$4.00
M-Disk + RAMdisk	MichTron	$2.00

Mach 3	Loriciels	$4.00
Macro Assembler	Metcomco	$14.00
MacSee	Reeve Soft	$16.00
Magical Math III	Atari	$7.00
Make it Move	MichTron	$5.00
Mean 18 Course #2	Accolade	$4.00
MegaFont	Xlent	$2.00
Metrocross	US Gold	$4.00
Micro C-Tools	Beckmeyer	$3.00
MicroLeague Wrestling	Micro League	$7.00
Mindshadow	Activision	$3.00
Mini Golf	Magic Bytes	$4.00
Mixed Up Mother Goose	Sierra	$8.00
ML '86 NL & AL Teams	Micro League	$6.00
ML '87 NL & AL Teams	Micro League	$5.00
ML Baseball Owners' disk	Micro League	$6.00
Modula 2 v. 2	TDI	$19.00
Moebius	Origin	$6.00
Molgraph	ST Club	$6.00
Mortville Manor	European	$4.00
Mouse Trap	TDC	$3.00
Nether World	Hewson	$4.00
Obliterator	Psygnosis	$5.00
Oo-Topos	Polarware	$2.00
Outrun	Sega	$5.00

PageStream Fonts A & 1 to 13	SoftLogik	$22.00
PaintPro	Abacus	$9.00
Paintworks	Activision	$8.00
Pandora	Firebird	$5.00
Pawn	Rainbird	$3.00
pc-ditto	Avante-Garde	$15.00
Phantasm	Exocet	$4.00
PM Interface	Xlent	$1.00
Police Quest	Sierra	$11.00
Power Drift	Activision	$8.00
Power Struggle	PSS	$4.00
Precious Metal	Ocean	$7.00
Prince	ARC	$6.00
PrintMaster Art Gallery I	Unison World	$7.00
PrintMaster Art Gallery II	Unison World	$7.00
Procopy	Proco	$4.00
Publishing Partner (mono)	SoftLogik	$3.00
Q*Ball	Mindscape	$5.00
Quick ST 3.0	Branch Always	$12.00
RAMdisk	Power Systems	$1.00
Real BASIC	Real	$5.00
Red Lightning	SSI	$9.00
Revolver	Intersect	$8.00
Rick Davis Soccer	Melbourne	$6.00
Road Wars	Arcadia	$4.00

Robocop	Ocean	$7.00
Rockford	Electronic Arts	$4.00
Running Man	Ocean	$8.00
S.D.I.	Cinemaware	$5.00
Scan Art	Migraph	$9.00
Shackled	US Gold	$4.00
Shadowgate	Mindscape	$4.00
Shoot 'em up Construction Kit	Outlaw	$12.00
Shuffleboard	Shelbourne	$4.00
Shufflepuck Cafe	Broderbund	$6.00
Sidearms	Go	$4.00
Silicon Dreams	Rainbird	$3.00
Sinbad	Cinemaware	$4.00
Slaygon	microdeal	$4.00
Slicctop	Sliccware	$9.00
Space Ace II	Readysoft	$16.00
Space Cutter	Rainbird	$6.00
Space Rogue	Origin	$9.00
Space Station Oblivion	Epyx	$4.00
Spectrum 512	Antic	$7.00
Spellbreaker	Infocom	$6.00
Speller Bee	First Byte	$12.00
Spiderman	Adventure Int'l	$6.00
Spitfire 40	Avalon Hill	$6.00
ST BASIC & Sourcebook	Atari	$4.00

ST Karate	Eidersoft	$3.00
Starglider	Rainbird	$2.00
Stealth PMC 1.5	PMC	$4.00
Stellar Crusade	SSI	$6.00
Steno	Gribnif	$14.00
Stone Breaker	Softgold	$4.00
STOS BASIC	Mandarin	$9.00
Strider 2	US Gold	$9.00
Superbase Personal	Precision	$19.00
Superbike Challenge	Broderbund	$5.00
Supercharger	Migraph	$7.00
Switchblade	Gremlin	$8.00
Tass Times	Activision	$5.00
Tau Ceti	Thunder Mountain	$3.00
Tax Advantage '87	Double Eagle	$2.00
TCB Tracker	mph	$12.00
Techno Cop	US Gold	$5.00
Terramex	Victory House	$2.00
Terrorpods	Psygnosis	$6.00
Time Bandits	MichTron	$3.00
Top Gun	Ocean	$3.00
Tournament of Death	Infogrammes	$2.00
Tracker	Rainbird	$2.00
Trinity	Infocom	$7.00
Turbo Cup	Loriciels	$6.00

Turbo ST	Softrek	$7.00
Tusker	System 3	$7.00
TV Sports Football	Cinemaware	$8.00
Typhoon Thompson	Broderbund	$4.00
UltraScript ST-1	Imagen	$24.00
Untouchables	Ocean	$9.00
Video Vegas	Baudville	$6.00
Virus	Rainbird	$6.00
Wanderer	Pyramide	$3.00
Willow	Mindscape	$5.00
Winter Challenge	Thunder Mountain	$4.00
Winter Games	Epyx	$5.00
Wishbringer	Infocom	$8.00
World Championship Karate	Epyx	$3.00

3921. ST Hardware for sale

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 21:40:16 UTC
From: osteele@u.washington.edu
Message-ID: <3jijs0$4d1@nntp3.u.washington.edu>
Source record: 169801

Will take best offer on any of these:

Title	Maker	Price
520/1040 ST Clear Plexiglass Stand	The STation	$14.00
Cable: TT to Image Systems monitor		$5.00
Digisound	Alpha Systems	$34.00
Discovery Cartridge	Happy Computers	$59.00
Link (Limited Edition: Clear Case)	ICD	$89.00
Mouse Master	Practical Solutions	$18.00
ST Floppy Drive Cable	Atari	$3.00
Tweety Board	Practical Solutions	$14.00
Xtra-RAM MMU Adapter	Marpet	$4.00

3922. Re: World Clock V1.0a..

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 21:57:20 UTC
From: alib107@titan.oit.umass.edu
Message-ID: <3jiks0$8dh@nic.umass.edu>
Source record: 169814

Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:
: Well no wonder we have not seen the Updates to Neodesk 4 and Geneva yet,
: as Dan has been playing at clocks...:-)..

If you only knew how long it took me to finish it! I had been working on it in my spare time since September. It finally reached critical mass and I had to get it out of here.

: This program is Chocolateware...!!!
: Ever thought about seing a Doctor about this craving you have Dan...!!!

It's not just me. A few others here in the office will probably see to it that no dontation reaches me in its original state :-)

3923. ST Hardware & Software For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 22:12:51 UTC
From: gaglenn@ix.netcom.com
Message-ID: <3jilp3$kh@ixnews4.ix.netcom.com>
Source record: 169818

IT'S GOING FAST FOLKS! I have removed all sold items from this list.
Updated 3-7-95!
MOST ITEMS I WILL SHIP UPS C.O.D.

For Sale. MAKE OFFERS FOR ALL OR PARTS!!!!

HARD WARE

Atari Mega ST2 upgraded to 4 megs with Z-Ram upgrade
TOS 1.04 with PC Ditto II [PC hardware emulator] installed internally
SC1224 color monitor
SM124 mono monitor
Original boxes for computer and monitors
Monitor Master
[I will sell both monitors together for $150.00 and throw in the Monitor
Master switch box. As with all other items, you pay shipping.]
PC Ditto II installed internally with above computer, or I can remove
for installation into yourown computer
Spectre GCR with Roms and version 3.0 software [MACINTOSH PLUS
EMULATOR!]
VideoKey [Allow audio/video connections to a t.v. monitor in low and
medium rez modes]
Discovery Cartridge [From Happy Computers. Excellent software backup
device and has many other uses]
IB 5 1/4 inch drive
MFD 1080 drive [3 1/2 drive works, the 5 1/4 drive non-functional
and has been removed]

APPLICATIONS SOFTWARE

Multi-TOS [Multi-tasking on your ST compatible computer]
DC Desktop
DC Utilities
Hypercard Developers Kit [For Mac or Spectre GCR users]
WordPerfect ST [Last version developed by WordPerfect]
Wordflair II
Regent Word II
TV Title 2.0
PC-Ditto [PC software emulator, slow but very compatible. Good for
occasional or emergency
uses.]

GAME SOFTWARE

Purple Saturn Day
Impossible Mission 2

Championship Wrestling
Knight Orc
World Games
The Pawn
Guild of Thieves
Sinbad and the Throne of the Falcon
Rocket Ranger
The King of Chicago
Battle Chess
Midi Maze
Shufflepuck Cafe
Xenon 2 -- Megablast
Final Assault
Mean 18
Blackjack 3
Jinxter
Pac-Land
The Crimson Crown
Transylvania
Questprobe -- Spiderman
Superbike Challenge
Super Kidgrid
Thundercats

Plus the following compilation packages:

Precious Metal includes:
Arkanoid Revenge Of Doh, Captain Blood, Xenon, Super Hang-On

Triad includes:
Starglider, Defender of the Crown, Barbarian
Magnum 4 includes:
Batman, After Burner, Operation Wolf, Double Dragon

Microdeal Hot Disks Volume 1 includes:
Goldrunner, Jupiter Probe, Karate Kid II, Slaygon

The Story So Far Volume 1 includes:
Beyond The Ice Palace, Buggy Boy, Ikari Warriors, and
Battleships

Mega Pack includes:
Winter Olympiad 88, Mouse Trap, Plutos, Blood Fever, Seconds
Out, Frost Byte

5 Star includes:
Barbarian, Crazy Cars, Enduro Racer, Wizball, Rampage

Action ST includes:
Deflektor, Northstar, Trailblazer, 3D Galax, Masters of the
Universe

Giants Collection includes:
Out Run, Gauntlet II, 1943, Street Fighter

Premier Collection includes:
Exolon, Nebulus, Netherworld, Zynaps

ALL ORIGINALS!!! I am also the original owner and have taken good care of my equipment.

REMEMBER -- I WILL SHIP UPS C.O.D. CASHIERS CHECK OR MONEY ORDER ONLY. PURCHASER PAYS SHIPPING AND C.O.D. CHARGES.

3924. Re: Translators..!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 22:17:59 UTC
From: af221@cfn.cs.dal.ca
Message-ID: <D53CM0.GG8@cs.dal.ca>
Source record: 169857

Hutch (hutch@ilmen.lanl.gov) wrote:
: especially when the updates are reasonably priced. 5UKP... what's that?
: About US$7.50 or so (sorry, I'm not current on exchange rates). And does
: this include in-country postal costs? Sounds pretty fair to me.

Plus the fact that 5UKP just about covers the cost of a disk and the
postage and envelope. Are the ShareWare Authors to cover that forever? I
think a 5 Pound fee for updates is VERY reasonable.

3925. Re: Message to all Frenchmen.

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 22:27:08 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950307Z222708.961barheath@heathen.demon.co.uk>
Source record: 169943

Agree or not with the sentiments expressed here, I can't help feeling a
little smug that it _wasn't_ an Englishman who started this argument :-)

bazza - now where did I put that Arabic keyboard patch????
--
+++++++ standard disclaimer applies +++++++ views are all mine ++++
* barheath@heathen.demon.co.uk - 0 0 0 0 0 0 *
| ------------------- ----------------- ____ o |
* | Barry Heath | |the spare room | _______) |__^__H_ *
| |_____________________| |_____________| |_____| |_________| |
_________o_o___________o_o____o_o_________o_o___o_o_o__()_()_()_o_________

3926. Re: [Q] RSC ed. for Colour Icons (aes 4)

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 23:20:08 UTC
From: h8ji013@stan.xx.swin.OZ.AU
Message-ID: <3jipn8INNc0p@edna.cc.swin.edu.au>
Source record: 169820

>I already know of Zoom, but if I am going to buy a commercial Editor, I
>will save up and get Interface 2. I was hoping there might be a PD or
>Shareware one around.

What about Dr. Bob's ICDraw!? It's specifically for editing icons
and expanding your DESKICON.RSC files for more icons.

It's one of the best I have seen, well worth registering!
I did!

About $10 to register, and you can contact Dr.Bob at
wparks3@genie.geis.com
if I remember correctly.

Look for the file icdrawup.lzh on your nearest FTP site ...

Karl,

3927. speed

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 23:24:59 UTC
From: paul@damp.apana.org.au
Message-ID: <3jiq0b$mgg@frisbee.damp.apana.org.au>
Source record: 169904

Hi,
Can anybody tell me how good the pak68/3 or the t28 speed up boards for
the ste are. Oh yes and how compatible.....Info needed for a friend.
Paul

--
If you dont like the answers Internet: paul@damp.apana.org.au
Dont ask the questions. OR
To paraphrase Avon. Fidonet: S.A.C.C. 300:800/3

3928. MIDIEX+ wanted

Newsgroup: comp.sys.atari.st
Date: 1995-03-07 23:40:05 UTC
From: jprice@ivory.trentu.ca
Message-ID: <1995Mar7.234005.3488@blaze.trentu.ca>
Source record: 169940

I'm looking for a Steinberg MIDIEX+. If you've got one and want to sell it, please e-mail and we can talk about the price. They're just a bit dear new. Thanks in advance.

J. P. Hovercraft
aka
jprice@trentu.ca

3929. Re: We use Atari ST for lots of out Music projects

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 00:06:00 UTC
From: kulabocca@aol.com
Message-ID: <3jisd8$7qc@newsbf02.news.aol.com>
Source record: 169821

Didn't I hear you say:

"Aloha! We use Atari STs for music programming workstations and its does a great job in puting out the hits!"

Although I use a Mac for most everything else (requiring a computer), my two Atari's never fail to deliver solid MIDI performance! You can't beat 'em (except with a stick... which I don't recommend.)

I use the Falcon 030 with Cubase Audio and the Falcon Digital Interface straight to a Fostex D-10 DAT... it's heaven!!! No plans to leave the Atari realm for MIDI.

Keep on jammin'!

_kb_

3930. Re: Chimera - Tried It, Liked It.....

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 00:07:32 UTC
From: darmok@leland.Stanford.EDU
Message-ID: <3jisg4$q9a@elaine35.Stanford.EDU>
Source record: 169825

Simon King (simon@kingres.demon.co.uk) wrote:
: In article <D50qFs.4JD@si.hhs.nl> v902123@si.hhs.nl "Roest" writes:

: > In article e2r@whitbeck.ncl.ac.uk, Craig Graham <Craig.Graham@ncl.ac.uk>
: > writes:
: >
: > >Verdict: Recommended, the best WWW browser available for the Atari. All MiNT-X
: > > users should get it ASAP.
: >
: Could someone please explain what is needed and how to set up everything to
: be able to run Chimera. I know it a lot to ask, but I sure someone will
: help!

Um-hmm, I hear ya boy. Same plight I'm in. What about that Mint-X FAQ
that is like halfway finished - could a simple 1-2-3 guide be incorporated into that? I
guess we'll have to be patient and let others do the trailblazing...

: --

: / | / Snail-mail E-mail
: \ |< 216 Scarborough Avenue simon@kingres.demon.co.uk
: / imon | \ ing Stevenage. Herts SG1 2HW

3931. Re: Coma

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 00:21:20 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3jita0$kga@golem.wcc.govt.nz>
Source record: 169832

In article <794243018snz@chowgar.demon.co.uk>, smoore@chowgar.demon.co.uk (Simon Moore) writes:
>I just dowloaded version 2.50 of Coma and read that in the next version an
>English manual will be included. Does anybody know when this will be ?
>Alternately, does anybody want to sell me Straight Fax cheaply ?

Well COMA 2.7 is on most sites, yes does have English Doc's...

Well after seing FT-Fax 2.0, Coma leaves it for dead, but thier is
one thing that bugs me regarding Coma, that your name is locked in
on all faxes sent..

ST-Fax has been upgraded to 2.2 but have never read any thing on its
new features, can some one post the new feature since version 2.0 ..??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3932. NEC CDR-83J CDROM

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 00:24:24 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3jitfo$t51@mailer.fsu.edu>
Source record: 169827
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Anyone out there have a NEC CDR-83J SCSI single-speed CDROM connected to their ST? Is there any reason why this unit would not work, given an ICD host adaptor and ExtendDOS? I have an opportunity to purchase one for $60 used, but all I know about it is the model number. Does it require a CD caddy, or does it have a tray? Any comments would be appreciated.

Please email replies directly to me. I'll post a summary. Thanks in advance.

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

3933. Re: Item/File Selectors...

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 00:27:46 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3jitm2$kga@golem.wcc.govt.nz>
Source record: 169833

In article <3jce87$ot3@eplet.mira.net.au>, johnmoon@pyromania.apana.org.au (John Moon) writes:
>I suggest that you have a serious look at BOXKITE!!! it has quite a few
>cool features.

Yes I have but I am not a German, but it still does not answer my question
is it better than UIS III and I do meen 100% better, it has to do every thing
that UIS III does and more....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3934. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 00:28:42 UTC
From: kulabocca@aol.com
Message-ID: <3jitnq$856@newsbf02.news.aol.com>
Source record: 169826

All PC's suck.
I like my AS400 - great for playing DOOM!

3935. Chimera and News

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 00:29:20 UTC
From: theo@mailmak.ping.de
Message-ID: <95030873@mailmak.ping.de>
Source record: 169908

```
Hello out there,

last night i tried to read news via nntp using Chimera, but did not
succeed when i tried to establish a working NNTP connection.
Has anyone already succeeded in that ?
Obviously, the problem is the "access_nntp" script.

cheerio Theo

--
_________________________________Theo Janssen ___________________________________
Internet: theo@mailmak.ping.de, tj@ais-gmbh.de | MausNet: Theo Janssen@UN
----------------------Don't force it, use a bigger hammer !----------------------
```

3936. WTB: Steinberg-Jones Avalon for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 00:49:52 UTC
From: gustavo@dent.uchicago.edu
Message-ID: <D53Jn5.C7@midway.uchicago.edu>
Source record: 169907
Cross-posted to: rec.music.makers.synth,comp.sys.atari.st,rec.music.makers.marketplace

Hi,
Subject line says it all. Please e-mail me at
comezana@math.psu.edu. Thanks.

Gustavo Comezana

3937. C-Kermit for ST

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 01:02:46 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <3jivnm$3jb@news.cc.utah.edu>
Source record: 169914

Does anyone out there use C-Kermit for the ST? If so, is there a way to
select RTS/CTS flow control instead of XON/XOFF? It doesn't seem to be
one of the flow control options, yet I can easily select it on
Unix C-Kermit. Wasn't RTS/CTS implemented in the ST version?

--
\ Eric Jolley \ Eric.Jolley@m.cc.utah.edu
\ Film Studies Major, U. of U. \ Home Page:
\ For PGP Public Key, \ http://www.cc.utah.edu/~ewj8218
\ finger ewj8218@u.cc.utah.edu \

3938. Re: ST Conference?

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 01:08:27 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D53KI3.EM@cix.compulink.co.uk>
Source record: 169762

In response to efac001@alpha.qmw.ac.uk's message:
> Harry Sideras (sidcelery@cix.compulink.co.uk) wrote:
> : Sounds like a great idea. Trouble is, it's a long way from here
> : (London).
>
> The Midlands are only a couple of hours from you...so that should be OK.

I'll confuse you now by saying that my house is in Birmingham! I've been working in London since December and pop back for a couple of days each week.

Not sure if I know anywhere that's cheap/free as you suggested earlier. The old Birmingham User Group venue by the Bull Ring springs to mind and seems a convenient location. I'm not sure of cost/availability etc. I may be able to check next Sunday/Monday.

> I don't plan to have the meet in Manchester anyway, or even London...
> if there is a meet.

It's not a bad idea although it might be something that's better tacked on to the Atari shows (if they're still continuing). I'd be prepared to put up a few people in Brum, if I haven't sold my house in the meantime!

FX: what have I let myself in for.

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%* # also: 100:1011/143.0@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/143.0@nest.ftn #

3939. Graphics editor for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 01:11:05 UTC
From: lamarth@delphi.com
Message-ID: <RO2Z1vp.lamarth@delphi.com>
Source record: 169829

Hey, does anyone know of a good graphics editor/converter (that is, edit and convert GIF, TIF, JPG, etc. files) for the Falcon, commercial or shareware?

Thanks....

David (lamarth@delphi.com)

3940. Re: Was Atari A-Z book a con?

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 01:53:43 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <D53MLJ.1sA@exeter.ac.uk>
Source record: 169910

In article <D52C8y.K1@liverpool.ac.uk> em09@liverpool.ac.uk (Mr. J. Boyes) writes:

> Thanks to everyone for their replies re: Atari book. I have had
> sufficient assurance from the Atari community that a book _will_
> arrive one day but I have _still_ not received any communication
> from the supplier to explain the long delay.

Have you emailed him, written to him or phoned him to enquire?
--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT 1.12h2 * MiNT-OS 1.4.1 * MiNT-NET 0.70 * Minixfs 0.60pl11 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

3941. Atari 1040ST For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 02:48:22 UTC
From: saxmania@ripco.com
Message-ID: <D53p4M.HLy@rci.ripco.com>
Source record: 169844

with 1224 Color Monitor, mouse and mousemaster, keyboard cover,
Dungeon Master, Block Buster and STart Magazine disks and mags.
Original boxes for computer and monitor. all for $125- plus shipping
from Chicago.

--

:| :|
<::< .::\ \:/ :::| :::| :~~/ :::| .::\ :::\ :\:|
>::> `::| /:\ :| :|:| :::, :| `::| :::/ `::| vox 312.907.8229
saul smaizys/saxmania@ripco.com :| .,:' fax 312.907.8521
==========web page=http://ripco.com:8080/~saxmania/A.html==========

3942. What's this "PC" sh*t?

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 04:26:36 UTC
From: abstract@wam.umd.edu
Message-ID: <3jjbls$3lg@cville-srv.wam.umd.edu>
Source record: 169916

I guess I've been dozing or something, but I always understood
that "PC" stood for "personal computer". I didn't realize that it was
the abbreviation for IBM...
--Lunatic

3943. Re: ka9q/NOS - Demon

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 05:10:40 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <AA5DF320mrn@albemuth.equinox.gen.nz>
Source record: 169724

quest@iglou.iglou.com (Michael Butler) writes:

>Just curious - has anyone tried setting up and running this for a site
>other than demon.co.uk?? I am going to try as soon as I get an address
>and password and such. It seems almost too easy to be true to work
>perfectly. Please let me know if there is no chance or if you have
>gotten it working find. Thanx!

I've had it up and running on a site. It seems to work fine except that the handling of NNTP was not quite up to the spec that INN (which my provider runs) expects. I did manage to patch by hand a version to work with this. If anyone out there wants to fix things themselves, ka9q NOS/DIS uses the IHAVE NNTP command rather than the POST command to post messages. This is restricted in INN (for security reasons) to full feeds, not those running like a remote newsreader. Also for NNTP to run correctly make sure that your clock is set right and that you have a useful TZ env-variable. Everything else seemed to work okay. Why I didn't end up using it is that there is no support for POPMail or any other remote mail-collection protocols.

If all this doesn't mean anything to you, don't panic. Try it first and then mail me if you are having anything resembling the above problems. I may be able to help!

Cheers,
John

-=-=-=-=-=-=-=-=-=-=- John Collis at home -=-=-=-=-=-=-=-=-=-=-
john@albemuth.equinox.gen.nz or john@southern.co.nz
John Collis at 3:770/105.7@fidonet or 51:801/1.7@atarinet

3944. Re: IBM emulation on an ST

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 05:42:01 UTC
From: jimmy@wpi.edu
Message-ID: <3jjg39$nka@bigboote.WPI.EDU>
Source record: 169926

In the referenced article, gustavo@dent.uchicago.edu (Gustavo Comezana) writes:
: > I would greatly appreciate any information about running
: >non-windows IBM software on an ST. The FAQ mentions a hardware product
: each frame!

The supercharger is old,It came with DOS 4.01 or something
They did come up with a 386 upgrade that I saw in an ad
called Vortex (don't quote anything except the V in Vortex =)). The
(hardware) emulation IS out there though. Try checking past ads in
Atari Explorer (if you still have em =( ). I'm about 78% sure it's
called Vortex.

-jimmypai

mmmmmmmmmmmmmmmmmmmmmmmmmmmmm jimmy@bigwpi.wpi.edu mmmmmmmmmmmmmmmmmmmmmmmmmmmm
m We promise only to do our best and to live out our lives m
w Dear god that's all we can promise in truth..." w
wwwwwwwwwwwwww-66-8-740-3Xi-VESA-PAS16-USR14.4-VS15"-Ether16-wwwwwwwwwwwww

3945. Re: Coma

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 06:54:45 UTC
From: mbaffoni@skat.usc.edu
Message-ID: <3jjkbl$392@skat.usc.edu>
Source record: 169939

In article <3jita0$kga@golem.wcc.govt.nz>,
Roger Sheppard.. <sheppard_r@kosmos.wcc.govt.nz> wrote:
>In article <794243018snz@chowgar.demon.co.uk>, smoore@chowgar.demon.co.uk (Simon Moore) writes:
>>I just dowloaded version 2.50 of Coma and read that in the next version an
>>English manual will be included. Does anybody know when this will be ?
>>Alternately, does anybody want to sell me Straight Fax cheaply ?

>Well COMA 2.7 is on most sites, yes does have English Doc's...

>Well after seing FT-Fax 2.0, Coma leaves it for dead, but thier is
>one thing that bugs me regarding Coma, that your name is locked in
>on all faxes sent..

Bummer. How customizable is the cover page?

>ST-Fax has been upgraded to 2.2 but have never read any thing on its
>new features, can some one post the new feature since version 2.0 ..??

I second that. Also, I have ST-FAX 2.0 - does someone have an address
to ask about upgrade/patches? I'm bummed no one sent me upgrade notices...

Has anyone come out with a decent voice-mail/fax package that uses
whatever voice chip is in the SupraVoice-enabled ROMs?

> R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
> +64-4298-7249 GEnie r.sheppard5@genie.geis.com *

-MikeB

3946. Re: <<<HELP!>>, Data lost !

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 07:05:44 UTC
From: mbaffoni@skat.usc.edu
Message-ID: <3jjl08$3ke@skat.usc.edu>
Source record: 169941

In article <3j24ed$50i@pacifier.com>,
Anthony Watson <awatson@pacifier.com> wrote:

>As for software to undelete programs, I'm not familiar with any
>Shareware/PD programs, but I use Diamond Edge for this. Works great!
>You can purchase Diamond Edge from Oregon Research, and from most
>Atari Dealers such as TOAD computers. Diamond Edge also defragments
>your hard drive, improving access speed.

What is the latest version of Diamond Edge out? I currently have
1.03. Does it support Minix partitions yet (both recovery and defrag)? V2
Minix partitions?

Have they made any utilites like "image" in the (clone) Norton
utilites so that you can save your fats (and other critical info) on every
boot to an identifiable sector on the disk to enhance recoverablility in the
case of catastrophic (but soft) failures?

>Anthony Watson
>Mountain Software

>___ Mountain Reader II - #Author 1

-MikeB

3947. Re: NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 07:42:40 UTC
From: grillo@olivea.ATC.Olivetti.Com
Message-ID: <3jjn5g$k0@olivea.ATC.Olivetti.Com>
Source record: 169846

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: popemerlin@delphi.com wrote:
: : There is to be a new magazine launched in the UK. It will feature a lot of the
: : old ST Review team, the magazine itself is called Atari World and is due for
: : release in April.
: :
: : This magazine is aimed to be a Future beater and from what I have gathered,
: : it will be.
: :
: : The magazine is, apparently, going to be Full Colour through out and be at
: : least 128 pages with two 16 page supplements.
: :
: : The Editor will be Vic Lennard, applause, and will feature a Falcon dedicated
: : supplement each month.
: :
: : Remember the magazine needs your support and input to win, so why not buy a
: : copy in April.
: :
: : Any more info will be posted here as and when I receive some.
: :

: Is there any details on how it will be distribute ie subscription only
: or via newsagents as well?

: Rod
: --
: --

--
YEAH!! My ST-Format subscription is next to expire, so
PLEASE tell us how to get the magazine. I hope you'll
take Credit Card subscription, since, for us overseaser,
it's the only fast and cheper way to send money there in UK.

____
| |
| Savino Grillo - Olivetti - ITALY - grillo@iconet.ico.olivetti.com |
|____|

3948. Re: ST vs. Amiga

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 07:48:04 UTC
From: ralunsfo@uncc.edu
Message-ID: <3jjnfk$i7d@news.uncc.edu>
Source record: 169847

BobR <76702.1466@CompuServe.COM> wrote:
>Well, for one thing, Atari themselves make the distinction with their model
>names...
>
>The ST line was the 68000 based "16/32 bit" computer.. the TT030 was quite
>a departure from that design, even though it can run most ST software in its
>"ST RAM". The Falcon030 was even further removed from the original ST line,
>although it too can run ST software through its "ST emulation".. it's really
>a much different design, and far more powerful in a basic sense, not just
>an incremental improvement on earler STs.
>
>I'd say they're all "close cousins", but not in the same family...
>
>BobR
Not that it has much to do with the previous discussion, but weren't the
names ST and TT chosen for a reason (S(ixteen)T(hirty-two) and T(hirty-two)
T(hirty-two))?

Just interesting speculation about something that wasn't obvious to me ;^)

Russ

--
****
"Let yourself go with the disease, be with it, keep company with it - this
is the way to be rid of it." - Bruce Lee
ralunsfo@unccsun.uncc.edu

3949. Re: Bio Hazard

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 08:10:48 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <abf_9503081035@sherwd.fidonet.org>
Source record: 169841

In a message of 27 Feb 95 03:57:23, Gabriel Logan-Wright wrote:

GL> Newsgroups: comp.sys.atari.st
GL> From: gloganwr@is.dal.ca (Gabriel Logan-Wright)
GL>
GL> I'm a university student, so my internet access is free. I can't afford
GL> to feed myself, let alone register a game. ($7? Hardly, translates to
GL> about $20+ from canada to the Uk when all's said and done). I don't have
GL> excess cash. I don't smoke and I don't drink, and even then I have no
GL> cash. Hence the request.

Taking food from the grocery without paying for it is theft. Taking a registered shareware program without paying for it is theft. There is no moral difference.

I don't have enough money to get the Crawly Crypt CD, or buy a new CD-ROM drive, and I run a BBS. If I just take them from someplace, will it be all right because I have no money?

Face it - you are (so far, I hope, frustrated) thief.

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

3950. Burning Illusion demo

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 08:12:52 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <ac0_9503081035@sherwd.fidonet.org>
Source record: 169843

In a message of 26 Feb 95 21:37:51, James Wood wrote:

JW> IF YOU HAVEN'T SEEN THE "BURNING ILLUSION" DEMO, YOU **HAVE** TO GET IT!!

How about a ftp site and path for it?

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

3951. NVDI How to configure?

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 08:15:40 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <ac1_9503081035@sherwd.fidonet.org>
Source record: 169842

In a message of 27 Feb 95 17:25:57, Paul Luscher wrote:

PL> From: pl4266@u.cc.utah.edu (Paul Luscher)
PL> Newsgroups: comp.sys.atari.st
PL> Organization: University Of Utah Computer Center
PL>
PL> I bought a 4meg Falcon used and I found files for NVDI on the C:
PL> drive. I have now idea how to configure this to run. I would like to use
PL> it to speed up graphic redraw in Cubase Audio. Can anyone instruct me in
PL> how to set this up? I am not terribly familiar with how falcon uses
PL> assign.sys etc.

No problem, Paul. Just buy NVDI from any commercial software dealer (Toad Computers in Maryland, for example), and you'll get a complete set of instructions.

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

3952. Looking for ST female video port

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 08:36:45 UTC
From: bryonm@omnifest.uwm.edu
Message-ID: <3jjqat$96f@omnifest.uwm.edu>
Source record: 169850

Hello everyone.

I am currently looking for a female atariST female video connection ,
the type that is found on atari st monotors, and atari 520ST's, if anyone
out there knows of a place, or has one of these for a reasonable price,
could they e-mail me, with how much, thank you.

Bryon Morisette

3953. ST for sale

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 08:39:00 UTC
From: bryonm@omnifest.uwm.edu
Message-ID: <3jjqf4$417@omnifest.uwm.edu>
Source record: 169752

FOR SALE:

Atari 520ST with 512k chip ram. includes power supply.

SF354 Disk drive with power supply.

Asking $120.00+COD or best offer!

Please e-mail responces

Bryon Morisette

3954. Re: NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 08:42:36 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.794652156@looe>
Source record: 169942

popemerlin@delphi.com writes:

>There is to be a new magazine launched in the UK. It will feature a lot of the
>old ST Review team, the magazine itself is called Atari World and is due for
>release in April.

Wahey!!

>The Editor will be Vic Lennard, applause, and will feature a Falcon dedicated
>supplement each month.

So he didn't take the Mac mag job after all... :)

I wish the mag all the success. Nice to have you back, guys!

--

```
-------------------------------------------------------
|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk
-------------------------------------------------------
```

3955. Mint Minix Confusion

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 09:35:45 UTC
From: zap@eskimo.com
Message-ID: <D547zL.K0u@eskimo.com>
Source record: 169944

I guess I am a bit dense but what is the difference between mint and minix? I see posts from people setting up minix partitions and are running mint but I don't understand. Do I need both mint and minix or will they run by themselves? I would like to emulate a linux system and use a bourne shell preferably bash as that is what I use as a host. What do I need to accomplish this task? I have a STE w/4 megs tos 1.06 and a small hd. I just installed geneva and neodesk4 and noticed a prompt in neodesk regarding mint. I am still getting familiar with the package. Any help and information would be appreciated.

On an unrelated note, I was browsing system information and found I was running GemDos ver 0.15 and Gem ver 4. That is the first time I was aware of those particular items. Do those version numbers change within certain tos groups or do they simply change with the new tos version? Just curious...

--
Randall Dale Spreadborough <zap@eskimo.com>
PGP v2.6.2 Public Key Available by Request

3956. Weird HD problem

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 09:36:11 UTC
From: mattk@netcom.com
Message-ID: <mattkD5480B.96L@netcom.com>
Source record: 169945

Hi all...

Lately I managed to "create" a weird HD problem. Not totally sure how I did it...probably I was removing or inserting the HD cable into my STFM while the controller card still had power. The controller is an ICD Adscsi Plus....

Here's the sequence. The reason I removed the cable was to play a game that doesn't like the HD to be attached. Once I reattached it (improperly, most likely), the computer would boot for a bit, get to the HD, and then throw somewhere between 8 to 14 bombs on the screen. I couldn't get it to come alive (this was last night). This morning, I fired up the system and it came right up. I had it sitting on for the whole day. When I hit control-alt-delete to reboot it, I got the bombing situation as before. Then, after a few hours, I fired up the system and it came right up. Then, I crashed Mint. Hit reset, and again I am in bomb land. That's where it stands now...presumable after some time has passed, it'll boot up just fine. But, no matter how long it was on (8 hours, 20 minutes, 2 hours), hitting reset causes the controller to lock up.

I took disconnected power from the HD and it still died. Disconnected the controller, and it booted up. I had the controller completely disconnected from the HD, but with power to the controller, and bombs. I reseated the chips on the controller, which did nothing.

Any suggestions?

Matt

3957. CPM on atari

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 10:42:40 UTC
From: tkk@uclink2.berkeley.edu
Message-ID: <3jk1n0$c39@agate.berkeley.edu>
Source record: 169948
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Has anyone had any experience running CPM on the Atari 1040? A friend of mine has a Synergy(pre-MIDI) keyboard which can be controlled by CPM programs, and he's trying to use the Atari CPM emulation program. Does the CPM emulation on the Atari useful? work?

Specifically, is it possible to use the RS232 port under CPM emulation?

thanks
tkk@uclink2.berkeley.edu

3958. Re: Looking for ST female video port

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 10:43:15 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3jk1o3$m57$2@mhadg.production.compuserve.com>
Source record: 169949

As with just about everything else for Atari Computers,
Best Electronics probably has the female monitor connectors...

Unfortunately I don't have their phone number with me.. (got to
program it into my Casio watch, with the number of times I've
had to look it up..!)

If no one else comes up with the number before I get home, I'll
send it along.

BobR

3959. Re: ST vs. Amiga

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 10:54:17 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3jk2cp$m57$3@mhadg.production.compuserve.com>
Source record: 169851

Re: What ST and TT "really" mean...

Yes, the most widely held view of the reason for the names
"ST" and "TT" are in reference to the 16/32 and 32/32 bit
nature of the computers...

Of course, the close similarity to the initials of the
company's President have been mentioned in this connection
too...

:)

BobR

3960. Re: We use Atari ST for lots of out Music projects

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 10:59:25 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3jk2md$m57$4@mhadg.production.compuserve.com>
Source record: 169852

It's always good to hear about people who are still using their
Atari systems for applications like this...

Are you guys doing professional musical work with them (that's
what it sounded like from the messages)..?

I always enjoyed seeing the Atari ST setup at the beginning
of Paula Abdul's "Cold Hearted" video.. (IF you could find
a channel that showed the video all the way from the beginning)

BobR

3961. Re: POPMail/SLip??

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 11:16:43 UTC
From: ia_ric@cs.utwente.nl
Message-ID: <3jk06u$jvp@utrhcs.cs.utwente.nl>
Source record: 169819

Hello,

In article <AA573192mrn@albemuth.equinox.gen.nz>,
john@albemuth.equinox.gen.nz says...
>Does anone know of a Popmail via SLiP client for the atari. Preferably
>one that doesn't require MiNT-net etc. but if not I guess I need to know
>about them as well.

Well try nos, you can find it on atari.archive.umich.edu or one of its
mirrors, take the file stnet110.. or something like it (in one of
the Network directories). It is the package used by some internet
provider in the uk.
I wasn't able to test it yet. But the thing looked fine.

Ric

3962. Re: CPM on atari

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 11:18:44 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3jk3qk$m57$5@mhadg.production.compuserve.com>
Source record: 169854
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The CP/M emulator on the Atari ST *does* work, but it's not
a really easy thing to get going...

There are CP/M terminal programs which will work under
the ST CP/M emulator, so I do know that the RS-232 port
is accessible. (I finally managed to get one working so
I could directly download CP/M programs instead of having
to go through the conversion process from ST disk format).

I should look to be sure I still have it available before
promising it, but years ago I wrote up a text file on how
to get the CP/M emulator working... If I can find it, and
you think it might be helpful to your friend, I could
e-mail you a copy.

BobR

3963. Why Mint?

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 11:26:24 UTC
From: mattk@netcom.com
Message-ID: <mattkD54D40.6sq@netcom.com>
Source record: 169858

Hi all...

I just had a thought...why do people want to run Mint on a Falcon or TT
when Linux and other Unix clones can run on it....

Matt

3964. Eagle Power II

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 11:51:38 UTC
From: sm001pe@unidui.uni-duisburg.de
Message-ID: <3jk5oa$j8b@h20-hrze.uni-duisburg.de>
Source record: 169886

The Atari Inside (Germany), the ST Format & two Atari Mags from France are going to make an postcard to ask Sam Tramiel to produce the Eagle as an oficial Atari Computer !

If in Germany we could convince 5.000 people to send a postcard to the WDR (German TV channel) to show News about the Falcon by sending a postcard, we could try it with the Eagle, too !!!

Let's try it...

Best regards, Filipe :)

3965. Re: MiNT 1.12 - Baud Rate Settings?

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 12:02:04 UTC
From: wmpeen@urc.tue.nl
Message-ID: <wmpeen.794664124@asterix.urc.tue.nl>
Source record: 169859
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Just to add some more confusion:

I am able to use HSMOD04 with MiNT 1.12 and Mintnet 0.70. I recompiled
tip (with SozobonX and Mintlibs pl44) so that it uses RTS/CTS and 19K2
by default. The connection is easily established and I get fast
ftp-connections (1.6 K/sec on average). By the way I load hsmod BEFORE
MiNT (as prescribed by the MintNet installation manual)
Oh by the way the slattach program will automatically put the tty
(/dev/ttya, I use Mintos) in RTS/CTS mode if you hadn't done so already.

Erlend.

3966. Re: Mint Minix Confusion

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 12:35:11 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3jk89v$p44@epsilon.qmw.ac.uk>
Source record: 169766

Randell Spreadborogh (zap@eskimo.com) wrote:
: I guess I am a bit dense but what is the difference between mint and
: minix? I see posts from people setting up minix partitions and are running

MiNT is a Multitasking OS, whereas Minix is aUnix OS clone. In the
context you are talking about, people set up Minix filesystems for
MiNT. This means that they use a disk structure like the one that
Minix uses, to be used under MiNT, as compared to the TOS disk
structure. (Someone correct me if I am wrong).

The Minix filesystem has advantages over TOS file system...in that it
is faster, and gives you the ability for longer filenames, as compared
to 8+3.

However, TOS and Minix Filesystems are not compatible with each other,
and to make use of the Minix FS, you will need to be running MiNT,
MultiTOS, or Minix.

: by themselves? I would like to emulate a linux system and use a bourne shell
: preferably bash as that is what I use as a host. What do I need to
: accomplish this task? I have a STE w/4 megs tos 1.06 and a small hd. I just

Linux is only useable on a 68030 system, so your STE will not be able
to run it.

You can get a similar thing running with MiNT...have bash under that,
even MiNTNet...and even have X-windows running under MiNT.

Everything is available at HENSA.

Regards
Danny
--
.signature.signature

3967. Re: Graphics editor for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 12:37:30 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3jk8ea$p44@epsilon.qmw.ac.uk>
Source record: 169767

lamarth@delphi.com wrote:
: Hey, does anyone know of a good graphics editor/converter (that is, edit
: and convert GIF, TIF, JPG, etc. files) for the Falcon, commercial or
: shareware?

Ones I would suggest:

GEMView Shareware
Imagecopy Commercial

You can't bat these packages...

Danny
--
.signature.signature

3968. FTP from phlem.ph.kcl.ac.uk

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 12:44:35 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1995Mar8.124435@phlem.ph.kcl.ac.uk>
Source record: 169861
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The FTP server is down at the moment at phlem (& phlim). The reason
is we've just upgraded the SGI machines that host the disk the FTP
archive is on, and SGI didn't include a version of NFS that allows
you to export disks... The machines can import disks fine. So neither
phlem nor phlim can read the disk, so you can't see anything when you
ftp in. Sorry - we're hoping to get it back online ASAP.

Basically we've just spent #60,000 on 2 X terminals. The phone call
after lunch is going to be interesting :-)

ATB
Simon.
--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
>> home page: http://www.ph.kcl.ac.uk/~sjg/home.html <<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <
"Delenda est Microsoft!"

3969. Re: About Rufftrade

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 12:47:08 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3jk90c$p44@epsilon.qmw.ac.uk>
Source record: 169768

Hutch (hutch@ilmen.lanl.gov) wrote:
: I gather it is a translation aid of some sort. Is it German->English,
: vice-versa, both or what?

Only German to English

The version on the net (HENSA) is an unregistered version, and the
registered version is much better.

: Also, who is the author and does he have an email address?

Charles Edwards (cedwardsa@cix.compulink.co.uk)

Danny
--
.signature.signature

3970. PC Ditto on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 13:01:17 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3jk9qt$rot@m1.cs.man.ac.uk>
Source record: 169863

Hi, I have both PC ditto and a Falcon, and have managed to get it
to run (with backwards). Unfortunately, it ignores my (internal) HD,
and so is of very little use... not that its exactly fast anyway!!

Has anyone got it to recognise the IDE drive?

Anthony

3971. Re: Graphics editor for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 13:07:34 UTC
From: nj1@ukc.ac.uk
Message-ID: <11101@falcon.ukc.ac.uk>
Source record: 169862

In article <RO2Z1vp.lamarth@delphi.com> lamarth@delphi.com writes:
>Hey, does anyone know of a good graphics editor/converter (that is, edit
>and convert GIF, TIF, JPG, etc. files) for the Falcon, commercial or
>shareware?

Well, Apex Media can handle quite a few differnrt formats, though not
quite as many as you're after (And I guess it's a little expensive for
what you're after!).

For pure conversion, you could try the Shareware GemView or the Commercial
ImageCopy 3.5 (about 30 UKP)... they both do an excellent job and they
both handle a huge range of formats...

Or, of course, you could try TruePaint from HiSoft (about 40 UKP) - that
has a lot of import and export modules, as well as being a Paint Package
(though nowhere near as good as Apex - I even prefered using Degas Elite
on the ST than TruePaint!!).

Neil.
--
Neil Jones-Rodway Caught a ride with the moon.....
University Of Kent I know, I know you well
(Well, better than I used to)
-- Tori Amos (Tear in your Hand)

3972. Campaign

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 13:20:04 UTC
From: iagaw@cluster1.urz.uni-halle.de
Message-ID: <9503081319.AA26107@cluster1.urz.uni-halle.de>
Source record: 169864

A while ago a friend bought the game "Campaign" for his ST. So far so good,
but the game is full of bugs and crashes sometimes.
A told him that there is a patch or an update (I was reading this in a
ST mag).So he phoned Empires helpline, but the guy there was not helpful.

So can you tell me:
1) Is there a patch/update ?
2) Where can my friend get it?
3) Empires E-Mail adress
4) Will Campaign 2 come out for the ST ?

Please E-mail me!!!

3973. Re: File at UNI-KL.DE..

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 13:29:14 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3jkbfa$sv2@btmpjg.god.bel.alcatel.be>
Source record: 169866

What we need is an ST emulator for X. Then when I get X working on my
ATW ...

:>

Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102

3974. Re: Oh, what have I done?

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 13:45:06 UTC
From: lais@cs.man.ac.uk
Message-ID: <3jkcd2$t5u@m1.cs.man.ac.uk>
Source record: 169759

In article <3jesp6$7fr@epsilon.qmw.ac.uk>, efac001@alpha.qmw.ac.uk (D.Bhabuta) writes:
|> S94 (lais@cs.man.ac.uk) wrote:
|>
|> : Sounds good, but Vic said he was off to work for MacWorld, so what's
|> : the score here ? Are there two Vic Lennards ?
|>
|> Just because you work for one mag, does not mean you can't work for
|> the other...

That is most certainly true, but the position of editor is a very demanding one - how much of his energy will be allocated to Atari World ?

S.Lai

3975. Re: Oh, what have I done?

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 13:51:21 UTC
From: lais@cs.man.ac.uk
Message-ID: <3jkcop$61@m1.cs.man.ac.uk>
Source record: 169865

In article <3jestk$7fr@epsilon.qmw.ac.uk>, efac001@alpha.qmw.ac.uk (D.Bhabuta)
writes:
|> S94 (lais@cs.man.ac.uk) wrote:
|> : Me too. I recently discovered that the library in my CS department at uni'
|> : has a huge stack of old ST World mags. I have spent nearly every spare
|>
|> I'll have to take a trip to the Library sometime. Do they operate
|> Inter University loans?

Dunno :)

|> : be hard because the market has since shrunk and there is less to be
|> : enthusiastic about (new products etc.) but hey, it must surely beat STF !!
|>
|> The market may have shrunk, but you ought to get onto Cix, NeST,
|> FidoNet....there are many Atari users there. The enthusiasm still exists.

I know very well it still *exists* because I am part of it. However, there
is no denying that it was once much more widespread. Sigh, I wish I was on
the scene when it, and ST World, were in full swing...

S.Lai

3976. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 13:58:20 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCINCGURUP@dksoft.ping.dk>
Source record: 169745

In <D51wxA.C03@exeter.ac.uk> D.L.Hastings wrote:

>I would love to live up to the shareware ideal and distribute non crippled
>software, but it just doesn't work. I honestly believe that had I
>released SuperSam as unrestricted instead of save disabled there would
>have been _very_ few registrations if any. Certainly no international ones.
>So, it has the save restriction. It is still shareware in my opinion because
>the alternative is commercial, and that it certainly isn't. COmmercial implies
>levels of support and backup I simply can't provide. You call it crippleware
>I guess, but I won't do that because crippleware, like its root word,
>cripple, has bad connations in English and has insinuations of being in
>someway substandard or inferior.
>

Okay Dan.. Let me see if i get this right. You all agree that shareware
should have been unlimited, but due to low registration you have implented a
few limits. And because you don't like the word Cripple, you say it's still
shareware.

Basicly there is no such thing as real shareware any longer, (according to alot
of people here). Where does this put the honest people ? I know Hutch would
probably say, that honest people don't care. But my opinion is, that they do
care wether or not they can test the software.

What i don't like about this, is the obligation a user have, when he is testing
a shareware program.
According to shareware rules, you pay the fee after used it for a while, and
if you find future use of it, (we all agree upon that i hope). When crippling
a program, i would say you as an programmer overrule the normal shareware
rules, and therefore can't put any obligationes the users any longer, (you
have already put in a limit), but still you stay at the shareware definition,
which then means, the users end up with a limited program, and still the
same obligation. Thats not fair, and specially not fair to a honest user.

Why i want you to use the crippleware name insted, is simply because there
is no rules for crippleware, (If you like you can use another name such as
BetterWare insted. Thats not important), and then you can still stick to
the limits in your programs.

Greets
Kim

Btw.. Have you fix'ed the problems in SuperSam yet ? 8-)

--

```
/-------------------------------------------------------------------------\
-/-------------------------------------------------------------------------\-
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
| The scandinavian board when you | 5 Atari computers including a Falcon. |
| have Atari problems or requests. | Modem handle 19200 Zyxel baud. |
| CD-Roms online Free download limit.| Many years of experience. |
-\-------------------------------------------------------------------------/-
 \-------------------------------------------------------------------------/
```

3977. Re: <None>

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 14:03:00 UTC
From: magnus.kollberg@f0.n200.z2.ct.se
Message-ID: <ftn_2.203.221$fidonet.org_2f5db91c_Magnus.Kollberg@f0.n200.z2.ct.se>
Source record: 169751

On 02-24-95 Sebestyen Zoltan wrote to All...
A> About a month ago there was posted a message about E.P.S.S, a mid player
A> for the Ste series. If anyone knows something about it, please drop me
A> mail.

Yupp, here it is!

EPSS plays 4-8 channels of sound (8-bit, 50KHz) on a standard
STE/Falcon and 16 channels on a TT. It handles standard midi files, midi
information and can work in the background on sequensers like Cubase,
Notator (it only slows down the screen redraws).

You can contact the distrubitor Copson DATA on:

Conny Pettersson
Copson DATA
Hovetorpsgatan 66
S-582 64 Linkoeping, Sweden

Fax: +46 (0)19 244005

E-mail: Conny_Pettersson@p5.f419.n204.z2.fidonet.cd.chalmers.se

Cheers,
Magnus Kollberg

* (QW|{ 2.6 *

(UUCP Dialup connection)

3978. Re: Wanted - ProTracker manual

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 14:04:37 UTC
From: lais@cs.man.ac.uk
Message-ID: <3jkdhl$jj@m1.cs.man.ac.uk>
Source record: 169870

In article <8760.199503071225@lenzie.cent.gla.ac.uk>,
G.Ballantyne@compserv.gla.ac.UK (Glenn Ballantyne) writes:
|>
|> Having looked at a demo version of ProTracker ST for the Atari STFM, I
|> decided to register, not just for the latest version of the program, but
|> mainly for the full manual and last year I sent off my fee to Karl Anders
|> Oygard in Norway.
|> When the disks arrived three months later, I was disappointed to find that
|> the text file holding the manual was damaged and unreadable and I promptly
|> returned the disk for a replacement. To date, this request and several
|> letters of enquiry have been ignored. So, if anyone has been more fortunate
|> and has received the full manual, I would be grateful if they could contact
|> me. Thanks. Glenn.
|>
|>

I used the shareware release v2.0 and was considering registering.
This sounds bad. Perhaps Karl ought to arrange some sort of registration
system for UK users like Joe Connor handles fees for Kandinsky etc.

S.Lai

P.S. I heard somewhere that there is ProTracker v3.0 now (I think it was
in the Octalyser STE manual... Tord Jansson bashing ProTracker or something !)

3979. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 14:07:18 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCINCGUUUP@dksoft.ping.dk>
Source record: 169744

In <D51wCD.Awx@exeter.ac.uk> D.L.Hastings wrote:

>> But how do you try a limit, before buy ?
>
>The main point of Shareware as I see it is a program that is freely
>distributable but that you pay for if you want to use it. "crippleware"
>is shareware that has some things limited to encourage people to
>register. It is important that the crippling does not remove the ability
>to try out the program - with those sorts of crippling you might as
>well not bother to freely distribute the program.
>--

I know.. And it's not "nag" box's and save disable features i'm talking
about here, (well, disabled save funktions could become a problem, as
well as an "nag" box. I could give you a few examples, but there shouldn't
be a reason for this).
It's simply a principal matter. If you limit a program call it whatever you
want, just not shareware. Infact, the best name i could think of right now
is a demo. (Now i will probably be hang by alot of people in here 8-)).

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

3980. Re: Magazine Editors (was Re: Gasteiner)

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 14:08:49 UTC
From: djs@jet.uk
Message-ID: <djs.794671664@gen-off-1>
Source record: 169867

lais@cs.man.ac.uk (S94) writes:

>Last time I looked at one of Gasteiner's adverts - 10 quid for an RF lead. Get
And they're quoting ex-VAT prices, which may be appropriate for PCW but not
STF.
--
JET home page: http://www.jet.uk/
==
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==

3981. Re: PC Ditto on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 14:11:25 UTC
From: lais@cs.man.ac.uk
Message-ID: <3jkdud$pr@m1.cs.man.ac.uk>
Source record: 169871

In article <3jk9qt$rot@m1.cs.man.ac.uk>, jacquesa@cs.man.ac.uk (Anthony Jacques)
writes:
|>
|>
|> Hi, I have both PC ditto and a Falcon, and have managed to get it
|> to run (with backwards). Unfortunately, it ignores my (internal) HD,
|> and so is of very little use... not that its exactly fast anyway!!
|>
|> Has anyone got it to recognise the IDE drive?

I don't know if it was written to take that into account, but IDE
drives were never around on the ST scene at the time of PC-Ditto.

S.Lai

3982. Re: Why Mint?

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 14:12:20 UTC
From: djs@jet.uk
Message-ID: <djs.794671886@gen-off-1>
Source record: 169868

mattk@netcom.com (Matt Koundakjian) writes:

>I just had a thought...why do people want to run Mint on a Falcon or TT
>when Linux and other Unix clones can run on it....
Because Linux and "the other Unix clones" do not run our large collection
of GEM/TOS programs. Quite simple, really.
--
JET home page: http://www.jet.uk/
==========
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

3983. stosFAQ (warning large!)

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 14:45:46 UTC
From: ma2ljg@bath.ac.uk
Message-ID: <D54MCC.Dww@bath.ac.uk>
Source record: 169771

```
--------------------------------------------------------------------------------

****** ****** ****** ****** ****** **** ******
** ** ** ** ** ** ** ** ** **
** ** ** ** ** ** ** ** ** **
***** ** ** ** ***** ****** ******** ** **
** ** ** ** ** ** ** ** ** **
** ** ** ** ** ** ** ** ** ***
***** ** ****** ***** ** ** ** ********
****
--------------------------------------------------------------------------------

STOS FAQ v0.8a

Generated by: STOS Mailing List - stos@bath.ac.uk

Enquiries: Should be sent to Les Greenhalgh - Email address in Authors section.

Authors: MUG U.K(tm)/Mike Mee
c9251129@zeus.hu.ac.uk - a.k.a ()rm of Digitallis/Jon Lewis
Mark.Montreuil_DGNM@banyan.dgim.doc.ca - a.k.a Mark Montreuil !
ma2lgj@bath.ac.uk - a.k.a Les Greenhalgh
ae@minster.york.ac.uk - a.k.a Andrei Ellman

This FAQ will hopefully answer all the questions you have on the programming
language, STOS. If you wish to add any new sections to this FAQ, please
send an example outline to the above Email address.

Abbreviations used.
-------------------

STU - ST User (more commonly known as ST User)
STF - ST Format (more commonly known as ST Doormat)
STR - ST Review

BTW - By the way
sp? - Spelling confirmation required ! We maybe coders, but there is no
guarantee wee kan spel !

[ ] - Comments from a mailing list member - usually Andrei !

Contents
--------

Section: Areas covered:

1 What is STOS ?

2 Where do I get hold of it ?
```

3 What is it like to program ?

4 What extras are available to compliment it ?

5 Can I *really* write commercial quality games with it ?

6 Are there any books available ?

7 What are extensions, and where do I get them from

8 Recommended programs - commercial & shareware

9 Miscellaneous section

---

1. What is STOS ?

Written by Francois Lionet and Constantin Sotiroupolous (Spelling please?)

Published by Mandarin/Europress Software

STOS is the forerunner to the Amiga version, AMOS, AMOS Pro etc..
And its a great shame that STOS hasn't been supported by Mandarin since they released AMOS Pro because there are a lot of people who use their language and get frustrated because they can't call for help!

Mark Montreuil came up with this definition ......

STOS (for ST Operating System) is a programming language based on BASIC (Beginner's All-purpose Symbolic Instruction Code), that makes creating sound, graphics and movement on the Atari 16/32 bit line of computers as painless as possible. STOS has commands that handle input/output, animation, music, logic and program execution in an easy to understand way. A STOS programmer can spend more time on actual game design than on the "fiddly bits".

Many things that were not considered possible, such as changing screen resolutions in the middle of a program or writing Arcade-type games in a BASIC language, are a reality with STOS. Hundreds of quality games, demoes, utilities and educational packages have already been written in STOS.

STOS is a full-featured software development tool. Using STOS, art screens created in specialized paint packages, like Degas, Neo or Crack Art, can be easily used to create basic game graphics. STOS has built-in Sprite, Music, Map, Font and Sound effects generators. You can write some code, and, at a keypress, call up any of the added utilities (called accessories) to work on added features. You can even write your own accesssories, to use at any time.

Machine-code routines can be called from within STOS, and new commands (called extensions), can be written to enhance STOS's functionality. Some extensions that are currently available include 3D, the Missing Link and Misty (see Extensions for further information).

All in all, STOS is the perfect tool to bring your game ideas to reality without having to trudge through reams of machine code!

Cheers Mark for the few above lines on STOS. Anyone else fancy adding more to it ??

---

2. Where do I get hold of it ?

Has been given away with magazine cover disks, ST Format and ST User (I need a list of which ones!). The problem with the versions given away with the magazines is that they were no manuals.

Also most mail-order firms should stock a copy of STOS. Try to haggle and get some decent prices. Don't buy the Interpreter without buying the Compiler !

Apparently every ST sold in Britain comes free with a copy of STOS with the manual thrown in. Any more information on *exactly* you get would be appreciated. If you have the spare money and you want an extra development machine, then it maybe worth getting hold of one ?

()rm has suggested that you look at bargain buckets in computer shops or check out the odd car-boot sale. But that is ()rms sense of humour !!

---

3. What is it like to program ?

()rm says .....

STOS is BASIC, but a powerful version of BASIC. It has built in sprite handling routines, music commands, sound effects and numerous other routines, functions and commands which can be very useful.

At first glance STOS looks horrible, but after a few weeks of programming it, you will wonder how you ever lived life without it (OK, not the truth, but it IS good for something!)

As STOS is based on BASIC, it is very easy to program, in fact, I'd go so far as saying STOS is the easiest BASIC to write anything in. Everything can be set up very easily, for example, you want to play a sample yeah? Get the sample player extension, whack it in the STOS folder and then re-boot.

(Or for those lucky hard-drive owners, unlike ()rm, copy all the extensions into your STOS folder and leave them there !!)

Now play your sample with the command SAMPLAY.. No need to load routines into a memory bank, peek and poke a few numbers and call it. This is one of the nice things about STOS, its upgradeability..

Pity that the language hasn't been given a major rehaul with all these new functions BUILT IN.

Andrei has this to say on the matter ....

When STOS was designed, it was made to make writing games easy. The programmer would think mostly on the WHAT, rather than the HOW. In other words, it was supposed to make you able tp program games without having to think about how

tyour ST works. For example, sprites could easily be displayed, moved, and animated with ease. Unfortunately STOS sprites tended to be a bit slow, but The Missing Link extension replaces STOS sprites with Bobs. Bobs are a bit more tricky to implement (you have to move and animate and erase them yourself), but they are much faster than STOS sprites. There is a similar story for other aspects of the language.

STOS is a BASIC that uses line-numbers. This tends to be messy and often encourages programmers to write "Sphaghetti code" (There are gotos running all over the place). It would have been better if STOS had no line numbers, but would call procedures by their names, and have one command per line which was indented appropriately.

---

4. What extras are available to compliment it ?

STOS Compiler - Actually makes your programs faster (HAHAH!)

STOS Maestro - Sample playback routines for STOS (and sampling hardware depending on which version you buy).

STOS 3D - Add 3D commands to your games. Only drawback is that all the objects have to be loaded from disk each time they are required.

STOS Tracker - Playback tracker tunes, albiet a bit slowley..

Andrei has added this as well .....

I have heard about a program written in STOS which adds proper procedures to STOS and gets rid of line numbers. I believe that this compiles the new type of code into STOS. This was originally listed in a STOS club newsletter, and Goomans have a copy on disk. Does anyone have experience using it?

---

5. Can I *really* write commercial quality games with it ?

Commercial Games

Check out:

Bullet Train (revamped version was released in France a few years ago)
Bumpy
Cartoon Capers (also came with a dual-joystick extension)
Cool Croc Twins
Gilberts Day Out
Prehistorik
Skate Tribe
(We think there's a few more..)

Educational programs

All Fun School programs (also have full STOS source on disk)

Henrietta Series by Lander (also with full STOS source on disk)

Loads of other educational programs by other firms. Some names would be appreciated.

Commercial quality shareware/public domain games

There are also a few examples of top quality shareware games written with STOS. So grab a hold of your favourite PD library and ask for the following:

Grandad & The Quest For The Holey Vest by Ian Scott.
The Glass Buttock of Tharg by Ian Scott.
Grandad II - The Search for Sandwiches by Ian Scott.

Ozone by Nick xxxx (can't remember his surname!) - was turned down by Ocean at the last minute because they found out it was written in STOS.

Pyscho Pig, Sim Pig, Colour Clash, Fatemaster by AnimalSoft.

Plop by ()rm - apparently the freebie you get when you register is better!

Bio Hazard by Les Greenhalgh.Dungeon Master in space type thing.

Most of the stuff by Andrei (some feature STE 8 player options) of which he himself recommends the following: Linecrash, Mazewar ST, Video Games v0.5 Pacmen, Alienation (currently undergoing a re-write) ?

---

6. Are there any books available ?

As far as I know there is the one by Stephen Hill, which was published by Sigma Press. Its title is Games Makers Manual. It teaches you a seperate game style within a chapter, and for the more advanced, gives you the lowdown on writing extensions.

There is a STOS guide published by a PD library, but whether its any good is another matter all together. It is 30 quid and contains some 400 pages of STOS related stuff. Takes you from the complete beginning and shows you how to write arcade, strategy and educational programs. Anyone out there know how good it is ?

Disk Magazines/Newsletters

Not exactly books, but disk magazines are in abundance. Some contain partial STOS sections, whilst there are (or in some cases, were) others which are STOS related and nothing else is mentioned.

Check out:

STOS Bits 1 (now dead - forerunner to HP Source)

HP Source 1,2 (now dead)

STOSSER Disk Magazine (still going - now on issue 19 ?)

ST Programmer (I've only seen one issue!)

Ledgers (had an occasional STOS section)

Maggie (in amongst the swear words was the occasional STOS column)

Anyone know of any other magazines ? Please send in details of whether
the magazine is going or not.

Also required is a compilation of what was printed in ST Abuser, ST Doormat
and ST Review regards STOS, along with a similar listing of useful routines
and articles from STOS Newsletter. Unless, there is already one available.

According to Andrei, New Atari User (still alive?) had a STOS column in
the 16-bit suppliment ? Also there is the Atari Magazine, a French mag which
also has a STOS column or mentions it occasionally !

There is an online-help program for use with The Missing Link. This handy
reference guide will give you the keyword and appropriate parameters for
each Missing Link command. Just like Windows Help files on a PC !!

---

7. What are extensions, and where do I get them from ?

Extensions are a way of further expanding STOS. All the following are
extensions, Compiler, Maestro, 3D and Tracker (Released in the P.D.)

There are numerous extensions in the public domain. The favourites being
MISTY and MISSING LINK, both been written by a group called Top Notch.
They add commands which SHOULD have been in STOS from the start.
Andrei has sent me the following exhaustive list of extensions available for
STOS. It was in two parts, one by Andrei and the other by Les Greenhalgh.
I will use Les' version as it lists the FTP sites where most of them can
be found. Take it away Les ....

The consise guide to Stos extensions.
By L.J.Greenhalgh

Terminology

a.a = atari archive umich edu in either language or progamming folders
k.l = can be found in ftp.ftp.uni-kl.de in the directory
pub/atari/programming/STOS/extensions
s.w = Shareware
cr = Shareware version is crippled
pd = Public Domain and freely available
GI = Goodman International PD Library
STF = was on an ST Format cover disc

Misty extension by Top Notch Software (sw STF)
Can be found: a.a in both Stosers.zip and Misty.lzh files
Miscellaneous graphics commands including an improved screencopy which can
use any of the STs bitplanes, instead of 4 at a time in STOS.

Excellent stuff.

Missing Link extension Top notch Software (sw cr STF)
Can be found: a.a in Link1.lzh - Link3.lzh
about 50 new gfx commands including replacement sprite commands and
commands for dealing with maps and multiple palettes on screen.
A must have.

Extra extension by Martin Cubbit (pd)
Can be found: a.a k.l extra.zip also in cyber.zip
loads of miscellaneous commands including cookie reading commands, mirror
and blur sections of screen , paste strings in opaque mode, format text,
detect tos version etc.
Brilliant

Stars extension by Lee Upcroft (pd STF)
Can be found: a.a stossers.zip
Commands for drawing 3D and 2D starfields, very quick.
Excellent.

Blitter extension by Asa Burrows (sw STF)
Can be found: a.a in their uploads folder in blitter.zip
Commands for using the blitter in MegaSTEs, MEGASTs, STEs, Falcons?
Seems a bit slow.

MIDI extension by Asa Burrows (pd STF)
Can be found STF , GI
Commands for using the STs MIDI port.
Never used it.

Stos Vidi extension (c)
Commands for interfacing with the Rombo VIDI digitiser.
Never used it.

Stos Maestro (c)
Commands for playing samples through Stos, excellent although better
performance can be obtained from the Missing Link's Digiplay command.
[AE - I think that TML does not emulate STOS Maestro's reverse playing
abilities]

Stos Pac/Squasher ? (c)
Commands for packing/unpacking all types of memory bank not just pictures.
Never used it. Depacking ability surpassed by Missing Link. TML supports
packers that can pack tighter than STOS Squasher (eg. Pack Ice).
Unbelievably buggy - read docs with Mega Depacker for more information.

STOS Sticks (c) [AE 26-4] Is that Twinstix?
Commands for reading both joy stick ports. Unnecessary, use TML equivalent.

Control Extension by Les Greenhalgh (pd sw)
Can be found: a.a k.l in control3.zip
Includes a replacement sprite engine which allows you to flip images and paste
them in either opaque of transparent mode. Allows you to use these images on

low rez screens of any size, ideal for scrolling large screens on the STE.
Commands for 16 colour fonts, spreading palettes ,commands for reading a
parallel port joystick adaptor, a switch construct for STOS,border removal
commands, a super fast add command and other miscellaneous stuff.

Quick Extension by ? (sw?)
Can be found: Stossers disczine
Commands for super fast horizontal scrolling, rasters, stars.
Seems good.

STOS TOME by Aaron Fothergill (c)
Can be found: GI
Commands for drawing maps, irrelevent now the Missing Link exists.

STOS 3D by Voodoo Software (c)
Commands for manipulating 3D objects, unusable unless you have a hard-drive
and 1 meg. Too limited, no commands for rotating around current heading and
no commands for representing horizons, ground, etc. Very large files. Objects
cannot be stored in banks, but have to be loaded with purpose made extension
commands.

Cyber exntesion by Martin Cubbit,Andy Cato and Les Greenhalgh p.d a.a k.l
Allows you to play .seq files from STOS. Very good.

Comming soon...

STOS ninja tracker extension for STE/TT/Falcon
Finally a decent tracker for STOS. Allows you to play protracker mods
from a bank in the background at up to 21khz. Commands for vu meters,
track frequency,pattern positions and much more.

At least 2 Falcon extensions are under development which will allow you
to use the Falcons higher colour modes including truecolour and the
DSP for playing mods!

Eagle extension.
A mamouth 80 command extension.

Other forms of extensions that you know about would be appreciated in this
list. As ()rm recently suggested, all those who are in the process of
writing an extension, put your heads together and come up with one mother
of an extension !!

There are other ways of improving STOS without having to use extensions. These
take the form of machine code routines which you pass some variables and
call them. A few of them have been taken from the same list as compiled by
Les and Andrei.

Some Machine language routines used with STOS

BITCOPY
This is what I believe to be a routine that is similar to Misty's SKOPY
command. Top Notch used this in their demos before they wrote MISTY which

now makes BITCOPY obsolete.

BORDER
Top and Bottom border overscan in STOS. STOS runs just as normal, except when you use the mouse/joystick/keyboard, the overscan dies. The top of the screen starts as 'physic', and continues as normal as if the screen was greater than 32K in size. Works on STFMs and STEs.
Found on a disk of the Cunning Demo.

OVERSTOS
Full screen overscan. Can only display a static picture. I think this has problems on STEs. Found on a disk of the Cunning Demo.

RASTER By Neil STewart of Flair
Routine that changes the value of only one colour on the screen. This was later implemented in Son of TML's RASTER command. Can be found on one of the disks from the Cunning Demos by ACO & Flair.

STOS-SPEAK by ?
A patched version of the original SPEAK.PRG - allows you to use speech inside your programs by sending a string of characters to the program.

SPECTRUM (I am not sure of the exact name)
Displays spectrum 512 colour pictures. Very limited as you can only exit from display by pressing space. Shareware (was once on a STF coverdisk. If you register for 15 pounds (A rip-off), you get a version that can display the pictures in a window. I have not got the registered version. This was advertised in ST Format in 1992)

STOS_512 By ?
Routine that splits the screen into several palettes of 512 colours.
This was later implememnted in TML's PALSPLIT command.

TRACKER
An improved mod player. Found on a disk of the Cunning Demo. ()rm is hopefully going to working on an interface to allow the use of the Ninja Replayer routine from within STOS. More news when he has finished failing his degree !

If anyone fancies adding to the above list, then please do. You know where to send any additional information. Apparently larger lists exist of extensions for STOS, but these can be found in STOSSER magazine. If someone can upload or Email a copy of the latest list, I can add them to the above list.

---

8. Recommended programs - commercial & shareware

A *DECENT* art package. Recommended commerical ones are:

Crackart (recommended by ()rm)
Dpaint ST (recommended by: MUG U.K(tm))
NeoChrome Master v2.28 (recommended by: MUG U.K(tm))

A *DECENT* tracker editor. Try not to rip off someone elses work !

Sample-based ones ......

ProTracker 2 by Wizzcat/Deltaforce
Octalyser by ?? (STE only, but has option for 8 channels of music)

Soundchip-based ones

Megatizer by Sector One.
SID Editor by Animal Mine (improved version of Tri-Sound, with SID Emulation)
XLR8 Editor by Sentry

(all the above have the ability to assign 1 channel to play samples)

Without plugging my own stuff too much, if you can find copies of my 'Makin Sweet Music Disks Vols 1-3', they all contained ripped music from games and demos. Each folder on the disk contained the 68000, GFA and STOS replay routines ! If I can get a tune playing in 68000 or GFA, then I don't see why I can't knock up a STOS front-end.

()rms music player program has all the necessary information on screen for setting up and calling the myriads of music available in the ST music-scene.

How to get STOS up and running on the Newer TOS'
TT & Mega STE

Currently it is STOS FIX v3.0 by ?? and it is only available from Goodman Enterprises ! Charging for a program which fixes your STOS code and leaves a bloody advert for Goodman on the front of your code ....

Falcon
You need STOS Fix 3.00 (given away on a recent ST Format)
by Robert Quez???? This will patch STOS for the
later TOS'. Bear in mind that this will only patch STOS to work on your particular TOS. The author is rumoured to be working on a version which will patch STOS for multiple new TOS'.

---

9. Miscellaneous Section

"What versions of STOS have come out?"
"What is the History of STOS?"

Both questions answered by Andrei.

STOS 1 was only released in France in early 1988 (published by Jawx).

STOS 2.3 Was released in the UK By Mandarin in November/October 1988

STOS 2.4 Is a patch to remove some bugs in STOS 2.3 and make it work with the compiler (1989)

STOS 2.5 Is a patch to make STOS run on the STE (1989)

STOS 2.6 is a patch to make STOS run on STEs with TOS 1.62 (1990)
If your version of STOS is below 2.6, You must update it immediately,
especially the compiler. You will then be able to make programs that
run on TOS 1.62

STOS 2.7 (compiler only). Makes programs that use the STOS tracker extension
compile. I am not sure whether or not it is nescesary or not if you are not
using the tracker extension.

Also, FALCOS was being developed (STOS for the Falcon). Apparently, this
project was stopped due to a disagreement between Atari and the developers.

"How to make it not look like STOS!" - Andrei answers a few more questions.

- Try and avoid the 'appear' command (unless the appear you are using is fast).

This tends to give the game away. STOS 'appear' does not let you press a key to
speed things up.

- Get rid of the F-key window first.

There is nothing more "Written in STOS" than seeing the F-Key window when you
have just loaded a game. Alter this within the compiler settings.

- Change the font.

The Lo-Rez font also gives it away. I personally use the font of the Atari
8-Bit computers.

- Change the mouse pointer - almost as ugly as the AMOS Professional one !

- Different type of cursor - everyone recognises that thick ugly cursor !

- Avoid using the SHOOT and BOOM and BELL commands unless nescesary. Replace
them with sound effects from a piece of hacked music ! Try the following:

Count Zero - Killing Game Show (20 SFX)
Mad Max - Numerous pieces have Sound FX embedded
David Whittaker - His fast music may be awful, but most have SFX

- Replace the STOS keyboard click or get rid of it completely. There is a poke
to use the standard ST keyboard click from STOS, but I don't remember it.
[Details would be nice !!]

- Different windows and File selectors (not sure about the new Windows
extension).

You may want to mention that it was written in STOS directly on the title
screen, or say this in the documentation. The idea is that as well as letting
people know it was written in STOS, it can give the WOW effect if it is good.

Shrinking the size of your compiled code by MUG U.K

Well, this section is fairly easy to do. Follow these simple rules.

If you have ANY other packer not listed here, BIN IT! It is either
incompatible with the Falcon, or has a pack ratio similar to that of the
original versions of the Jek Packer - ie. rubbish !

Packers - The Definitive List

Speed Packer v3.0 - definitely the best. AUTO Depack program as well
as Self-extracting archives !

Atomic v3.5/v3.6 - second best. Apparently does not work on the Falcon
but I will release some source code that might allow
you to make your own program headers for data file
packed versions of Atomik files.

ICE v2.40 - Stalwart and much used packer. Still used after all
these years. Compatible with the Falcon but it
cannot match the above two for output size.

Anyone recommend any others ?

Depacker Programs

I can heartily recommend the following programs for converting your old packer
formats back into STOS code so you can patch them and repack them to work on
newer machines. Try....

Multi Depack v1.5 (or the leaked preview versions of 2.0/3.0) - I wrote this!
Mega Depacker v2.12 (by Mike Watson)
Naughty Depacker
New Depack (new name for Mega Depacker)

If the program will not depack with any of the above, then there must be
a reason why it won't let you unpack it !!

Well this is the end of the STOS FAQ, designed and written by members of the
STOS Mailing List (stos@bath.ac.uk).

Anyone is welcome and indeed, encouraged to send in alterations and additions
to this FAQ.

We hope you found it useful. Any Public Domain library is allowed to
distribute this FAQ, but please do not distribute any versions lower than
v1.0 as they are pre-release and probably quite embarrassingly small in size.
Also do not forget to credit that this FAQ was generated by members of the
STOS Mailing List.

3984. Re: Archie (was Re: HSMODEM 6)

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 15:25:44 UTC
From: dsb@amazon.cs.duke.edu
Message-ID: <3jki9o$q6g@amazon.cs.duke.edu>
Source record: 169876

From the Holy Book of <3jhcj6$cfj@epsilon.qmw.ac.uk>
as spake by efac001@alpha.qmw.ac.uk (D.Bhabuta) :

>Scott Bigham (dsb@amazon.cs.duke.edu) wrote:

>: Actually, I've had startlingly poor luck finding Atari-related files
>: with Archie. Just last night, for instance, I did an Archie search for

>May i suggest having archie.hensa.ac.uk as an archie server...or even
>archie.doc.ic.ac.uk as the archie server. You should have no problems
>with Atari files with these servers.

I'm confused. Won't these servers produce exactly the same list as
every other Archie server on the `net? Or do you mean that these
servers only list Atari-related files?

>: to find a particular file among the morass of data that Archie knows
>: about, you almost have to know its exact filename, in which case you
>: probably also know exactly where to find it in the first place.

>Can you not do a case insensitive, non-exact filename search?

Sure. And you get the huge list I described earlier.

Another, more encouraging example: I did another archie search looking
for version 1.2.4 of gzip. Since I was able to give a more exact
filename (and a less common one -- you're not likely to find the
character sequence `gzip124' in the filename of anything other than
gzip 1.2.4), I was able to find one (1) German FTP site carrying the
Atari version, amid the obligatory huge list of DOS versions.
Basically, it seems to be a matter of narrowing the search enough that
you hit the file you're looking for before you hit Archie's response
limit; in the general case, though, this requires knowing the exact
filename (or close to it).

>: Utilities/Fileselectors/freedomd.lzh. All in German, of course. Sigh.

>English version will be appeaing at a HENSA near you soon. :-)

Cool. I'll be on the lookout.

>: Anyone know where besides Hensa I can get this Ruftrade program
>: everyone's talking about? Archie was no help.

>Erm, how about ftp.cnam.fr....and other ftp sites..I am sure it has
>spread from here...

Actually, that's okay; I've discovered that you can actually get into
Hensa, if you do it in the evening. Not as convenient as I'd like, but

I'll manage. ;)

Which brings me to my next question: I now have Ruftrade, and it does appear to be doing a better job than the other translators I've tried. So now I need to register the thing, which brings us back to the perennial question: how the @*#$*&! do you register a UK shareware program from the US? It can't possibly be as simple as mailing the guy a check for US$10, can it?

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1995 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

3985. Re: Connect.lzh file

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 15:26:11 UTC
From: johnmoon@pyromania.apana.org.au
Message-ID: <1995Mar8.152611.8123@pyromania.apana.org.au>
Source record: 169872

>In fact partly you are right. Connect needs some learning time. Most users
>however have no problems doing this withing 5 to 10 hours of looking
>into the extensive online help and testing the full functionality within
>the 30hours granted by the program. Most users - obviously not all ;-)

Well I'm not sure if I should be saying this, BUT!!!! if you want to
have unlimited use of Connect, just rename CONNECT.OPT to CONNECT.OPX.
The only thing is, that you wont be able to have all the nifty mod sound
FX.

BTW, I use Freeze Dried (registered version), so i'm not using connect like
a pirated version. It's just if you need more than 30 hours to use the
thing, then this will save you having to UNLZH it and reconfigure from
the start.

It is better than STALKER IMHO anyway. BUT FZDT reigns supreme!!! 8-)

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

johnmoon@pyromania.apana.org.au

--

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
```

3986. Re: Warp 9 v3.80

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 15:29:35 UTC
From: johnmoon@pyromania.apana.org.au
Message-ID: <1995Mar8.152935.8221@pyromania.apana.org.au>
Source record: 169873

Well I use Warp with MAGIX and i have no problems. I also run TERADESK as
the desktop and that works puuuuurrrrfectly under Magix.

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

johnmoon@pyromania.apana.org.au

--

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
```

3987. Re: Item/File Selectors...

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 15:32:52 UTC
From: johnmoon@pyromania.apana.org.au
Message-ID: <1995Mar8.153252.8308@pyromania.apana.org.au>
Source record: 169875

>Yes I have but I am not a German, but it still does not answer my question
>is it better than UIS III and I do meen 100% better, it has to do every thing
>that UIS III does and more....

Yeah well i'm not German either, but bessie the cow could work out how to
use BOXKITE.

Is it better? well i would rather use it the UIS or Lit green file sel.
It does everything i need it to do.

What do you want a file selector to do?

__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
___/___/_//_/_//_/ /_/ /_/___/___/_//_/

johnmoon@pyromania.apana.org.au

--

__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___

3988. Re: NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 15:34:11 UTC
From: johnmoon@pyromania.apana.org.au
Message-ID: <1995Mar8.153411.8378@pyromania.apana.org.au>
Source record: 169874

Err.... Ditto, to all of the above. 8-)

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

johnmoon@pyromania.apana.org.au

--


```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
```

3989. Re: Item/File Selectors...

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 15:51:40 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3jkjqc$9ic@epsilon.qmw.ac.uk>
Source record: 169780

Steve Taylor (S.P.Taylor@bradford.ac.uk) wrote:
: PRINTING or VIEWING of text files.
: And I don't think Selectric/Boxkite/Freedom do any of these.

Freedom, AFAIK, allows you to do this.

: Is it just a shareware restriction that I cannot enter a new filename in
: the Freedom fileselector? I have not read the docs, so I am unsure. I can
Yes.

Danny
--
.signature.signature

3990. Need a RCS

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 15:54:47 UTC
From: geirfo@ifi.uio.no
Message-ID: <3jkk07$god@trantjern.ifi.uio.no>
Source record: 169883

Hi there !

Is there anyone out there who knows where i can find a RCS ?

Regards from Norway (Land of the Vikings)

-Geir Fossum (geirfo@ifi.uio.no) - University of Oslo, Norway.

3991. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 16:08:34 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503081503.AA08898@ilmen.lanl.gov>
Source record: 169880

In a previous message, kim@dksoft.ping.dk (Kim Andersen) wrote:

> But as an user of any kind of software, i thought my interest and
> opinion could be of an interest to the programmers, but i guess
> they just don't give a damn. Perhaps thats why they can't make their
> livings.

Of course they care, Kim. Your arguments were just a wee bit sharp, that's all. And NO one in their right mind would attempt to make a living via Atari shareware! :) It's an affair of the heart. Paid registrations in no way compensate the author for his/her time; they just help justify the work to themselves and their significant other. :)

>>5) Can we move on to more useful discussion topics now? Please?
>
>We can, but about what ?

Well, we could always jump in and accuse BobR of 'Atari bashing' or 'PC-Promoting' and of course, there's always good ol' Roger.

< Just jokin', guys. Really! > :)

Cheers,

-Hutch- @ Fair Dinkum Tech

3992. Re: Translators..!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 16:14:54 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503081509.AA08901@ilmen.lanl.gov>
Source record: 169882

In a previous message, S.P.Taylor@bradford.ac.uk (Steve Taylor) wrote:

>The only probem I have with this is, why do you initially pay 5UKP for _2_
>versions, and then 5UKP for 1 version, in future? Perhaps every subsequent
>5UKP should entitle you to 2 versions? Just a thought...

Would you feel better if the author charged you 10UKP for just one version
and 5UKP for _each_ update thereafter?

He's actually giving you (us) a break. Don't knock it. ;-)

-Hutch- @ Fair Dinkum Tech

3993. Re: Translators..!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 16:31:08 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503081525.AA08904@ilmen.lanl.gov>
Source record: 169888

In a previous article, S.P.Taylor@bradford.ac.uk (Steve Taylor) wrote:

>On 7 Mar 1995 09:53:24 -0600, Hutch wrote:
>: And remember, shareware
>: generally _is_ commercial software; it's just distributed differently.
>
>No it's not. I know this was how it was supposed to be. But in actual
>fact, most so-called shareware is just the author jumping on the
>bandwagon.

What??? Do you think the concept of shareware is some cash cow for these programmers? Geez, pay yourself ten cents/pence/whatever per hour and you STILL won't likely recover your costs through shareware.

>It should have been P.D. But P.D. does not seem to exist any more.

Of course PD software is still alive, even for the Atari. If you actually meant that some shareware is not of high enough quality to warrant a paid registration fee, then sure, I agree. But we could say the same about some regular -commercial- stuff, too, right?

>But as for some offerings, the most the should ask, in all consciousness,
>is 'Send me whatever you think this program is worth to you'
>which is in all cases fair.

Well, in a perfect world of honest and conscientous users, I would agree. But in the _real_ world, people are most likely going to either pay what the author requested or pay nothing at all. The author is the only one who knows how much time and effort was put into the program and thus is the one who should establish the 'requested' amount. But face it... if someone sends the author $10 when he asked for $20, is he going to send the money back and say, "Sorry, but the fee is $20" ? I doubt it. :)

Shareware is far from a perfect concept but isn't it nice to at least have the alternative. Shudder to think what Atarians would do if ALL we had were commercial offerings to choose from, eh?

My hat's off to all shareware authors. Thanx for the support, gang!

-Hutch- @ Fair Dinkum Tech

3994. Re: Connect.lzh file

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 16:33:18 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3jkm8e$1c3$1@perth.DIALix.oz.au>
Source record: 169889

John Moon (johnmoon@pyromania.apana.org.au) wrote:
<snip,snip>
: BTW, I use Freeze Dried (registered version), so i'm not using connect like
: a pirated version. It's just if you need more than 30 hours to use the
: thing, then this will save you having to UNLZH it and reconfigure from
: the start.

: It is better than STALKER IMHO anyway. BUT FZDT reigns supreme!!! 8-)

Have you tried STarCall ??? There is no time limit on the unreg version just a shareware message & delay when quiting. VERY easy to use with both editor & buffer windows as well as the terminal window, a script type batches to do all the work for you *PLUS* if you register for the "pro" version you get FAX and BBS software as well (I might add well worth the DM90 S.W. fee) with auto sensing of data/fax when in auto answer mode......

Well worth FTP'ing IMHO

Regards Fezzy
--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

3995. Re: Item/File Selectors...

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 16:47:54 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCIRCCVAUP@galaxy.teuto.de>
Source record: 169774

In <3jbq1e$afm@golem.wcc.govt.nz> Roger Sheppard.. wrote:

>Mind you UIS III and Freedom are not free, the otheres are...!!!

Selectric is ShareWare as well!

--
/Hendr!K/

Hendrik Mylius |P| InterNet: neptune@galaxy.teuto.de
Phone/Facsimile |G| WWW: http://www.teuto.de/personen/hendrik
+49-5221-855545 |P| Maus: Hendrik Mylius @ PB2

3996. *** TOWERS II AVAILABLE ***

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 16:52:37 UTC
From: gaghon@nevada.edu
Message-ID: <3jkncl$bn9@news.nevada.edu>
Source record: 169798

```
================================================

T O W E R S  I I

================================================
Update

Towers II will be available Friday, March 10th
for downloading. The manual will be available
shortly afterwards. We will be taking advance
orders as of the 10th.

The manual will retail for $24 and will be
available from us or from:

STeve's Sales (916) 661-3328
B&C Computers (408) 986-9960

Goodman International (0782) 335650
Merlin PD (0453) 882793

================================================

Towers II is a smooth scrolling, RPG game for
the Falcon 030 computer only. It has been
tested with NVDI, Warp 9, Blowup, and MultiTos.
It should work with other setups as well.

SPREAD THE WORD TO EVERY FALCON OWNER YOU KNOW!

================================================
JV Enterprises
PO Box 97455
Las Vegas, Nev. 89193
1-800-252-0194
(702) 734-9689
```

3997. Re: Warp 9 v3.80

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 17:00:32 UTC
From: damms002@acpub.duke.edu
Message-ID: <3jknrg$5j9@news.duke.edu>
Source record: 169894

I'm using MagiC with NVDI 3.0 and Ease 3.0 as desktop.

The speed of MagiC (real preemptive multitasking !) is amazing and Ease offers in it's most recent version a functionality superior to everything I'v seen before (drop a file on a drive icon and hold the mous for a second -> a menu pops up with all subdirectories on this drive and You can directly seclect the directory where the file should be copied without clicking al the way through them, etc, etc).

I'm completely happy with it.

Thomas Damms
damms002@acpub.duke.edu

3998. Re: Oh, what have I done?

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 17:05:04 UTC
From: awright@stamford.win-uk.net
Message-ID: <2@stamford.win-uk.net>
Source record: 169754

In article <3j4i42$hcr@epsilon.qmw.ac.uk>, D.Bhabuta (efac001@alpha.qmw.ac.uk) writes:

>: The mag will be good value, well written and worth buying!
^^^^^^^^^^^^

Let's hope so, Danny, let's hope so...

Andrew (sub-editor, Atari World)

3999. Re: WWW pages for Atari

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 17:28:41 UTC
From: thomah@ifi.uio.no
Message-ID: <3jkpg9$dt6@gamle.ifi.uio.no>
Source record: 169727

In article <3j1r6b$kt6@daneel.sds.no>, Lars-Erik 0sterud <leo@merkur.sds.no> writes:

> Does anyone have any WWW adresses for Atari ST stuff ?

Sure.

There`s one pretty huge page in England with links to
lots of Atari-related pages... the address to that site is...

http://www.dl.ac.uk/MISC/ATARI/atari.html

But there are others, too. I`ll mention some here, although most of them may also be reached from the address above...

Software:

Ghostscript: http://godel.ph.utexas.edu/Members/timg/gs/gs.html
Not. Logic: http://www.mcc.ac.uk/~emagic/emagic_page.html
Calamus: http://web.city.ac.uk/~cb170/CALAMUS/calamus.html
Linux: http://www-users.informatik.rwth-aachen.de/~hn/linux68k_atari.html
Jeff Minter: http://hyrax.med.uth.tmc.edu/misc/zoo/zoo.htm (no, there`s no l)

Hardware:

Lynx: http://math.ohio-state.edu:80/~harmon/lynx/
Jaguar: http://www.bucknell.edu:80/~svensson/
Atari 8-bit: http://www.cs.vu.nl/~ipoorten/Atari.8bit.Homepage/
More 8-bit: http://www.gate.net/~cmwagner/atari8.html
Atari VGS: http://www.gate.net/~cmwagner/atarivgs.html (2600/5200/7800/XE)
Atari 2600: http://www.etext.org/Zines/Intrrr.Nrrrd/atari.html

A couple of FTP sites you may already know about...

ftp://atari.archive.umich.edu
ftp://src.doc.ic.ac.uk/computing/systems/atari/umich
ftp://ftp.uni-erlangen.de/pub/atari/
ftp://ftp.uni-paderborn.de/atari/
ftp://micros.hensa.ac.uk/micros/atari/
ftp://ftp.rahul.net/pub/wilsont/AEO/

Other Atari pages:

GEM programming: http://www.dtek.chalmers.se/~d2cg/gem.html
ZFC`s page: http://www.nl.net/~zfc/Atari/index.html
ST Format: http://www.futurenet.co.uk/computing/stformat.html
Maisey`s page: http://www.dur.ac.uk/~d408x2/
CAIN: http://ace.cs.ohiou.edu/personal/mleair/cain.html
Toad Computers: http://www.charm.net/~toad/

Skarstein`s page: http://www.stud.unit.no/~josk/atari.html (NOR)

... and some newsgroups :-)

alt.atari.2600
alt.atari.2600vcs
alt.atari-jaguar.discussion
alt.games.lynx
comp.binaries.atari.st
comp.sources.atari.st
comp.sys.atari.advocacy
comp.sys.atari.announce
comp.sys.atari.programmer
comp.sys.atari.st
comp.sys.atari.st.tech
comp.sys.atari.8bit
fa.atari.stzmagazine
rec.games.video.atari

BTW: All these can be reached from the AUON homepage (NOR), which will be made available some time this spring... hopefully :-)

--
- Thomas Hansen - E-mail: thomah@ifi.uio.no
- Oslo, Norway - WWW: http://www.ifi.uio.no/~thomah

4000. Re: No. ST's Really Are Crap!

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 17:36:22 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3jkpum$k57@bs33n.staffs.ac.uk>
Source record: 169802

Craig Oldfield (Craig@thebrink.demon.co.uk) wrote:
: In article: <ECS9503041655A@wlv.ac.uk> b9458317@wlv.ac.uk (Sam Tramil)
: writes:
: > Good afternoon everyone.
: > I am Samuel Tramiel of the Atari Corporation. For many years I took great
: > pleasure

: Well thank you for that you sad pathetic moronic little shite. Now go
: away and masturbate you wanker. It is indeed a shame that you are so
: saddened by your choice of machine that you have to hide behind a
: pseudonym to spout your childish babbling.

Please.. go gentle on him... the poor guy does have to go to Wolverhampton
Uni after all ;-)

RiCH
--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

4001. Re: ANNOUNCE: Stello 2.1

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 17:39:26 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3jkq4e$k57@bs33n.staffs.ac.uk>
Source record: 169803

Claus J. Pedersen (atari@monet.nameimada.ou.dk) wrote:
: Hello everybody.

: Stello 2.1 othello is out with features such as

This is one of the best othello games I've ever played.
Except for one thing.

It's bloody impossible! I am yet to win ONE game!

RiCH 'recommending this for serious othelloers only'

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

4002. Re: Graphics editor for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 17:44:37 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3jkqe5$k57@bs33n.staffs.ac.uk>
Source record: 169781

lamarth@delphi.com wrote:
: Hey, does anyone know of a good graphics editor/converter (that is, edit
: and convert GIF, TIF, JPG, etc. files) for the Falcon, commercial or
: shareware?
:
: Thanks....

If you've got the cash then Apex Media is your best bet, it will handle all those file formats and more with remarkable speed. There is also Studio Photo which has _very_ limited editing tools and is slow, but its also a 6th of the price (I believe) and works solidly. As for PD or Shareware you could do worse than get GodPaint which is a pretty neat little program by all respects, essentially True Colour only though. Or perhaps Indy Paint which as it stands doesn't offer too much (except some cool filters) but the new version should be pretty neat indeed.

RiCH

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

4003. Re: WWW pages for Atari

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 17:54:28 UTC
From: graham@insignia.co.uk
Message-ID: <D54v2t.5JC@isltd.insignia.com>
Source record: 169782

In article kt6@daneel.sds.no, Lars-Erik 0sterud <leo@merkur.sds.no> () writes:
>Does anyone have any WWW adresses for Atari ST stuff ?
>
>Lars-Erik
>
Many are pointed at from http://www.dl.ac.uk/MISC/ATARI/atari.html

4004. CD ROMs to give you fits

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 17:56:05 UTC
From: trek@ihgp6z.ih.att.com
Message-ID: <D54v5I.K4v@ssbunews.ih.att.com>
Source record: 169760

I have been using my CD-ROM (Texel - but forget the new name of the company) for a little over a year now and have been very fortunate in finding CD-ROMs that I can use on the Atari. I look for things with WAV, GIF, Jpeg, etc files.

Recently I purchased a CD ROM called wallpaper and found that all graphic files had two entries - both named exactly the same thing. Of course our current crop of CD ROm drivers does not handle this. This is just a warning for those of you who are also adventurous.

The CD-ROM did not have a company name on the outside of the package - it did have some words about "wallpaper" and Mac on it - and it was a collection of nature images. In the verbage on the back it said something about hundreds of bitmap images but nothing of duplicate named files. BEWARE

Wayne

4005. Re: AV Protocol Docs in ENGLISH

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 18:10:38 UTC
From: trek@ihgp6z.ih.att.com
Message-ID: <D54vtq.KCI@ssbunews.ih.att.com>
Source record: 169761

In article <3jhtsn$aok@whitbeck.ncl.ac.uk>,
Craig Graham <Craig.Graham@ncl.ac.uk> wrote:
>
....Reference to Roger's article deleted for brevity.......

>If a German guy was to say that about the docs in my programs, I'd tell
>him to find someone who speaks english to translate it for him. I would
>expect the same to apply to german docs (ie. don't winge at the authors,
>find someone who's willing to translate if you cann't do it yourself, or
>get a book on german language).

This concern for the customer just amazes me. Maybe its a cultural difference. As I see it, if you want to sell to someone who speaks English, then the docs better be in English. If you want to include Germany in part of your customer base, then the docs better be in German. Ditto for any other nationality. (AT&T makes switches with error messages and documentation in the language requested by the customer.) If you are satisfied not selling to others, then you do nothing -and mostly you do not gain that part of the market. The onus should be on the one to gain the advantage - the seller not the buyer. Just my personal opinion. To my thinking, that leaves doors open in the "other" language countries to sell homegrown software. Good for the local economy, too.

>Craig.
...some of sig deleted for brevity
> Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
> WWW: http://www.ncl.ac.uk/~n08z7

4006. Atari Cubase files > Mac

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 18:24:42 UTC
From: Reinhard Reinhardsson <reinhard@centrum.is>
Message-ID: <3jkspa$jpa@newshost.centrum.is>
Source record: 169786

subject: atari -> mac midi file conversion

HELP!!! - what little hair I have in in great danger if someone
doesn't come to my rescue soon...

I am trying to convert a standard midi file saved as such on an
Atari Mega ST2, passing it via floppy disk to a macintosh
using Access PC - the file having been saved onto a
PC formatted 800k disk - and then attempting to import it into
ANY sequencer. I have tried using ResEdit to alter the creator
and type of the file/s - both arrangement and song - respectively
scAR - stCU and scSG - stCU - plus altering the hearer to Midi
and creator ???? - but no such luck. One strange item is that
a file saved as a standard midi file on the mac bears the arrange
type indicator, while the imported atari file is simply TEXT,
with creator as ????. Can ANYBODY shed some more light on this
subject? I am mystified by all this, seeing how I have been happily
passing samples back and forth between both platforms successfully
for some time. THERE MUST BE SOMETHING REALLY SIMPLE I'M DOING WRONG!

ANY help AT ALL most gratefully received!

Andrew M.McKenzie
the hafler trio
h3o@veda.is

4007. Re: NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 18:30:29 UTC
From: thomah@ifi.uio.no
Message-ID: <3jkt45$e9n@gamle.ifi.uio.no>
Source record: 169713

Please e-mail or post information on how to subscribe, as I don`t think it will be easily availbale in Norway (ST Review wasn`t...)

--

- Thomas Hansen - E-mail: thomah@ifi.uio.no
- Oslo, Norway - WWW: http://www.ifi.uio.no/~thomah

4008. Re: I'm Looking for Piano .prg

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 18:33:46 UTC
From: trek@ihgp6z.ih.att.com
Message-ID: <D54wwA.Kyn@ssbunews.ih.att.com>
Source record: 169763

In article <3jij7r$omf@sulu.cldc.howard.edu>,
Julius Grant <jrg@cldc.howard.edu> wrote:
>Any of you guys ever hear of Pianistics or some type of .prg
>that teaches 1 to play the piano. Does any 1 out there know
>where I can look besides all of the ftp-sites or a particular
>ftp-site or commercial place.
>
>Thanks.
>. Julius R. Grant .

Pianistics is commercial - available from Chro-Magic for $79.
516 N. Jackson; Joplin MO 64801 USA +1 (417) 623-7393
Good program, BTW.

They also carry Guitaristics (now at v 1.93) $69
Wayne Booth

4009. Re: Translators..!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 19:37:37 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Mar8.193737.19672@bradford.ac.uk>
Source record: 169719

On Tue, 7 Mar 1995 22:17:59 GMT, George Seto wrote:
: Hutch (hutch@ilmen.lanl.gov) wrote:
: : especially when the updates are reasonably priced. 5UKP... what's that?
: : About US$7.50 or so (sorry, I'm not current on exchange rates). And does
: : this include in-country postal costs? Sounds pretty fair to me.

: Plus the fact that 5UKP just about covers the cost of a disk and the
: postage and envelope. Are the ShareWare Authors to cover that forever? I
: think a 5 Pound fee for updates is VERY reasonable.

Disk: 35p
Postage: 19p
Envelope: 1p
Total: 55p

Which leaves 4 pounds 55p profit!

And if he were to use an update BBS, the costs would be even less
(although I accept not everyone wants to use an update BBS, or has the
facilities.

Steve Taylor.

4010. Re: Translators..!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 19:39:36 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Mar8.193936.19717@bradford.ac.uk>
Source record: 169720

On 8 Mar 1995 10:14:54 -0600, Hutch wrote:
: In a previous message, S.P.Taylor@bradford.ac.uk (Steve Taylor) wrote:

: >The only probem I have with this is, why do you initially pay 5UKP for _2_
: >versions, and then 5UKP for 1 version, in future? Perhaps every subsequent
: >5UKP should entitle you to 2 versions? Just a thought...

: Would you feel better if the author charged you 10UKP for just one version
: and 5UKP for _each_ update thereafter?

Well not from a purely financial point of view, but I do feel that this is
more ethical.

Steve Taylor.

4011. Connect question

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 19:43:25 UTC
From: jafraser@netcom.com
Message-ID: <jafraserD5504D.D8M@netcom.com>
Source record: 169728

Hi. I ftp'ed Connect about a week back. I like it and find it easy to use. Sometimes it seems a bit slow with respect to displaying text (well, slower than I am used to when using Uniterm), but this may be because of some setting, I'll figure that out myself.

What I can't figure out is how to turn off that (annoying) tinny "gong" sound that regularly happens.

If it has something to with the fact that I am still in the trail period of this programme (some sound to remind and annoy me) then that's fine. Otherwise, I would dearly like to know how to disable it.

Adele.

4012. Re: Translators..!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 19:45:46 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Mar8.194546.19774@bradford.ac.uk>
Source record: 169721

On 8 Mar 1995 10:31:08 -0600, Hutch wrote:
: >No it's not. I know this was how it was supposed to be. But in actual
: >fact, most so-called shareware is just the author jumping on the
: >bandwagon.

: What??? Do you think the concept of shareware is some cash cow for these
: programmers? Geez, pay yourself ten cents/pence/whatever per hour and you
: STILL won't likely recover your costs through shareware.

Nope. This is not the point I was making. Just that a while back, every
piece of software which would once have been PD became shareware instead.

: >It should have been P.D. But P.D. does not seem to exist any more.

I don't think new software is ever PD. I do know that there is a vast
archive of PD software out there, some of it excellent, some not so.

: Of course PD software is still alive, even for the Atari. If you actually
: meant that some shareware is not of high enough quality to warrant a
: paid registration fee, then sure, I agree. But we could say the same
: about some regular -commercial- stuff, too, right?

Dead right. And shareware gives you the good old 'try before you buy'.

: My hat's off to all shareware authors. Thanx for the support, gang!

I agree entirely. Shareware is keeping the Atari market alive! Where would
we be without it? Probably all playing Doom on PC's!

Steve Taylor.

4013. Screen saver for a TT with a 19 inch monitor?

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 19:47:07 UTC
From: jafraser@netcom.com
Message-ID: <jafraserD550AJ.Doz@netcom.com>
Source record: 169731

Hi. The subject line says it all. Public domain screen saver
preferable. Any info appreciated.

Thanx,
Adele.

4014. Re: NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 19:53:59 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Mar8.195359.19831@bradford.ac.uk>
Source record: 169722

I went down to the newsagent yesterday, and told them to reserve me every copy of Atari World, starting in April.

Naturally they were confused :-)

Steve Taylor.

4015. Re: Looking for ST female video port

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 20:03:07 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Mar8.200307.19918@bradford.ac.uk>
Source record: 169723

On 8 Mar 1995 02:36:45 -0600, Bryon Morisette wrote:
:
: I am currently looking for a female atariST female video connection ,
: the type that is found on atari st monotors, and atari 520ST's, if anyone
: out there knows of a place, or has one of these for a reasonable price,
: could they e-mail me, with how much, thank you.

Maplins in the UK stock these and many other parts, and send overseas etc.
Ring them on (+44) 1702 554161 24 hours a day.

Steve Taylor.

4016. Forsale: SLM804 + Harddrive

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 20:04:39 UTC
From: wdhaas@whale.st.usm.edu
Message-ID: <3jl2kn$mbj@server.st.usm.edu>
Source record: 169735

```
Forsale

Used Toadfile 129x

80 meg hardrive and Syquest 44 meg removable drive in one box.
Comes with 7 44 meg cartridges.

$500 shipped

Atari Laser Printer

Low mileage Atari SLM804 Laster printer forsale. I will
throw in copy of a very ancient Ultrascript and Pagestream.

$500 shipped.
```

4017. Re: Connect.lzh file

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 20:07:49 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Mar8.200749.19967@bradford.ac.uk>
Source record: 169729

On 9 Mar 1995 00:33:18 +0800, Peter Feszczur wrote:

: Have you tried STarCall ??? There is no time limit on the unreg version just a
: shareware message & delay when quiting. VERY easy to use with both editor &
: buffer windows as well as the terminal window, a script type batches to do all
: the work for you *PLUS* if you register for the "pro" version you get FAX and
: BBS software as well (I might add well worth the DM90 S.W. fee) with auto
: sensing of data/fax when in auto answer mode......

I tried this recently - It kept bombing, presumably due to me operating
under MagiC! But nowadays, if it won't run _well_ under MagiC, it is OUT!

Steve Taylor.

4018. Re: Mac does ST!

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 20:12:45 UTC
From: healy@nosc.mil
Message-ID: <1995Mar8.201245.7271@nosc.mil>
Source record: 169899

In article <9503071415.AA08594@ilmen.lanl.gov> hutch@ilmen.lanl.gov (Hutch) writes:
>In a previous message, djs@jet.uk (David Stevenson) wrote:
>
>hutch@ilmen.lanl.gov (Hutch) writes:
>
>>> Hey, if it looks like a duck and walks like a duck and quacks like a
>>> duck, then for all intents and purposes... it's a DUCK! :)
>>
>>Not necessarily, it could be a duck emulator :-)
>

No, if it was a duck emulator, it wouldn't quack QUITE like a duck,
and there would be a lot of posts complaining about that and
pointing out that geese have a better quack for the buck :-)

Mike Healy

healy@nosc.mil

4019. Re: <<<HELP!>>, Data lost !

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 20:16:11 UTC
From: joern@zelator.de
Message-ID: <T7XXBVXE@zelator.de>
Source record: 169730

Anthony Watson (awatson@pacifier.com) wrote:
: Thomas,

: d > I desperately need a programm to recover lost files on a SCSI
: d > drive on my TT030 !

: First, if you expect to recover those files, don't WRITE anything
: new to the drive. Once a file is marked as deleted, it will be
: overwritten if you save something new to the disk.

: As for software to undelete programs, I'm not familiar with any
: Shareware/PD programs, but I use Diamond Edge for this. Works great!
: You can purchase Diamond Edge from Oregon Research, and from most
: Atari Dealers such as TOAD computers. Diamond Edge also defragments
: your hard drive, improving access speed.

: Good luck,

: Anthony Watson
: Mountain Software

: ___ Mountain Reader II - #Author 1
:
You also can use DISKUS or CRYPTON, both programs are similar to DIAMOND
EDGE.

--
| | | A T A R I - J A G U A R +------------------+
| | | 6 4 - B I T - P O W E R | joern@zelator.de |
/ | \ ATARI forever! +--> ATARI <--+

4020. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 20:21:34 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <b2a_9503090230@sherwd.fidonet.org>
Source record: 169799

In a message of 27 Feb 95 19:49:04, Vegard Hofsoey wrote:

VH> From: vegard@henry.interlink.no (Vegard Hofsoey)
VH> Newsgroups: comp.sys.atari.st
VH> Organization: InterLink AS, Trondheim, Norway
VH>
VH> *I* would guess that the group would be larger than that, but I may have
VH> been proven wrong... I realize that art programs is not excactly
VH> *lacking* for the ST. :-)
VH>
VH> I get your point, *usefulness* is what counts. This is what I try to
VH> accomplish.

Vegard, what program would this be? Degas is no longer supported, but if you plan to continue your support, and it's at least as good as Degas, I may want to get it.

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

4021. ST Xformer Source

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 20:22:28 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95067.152228STIRRE31@MAINE.MAINE.EDU>
Source record: 169808

Does anyone know where I can get the source to ST Xformer?
Thanks!
-scott tirrell

4022. Thieves in our group

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 20:24:34 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <b2b_9503090230@sherwd.fidonet.org>
Source record: 169800

In a message of 28 Feb 95 05:34:13, One wrote:

OO> From: abstract@wam.umd.edu (One of the poor losers)
OO> Newsgroups: comp.sys.atari.st
OO> Organization: University of Maryland College Park
OO>
OO> OK, why the hell do people bother with these damn requests for
OO> illegal copies of registered shareware? I've noticed that in the DOS
OO> world, people don't seem as concerned about ripping of Huge companies
OO> like MS, but shareware products are generally by private authors.
<snip>
OO> I think everyone here would agree that THIEVES ARE NOT WELCOME in this
OO> group. (BTW, sorry about the yelling)

You are one hundred percent correct. Hear, hear!

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

4023. Falcon SVGA

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 20:26:56 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <b2c_9503090230@sherwd.fidonet.org>
Source record: 169701

In a message of 28 Feb 95 03:25:49, Paul Hills wrote:

PH> Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech
PH> From: hillsp@genrad.co.uk (Paul Hills)
PH> Organization: GenRad Ltd
PH>
PH> This is probably an easy one for someone out there. I've got a
PH> brand new CTX 14 inch SVGA monitor, and I've hooked it up to my Falcon
PH> with a SVGA adaptor from Ladbroke Computing. When I turn everything on,
PH> the display is wrapped across the monitor screen twice. The Falcon is
PH> obviously sending the signal at half the speed it should. Has anyone
PH> got any clues? Can I fix it with a software driver, or have I got to
PH> send my Falcon back to Atari for the third time (and wait another six
PH> weeks on top of the twelve weeks it's already been at Atari in Holland
PH> being repaired)?

That sounds as if the sync is at 15.75 kHz - are you sure your SVGA adaptor
from Ladbroke isn't just plain "broke"?

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

4024. Re: Oh, what have I done?

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 20:28:46 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <b2d_9503090230@sherwd.fidonet.org>
Source record: 169702

In a message of 28 Feb 95 07:10:01, Chris Ridd wrote:

CR> From: C.J.Ridd@cs.bham.ac.uk (Chris Ridd)
CR> Newsgroups: comp.sys.atari.st
CR> Organization: NHS Information Management Centre
CR>
CR> lais@cs.man.ac.uk (S94) writes:
CR> >Any more news on the new ST mag ? Any firmer dates ? We're waiting !
CR>
CR> Yes! There will be a new mag called "Atari World" in April.

Would that be April 1st, perchance?

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

4025. Rack Mounting and other stuff

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 20:36:26 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <b2e_9503090230@sherwd.fidonet.org>
Source record: 169703

In a message of 28 Feb 95 11:23:17, Rhett Shain Brown wrote:

RS> From: rhett@bigwpi.WPI.EDU (Rhett Shain Brown)
RS> Newsgroups: comp.sys.atari.st
RS> Organization: Worcester Polytechnic Institute
RS>
RS> i would really like to make my st more portable for the purpose of
RS> sequencing. i saw a picture once of a hybrid arts rack mount job that
RS> looked pretty nice and i called tech specialties in texas and they
RS> still have rack cases for the 1040.

Hmmm, I'm in Houston. What's the phone number for Tech Specialties?

RS> the other thing i got inspired about when reading the techspecialties
RS> catalog was the idea of housing my good old st in the same case as a
RS> souped up pc. again, does anybody have any experience trying this out?

I have the Mega E in a SuperServer tower - regular clone cases don't have
enough space.

I know Gizmo is working on a kit to put the STfm into a tower - that should
make it fairly easy.

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

4026. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 20:37:42 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <b2f_9503090230@sherwd.fidonet.org>
Source record: 169704

In a message of 27 Feb 95 23:52:27, Hutch wrote:

H> From: hutch@ilmen.lanl.gov (Hutch)
H> Newsgroups: comp.sys.atari.st
H> Organization: UTexas Mail-to-News Gateway
H>
H> > ...tattoos of Enrico Fermi and Edward Teller
H>
H> Hey! Those are my heroes you are bandishing about, there, Jon. :)

Didn't they secretly found ATC in 1947 with the proceeds from their wartime projects? ;^)

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

4027. Re: SLM804 & ICD HA problem

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 20:42:06 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <b30_9503090230@sherwd.fidonet.org>
Source record: 169705

In a message of 28 Feb 95 13:14:33, Dan Fox wrote:

DF> From: fox@vulcan (Dan Fox)
DF> Newsgroups: comp.sys.atari.st
DF> Organization: Naval Research Lab
DF>
DF> The problem I have now is trying to connect _two_ harddrives
DF> plus the SLMC. The TT has an internal drive and if I plug the
DF> SLMC into the ACSI port on the back of the TT, all is well. So
DF> far I have not found any permutation of connections which will
DF> let me have both the SLMC _and_ my external TOADFILE (with ICD
DF> host adaptor and SCSI pro utilities) connected. No matter what
DF> the order, I get ghosting on all laser printouts. [To be more
DF> specific, this only started after installing a SCSI tape backup
DF> drive in the TOADFILE case. Before, when it was just the internal
DF> and external hard drives, the setup would print fine... Any
DF> ideas??? I can still print if I completely disconnect the
DF> TOADFILE from the computer, but it's _so_ much faster than the
DF> internal TT drive, I have most programs installed on the external
DF> drive...]

Pull the termination packs off the tape drive (or the hard drive, whichever is closer to the HA in the Toadcase), Dan. That ought to help.

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

4028. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 20:46:28 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <b31_9503090230@sherwd.fidonet.org>
Source record: 169706

In a message of 27 Feb 95 17:11:56, Kim Andersen wrote:

KA> Newsgroups: comp.sys.atari.st
KA> From: kim@dksoft.ping.dk (Kim Andersen)
KA>
KA> In <3im1e7$l5b@ionews.io.org> Eric March wrote:
KA>
KA> >I can say for a start that my ANSI art program, FANSI, has recieved to
KA> >less than 16 registrations in the almost one year...
KA>
KA> What makes you think more than 16 people are using your program Eric ?
KA>
KA> Let's get one thing straight. Crippleware is and can not ever be
KA> shareware.
KA> Shareware is a fully working program without any limits, were you just
KA> trust the users that they'll registre. Crippleware got limits.

I'm using it and I'm not registered. Of course, I haven't used it much, and I do plan to register. But unless I am ABSOLUTELY sure the registered version will be able to load ANSI screens that already exist, and edit more than a single 80x24 screen at once, I won't be in a hurry - I can use THEDRAW on my lover's 386.

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

4029. <<<HELP!>>, Data lost !

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 20:51:32 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <b32_9503090230@sherwd.fidonet.org>
Source record: 169708

In a message of 28 Feb 95 19:33:43, Thomas Damms wrote:

TD> From: damms002@acpub.duke.edu (Thomas Damms)
TD> Newsgroups: comp.sys.atari.st
TD> Organization: Duke University, Durham, NC, USA
TD>
TD> Could somebody post where I could get a programm to undelete
TD> resp. recover files which were acidentally seleted ?
TD>
TD> I desperately need a programm to recover lost files on a SCSI drive
TD> on my TT030 !

Diamond Edge from Oregon Research. Call Toad Computers in Maryland for the latest prices. WARNING! IF you have written ANYTHING to the hard drive sicne deleting the files, they are probably unrecoverable.

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

4030. Re: Bio Hazard

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 21:00:24 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <b33_9503090230@sherwd.fidonet.org>
Source record: 169707

In a message of 01 Mar 95 01:16:41, Craig Oldfield wrote:

CO> In article: <1995Feb27.135723.34826@ac.dal.ca> gloganwr@is.dal.ca
CO> (Gabriel Logan-Wright) writes:
CO>
CO> > I'm a university student, so my internet access is free. I can't afford
CO> > to feed myself, let alone register a game. ($7? Hardly, translates to
CO>
CO> Maybe you would like someone to steal you a car to get you to and from
CO> lectures? Of course, you would also need to get another obliging person
CO> to syphon some petrol from a nearby car for you. If you can't afford
CO> the registration TOUGH. Start saving for when you join the real world.

I appears to me that "Gabriel Logan-Wright" has made himself the least-popular member of this newsgroup. What do you suppose Roger will have to do to win back his title?

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

4031. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 21:01:58 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <b34_9503090230@sherwd.fidonet.org>
Source record: 169709

In a message of 27 Feb 95 05:31:40, Axel_kielhorn wrote:

A> From: i0080108@ws.rz.tu-bs.de (Axel_Kielhorn)
A> Newsgroups: comp.sys.atari.st
A> Organization: TU-Braunschweig Rechenzentrum
A>
A> DOS is a superior system and every OS needs a DOS box or something
A> like that.

Is this a joke, or do you work in the hallucinogenics lab?

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

4032. Re: Help...real quick question...

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 21:06:12 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <b35_9503090230@sherwd.fidonet.org>
Source record: 169710

In a message of 27 Feb 95 04:15:52, Leech!@#$ wrote:

L> I have a Mega STe as well, the only software I've really had any
L> trouble with are ones that are compiled in some way or another...I guess
L> the compiling algorithms aren't quite compatible or something...other
L> than that, mostly just demos don't work. (Which is, once again, probably
L> because of the above problem). So in the end, try to see if it's
L> compiled. Some of the older compilers do not work and do strange things
L> to your machine.

If it's not compiled, it's not a program - it's source code. What on Earth do
you mean?

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

4033. Falcon DSP mod player routine

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 21:07:20 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <b36_9503090230@sherwd.fidonet.org>
Source record: 169711

In a message of 27 Feb 95 10:19:45, Mike Pelletier wrote:

MP> From: sshifter@ophelia.waterloo.net (Mike Pelletier)
MP> Newsgroups:
comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer
MP> Organization: Waterloo Internet Cooperative
MP>
MP> Howdy, gang. I've pretty much finished a spiffy new MOD player. It
MP> runs as a PRG or ACC, has the _coolest_ 3D look interface, and (coolest
MP> of all) automatically scans any floppy you put in the drive and loads
MP> any .MODs it contains with no need for the user to even have the
MP> ACC open. Unfortuneately I have run into one /small/ problem.
MP>
MP> I have _NO_ idea how to play a .MOD. Oops?

And you also seem to have neglected to provide support for hard drive users,
judging from the "scans floppies" note...

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

4034. WANTED: ATARI VT52/VT100/ANSI CODES

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 21:12:06 UTC
From: matti.koskimies@amda.or.at
Message-ID: <1664404.ensmtp@amda.or.at>
Source record: 169726

This is the third time I ask and noone's still responded on my request, so I'm losing hope, but I still believe there is someone out there who posesses the codes for Atari VT52 and/or VT100 and/or ANSI emulation, so if you are reading this and have the mentioned codes, would you please send a list of them (preferably with some description :)) to my address, listed below. I will be eternally (well atleast for a lifetime) grateful to someone willing to help me out!

4035. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 21:16:36 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950308Z211636.951barheath@heathen.demon.co.uk>
Source record: 169807

In article <3jhtaq$839$5@mhade.production.compuserve.com>
76702.1466@CompuServe.COM "BobR" writes:

: >How refreshing! We haven't had a Bob Retelle pc vs st
: >flameup in ages :-)
:
: For sure... I guess we just haven't had a real quality twit show up
: for me to argue with in a long time...
:
: :)
:
: BobR
:
Having read it all, I'd say you didn't come out of it covered in glory either.
I thought James made as many, if not more, cogent points than you did, yet
your responses consisted merely of insulting him, not refuting his claims.
If this is classed as "good argument", then remind me to kill everything
else of yours.
--
+++++++ standard disclaimer applies +++++++ views are all mine ++++
* barheath@heathen.demon.co.uk - 0 0 0 0 0 0 *
| ------------------ ----------------- ____ o |
* | Barry Heath | |the spare room | _______) |__^__H_ *
| |_____________________| |_____________| |_____| |_________| |
_________o_o___________o_o____o_o_________o_o___o_o_o__()_()_()_o_________

4036. Re: Connect question

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 21:17:38 UTC
From: wwc@axher3.desy.de
Message-ID: <WWC.95Mar8221738@axher3.desy.de>
Source record: 169815

In article <jafraserD5504D.D8M@netcom.com> jafraser@netcom.com (Adele Fraser) writes:

Hi. I ftp'ed Connect about a week back. I like it and find it easy
to use. Sometimes it seems a bit slow with respect to displaying text
(well, slower than I am used to when using Uniterm), but this may be
because of some setting, I'll figure that out myself.

What I can't figure out is how to turn off that (annoying) tinny
"gong" sound that regularly happens.

This 'gong' is warning you about a new fee unit to be paid soon.
But as you probably did not set up the fee system properly, yet you might
want to disable this warning completely - so simply go to the dialling
dialog and start one of the modem setup dialogs there (I think it is
number one). Clear the string with the *.[89]* in it and save the
setup-

Wolfgang

--

Wolfgang Wander wwc@hermes.desy.de
hermes
DESY Hamburg Tel: +49 40 8998 2720
Notkestr. 85 Fax: +49 40 8998 3438
22603 Hamburg http://dxhra1.desy.de/wander.html

4037. FS:ATARI ST GAMES

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 21:29:30 UTC
From: havok@eskimo.com
Message-ID: <D55517.E2@eskimo.com>
Source record: 169811

I am selling the following ST Games:

1)Lost Patrol(Ocean) $12
2)Sim City (Maxis) $10
3)Warp 9 (Software acclratorVer3.2)$10
4)Nitro(Psynosis)$7
5)Flash 1.6 $5
7)TerrorPods $5

All of the software includes Docs and All includes orig Box except
Simcity,Warp9,Terropods these are docs and Disks.
I also have a Syncro-express Software copier forsale $30obo and Various
Abacus Books let me know if you want any of these books and which ones

Please E-mail me if interested in any of the items listed here!

havok@eskimo.com

Thank you......Dan
--

\\\\\\\\\\\\\\\\\\\\ havok@eskimo.com
//////////////////// HAVOK ////////////////////
\\\\\\\\\\\\\\\\\\\\

4038. Re: <<<HELP!>>, Data lost !

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 21:37:54 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3jl83i$7qu@mailer.fsu.edu>
Source record: 169812

Michael Baffoni (mbaffoni@skat.usc.edu) wrote:
>
> What is the latest version of Diamond Edge out? I currently have
> 1.03. Does it support Minix partitions yet (both recovery and defrag)? V2
> Minix partitions?

The latest is 1.10, the upgrader is available on atari.archive.umich.edu.
I'm not sure about MINIX partitions, thought my guess would be "no".

> Have they made any utilites like "image" in the (clone) Norton
> utilites so that you can save your fats (and other critical info) on every
> boot to an identifiable sector on the disk to enhance recoverablility in the
> case of catastrophic (but soft) failures?

There has always been such a utility included with Diamond Edge. It is
Diamond Mirror. Very handy stuff, there.

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

4039. Re: No. ST's Really Are Crap!

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 21:49:56 UTC
From: Craig@thebrink.demon.co.uk
Message-ID: <536308068wnr@thebrink.demon.co.uk>
Source record: 169816

In article: <794544106.2@mettav.exnet> Graham.Irvine@mettav.exnet.com (Graham Irvine) writes:

> Sam you are sacked !
> Leonard Tramiel
> University of Bognar Regis.

ROFL Nice one Graham.
--
Craig Oldfield | Dachshunds With Erections Can't Climb Stairs
craig@thebrink.demon.co.uk | (Les Barker)

4040. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 21:55:14 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950308Z215514.550barheath@heathen.demon.co.uk>
Source record: 169809

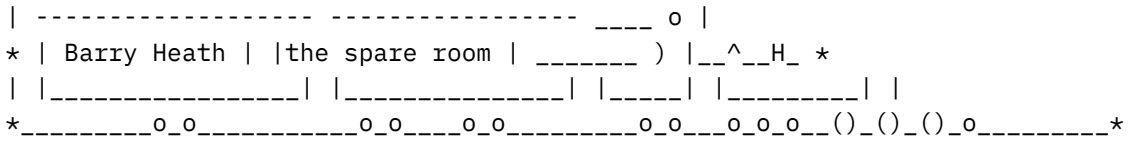
This thread is beginning to go nowhere.
It seems to have degenerated into "Kim versus the rest" thus achieving nothing.
Having read everything, I suspect that the final result will either be to re-define shareware, or we'll all develop our own definitions.

It would seem, taking into account all opinions, that, in the current climate, some form of incompleteness will have to be accepted in distributed, pre-registration versions of software, owing to the prevalence of non-registered users.

May I suggest the following as a working definition for the future: That shareware be considered to be software to which the author maintains full and total copyright, but which may not carry the total performance of the program as distributed. Such total performance may be fully enabled by registration of the program with the author and payment of the requested registration fee. Such incomplete programs may be distributed freely and without hindrance provided said version includes documentation sufficient to enable full evaluation of the program to be made save only for the advertised limitation.

One very pertinent point made by a respondent in another thread concerns the method of payment. In many cases the author is in one country, the user in another, and the currencies are not common. Registration is therefore resisted as the charges made by the moneychangers raise the *effective* fee beyond reasonable levels. Somehow a system has to be designed where it is possible to transfer funds from one currency to another while avoiding the iniquitous bank charges. Joe Connor runs one system in the UK, while other methods include using a retailer to take registrations (cf System Solutions for ConNecT). This may help to improve the level of registrations.
I've done it myself - found a nice little gizmo, then found that the shareware fee is about $5. To change and ship that cash to the US would cost me more than the fee - gizmo junked (or left on the cover disk!)

Anyone else got a better idea?

bazza
--
+++++++ standard disclaimer applies +++++++ views are all mine ++++
* barheath@heathen.demon.co.uk - 0 0 0 0 0 0 *


4041. Re: Oh, what have I done?

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 22:00:00 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950308Z220000.763barheath@heathen.demon.co.uk>
Source record: 169810

In article <3jestk$7fr@epsilon.qmw.ac.uk>
efac001@alpha.qmw.ac.uk "D.Bhabuta" writes:

: S94 (lais@cs.man.ac.uk) wrote:
: : Me too. I recently discovered that the library in my CS department at uni'
: : has a huge stack of old ST World mags. I have spent nearly every spare
:
: I'll have to take a trip to the Library sometime. Do they operate
: Inter University loans?
:
:
I've got issues 34 to 50+ of ST World sitting on the bookshelf. If you're
passing Notts on the way between sites at any time, feel free to call in
and borrow them!
--
+++++++ standard disclaimer applies +++++++ views are all mine ++++
* barheath@heathen.demon.co.uk - 0 0 0 0 0 0 *
| ------------------ ----------------- ____ o |
* | Barry Heath | |the spare room | _______) |__^__H_ *
| |__________________| |_____________| |_____| |_________| |
_________o_o___________o_o____o_o_________o_o___o_o_o__()_()_()_o_________

4042. Re: I'm a brand new mega ST owner: Help!

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 22:28:08 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950308Z222808.143barheath@heathen.demon.co.uk>
Source record: 169813

In article <D4qAtM.BqE@lazrus.cca.rockwell.com>
nggilber@cca.rockwell.com "Neal G. Gilbertson" writes:

:
: Well I've done it. Went and bought me an Atari.
: Now, I know anything about these and still know nothing
: as I didn't get any manuals with it.
:
Don't worry. Most of us got Atari manuals which are about as much use as a
chocolate fireguard.

: I own an Amiga 3000 (very very nice!), Apple IIGS (2, My wifes), TI99/4a
: I have owned a commodore Amiga 500, Amiga 1200, Amiga2000, C64 and C128.
: I Did have a Apple Mac running in my A3000 by emulation (worked great)
: and did last easter week-end for less than 48hrs owned a 486DX from best-buy
: and would have taken it back on E sunday but they were closed.
:
No SEGA? :-)

: And now, an Atari Mega ST with B&W Mon and Emagic Notator Logic Midi Prog.
: I have the manuals and all for Emagic so no problem there.
:
That's a start...

: Is there any info on the atari one can obtain?
Yes, all over the place
: Maybe someone out there has a manual they can Give/sell me.
not me I'm afraid, but wait a second...
:
: I have a pretty good idea whats going on and I can just run Logic
: as is and need to know no more.
: I want however to know more!
And so you should :-)
:

Atari are notorious for their crappy manuals. Get hold of a text file
(about 250k) "Your Second Manual Of The Atari ST" as it will tell you more
than the official book. In fact you may find a few printed copies of YSM
still around, but the electronic version should be on most sites somewhere.
ST Tour would also help; it's a program by Atari that just shows you the
basic operation and lets you play around with the mouse and window gadgets.

: Any info would be helpfull.
:
: BTW: I like it so far!
As the actress said to the bishop (sorry!)

:
: Thanks,
:
: Neal G
:
:
Welcome to the wonderful world of Atari - marvellous machines, crappy
company!
--
+++++++ standard disclaimer applies +++++++ views are all mine ++++
* barheath@heathen.demon.co.uk - 0 0 0 0 0 0 *
| ------------------- ----------------- ____ o |
* | Barry Heath | |the spare room | _______) |__^__H_ *
| |_________________| |_____________| |_____| |_________| |
_________o_o__________o_o____o_o_________o_o___o_o_o__()_()_()_o_________

4043. Re: My monitor is interfering with the soundon my Mega STe

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 22:55:42 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950308Z225542.110barheath@heathen.demon.co.uk>
Source record: 169817

In article <3jig9j$97u@hobbes.cc.uga.edu> shunt@sb.dcs.uga.edu "myelin" writes:

: What is an earth loop, and where would it and the cable shielding be located;
: on the motherboard? I get the same hum also when I run it on a TV.
:
:

An earth loop occurs when both ends of the earth (ground) side of cables connecting systems are connected to the ground terminals. If, for instance you have a tape deck and an amp, each connected to an earthed mains plug, and you connect them via standard shielded audio cables, then a loop develops between the grounded side of the cables and the mains ground. Both ends of the shielding are grounded via connector pins, and both ground terminals of the equipment are also connected. The effect is to form an antenna which picks up the 50 or 60Hz mains frequency, and induces that into the signal cables of the conencting leads.
A loop -can- also occur between the signal return and the shield, but this causes a less noticeable hum, but will affect signal quality.
The solution consists of breaking the loop; it's normally done by disconnecting the shielding braid inside one of the audio lead plugs. The shield is that braid or foil which runs around the wires inside a cable, on an Atari it's also that metal covering over the motherboard. Don't try disconnecting that or the mains ground. One's not practical, the other could be lethal.

In your case, as in mine, the disconnection has to be made in the signal circuit, and I think it will have to be done inside the cables. The grounded shields must be connected to ONE of the units only; it's probably better to make it the Atari. Either that or get a proper electronics engineer to figure out exactly where your loop is occurring and break it in the monitor.

Hope this helps. An earth loop is not a component, it's an accident! get back to me if it's still not clear and I'll try to figure out a way of showing it graphically.

--
+++++++ standard disclaimer applies +++++++ views are all mine ++++
* barheath@heathen.demon.co.uk - O O O O O O *
| ------------------ ----------------- ____ o |
* | Barry Heath | |the spare room | _______) |__^__H_ *
| |_________________| |_____________| |_____| |_________| |
_________o_o___________o_o____o_o_________o_o___o_o_o__()_()_()_o_________

4044. Re: CPM on atari

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 23:11:42 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D559rJ.BCD@cix.compulink.co.uk>
Source record: 169750
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <3jk1n0$c39@agate.berkeley.edu>, tkk@uclink2.berkeley.edu said:
>
> Has anyone had any experience running CPM on the Atari 1040? A friend
> of mine has a Synergy(pre-MIDI) keyboard which can be controlled by
> CPM programs, and he's trying to use the Atari CPM emulation program.
> Does the CPM emulation on the Atari useful? work?

I played around with it for a bit in 1986 before I had any *real* software
for my ST. It seems to work just fine - though several of the standard CPM
utilites like 'pip'(?) are missing.

> Specifically, is it possible to use the RS232 port under CPM emulation?

I'm pretty sure it did - can't remeber if I tried it though.

:-)

Roland.

@CiX

4045. Re: File at UNI-KL.DE..

Newsgroup: comp.sys.atari.st
Date: 1995-03-08 23:33:43 UTC
From: paul@xciv.demon.co.uk
Message-ID: <794705623snz@xciv.demon.co.uk>
Source record: 169830

In article <H.eg.wRFZEFObSXY@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca "Chris Herborth" writes:

> >(Sorry, no experience with NeXTstep).
>
> NEXTSTEP is pretty much the Mac GUI running on UNIX, and looking a
> little different. It's as standardized as the Mac, thanks to its
> object-oriented GUI foundations. Very nice to look at, and to use,

If you like NeXTSTEP then wait for OpenStep, same type of thing except it will run on a multitude of plaforms. Sun, Win 95, Win NT, etc..

The bonus is that a lot of developers are coming on board and are going to be part of it and support it.

It's going to be a little like NeXTSTEP but the GUI isn't cast in stone and only defines a "look and feel" AIUI.

This is what I understand of OpenStep anyway, so I could be a little off track in some parts..

(I have a proper press release text at work, mail my work address as in my sig if you would like a copy).

> though it does have some stupid things in it... like the "black hole" or
> "recycle symbol" icon, whose use isn't redily apparent... it's a trash
> can idea, but you can't get stuff back out of it (so the "recycle
> symbol" is a _really_ bad idea, it'll give the wrong impression about
> the action).

I'm pretty sure you can get stuff back, although I don't remember how as I never use it myself. I'm sure you can because if you want files deleted properly you have to 'empty' the recycler.

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk (home), paul@xexos.com (work) */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* "The smoke cleared, the dust settled, no-one knew how many had died, */
/* all around were broken men, they'd said it was safe, they'd lied." */

4046. Re: NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 00:05:30 UTC
From: popemerlin@delphi.com
Message-ID: <xe-799i.popemerlin@delphi.com>
Source record: 169746

Rod McCall <rmccall@mcs.dundee.ac.uk> writes:

>Is there any details on how it will be distribute ie subscription only
>or via newsagents as well?

The magazine will be available from WHSmith or any org who use them as
distributors.

Subs are available, i think.

Phin

4047. Re: NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 00:07:54 UTC
From: popemerlin@delphi.com
Message-ID: <Biwatl6.popemerlin@delphi.com>
Source record: 169734

Savino Grillo AB <grillo@olivea.ATC.Olivetti.Com> writes:

> YEAH!! My ST-Format subscription is next to expire, so
> PLEASE tell us how to get the magazine. I hope you'll
> take Credit Card subscription, since, for us overseaser,
> it's the only fast and cheper way to send money there in UK.

I know that we, Merlin, will take a credit card subscription, even through the Net, so email us your details and we will forward you a subscription form.

Merlin

4048. ********* Complete St System For Sale Cheap. *********

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 00:25:28 UTC
From: dhanna@delphi.com
Message-ID: <BAy4t14.dhanna@delphi.com>
Source record: 169823

Have 520 St upgraded to 1 meg.
2 disk drives
1 color and 1 B&W and 1 Thompson
Lots of software

$200.00 or B/O

System works great.

4049. Re: Connect question

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 00:31:46 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Mar9.003146.15834@bradford.ac.uk>
Source record: 169824

On Wed, 8 Mar 1995 19:43:25 GMT, Adele Fraser wrote:

: What I can't figure out is how to turn off that (annoying) tinny
: "gong" sound that regularly happens.

It is your fee warning bell, to remind you that your phone bill is
clocking up.
To turn it off, go into the Dialling dialog box (under the Misc option in
the window), click on the second "Modem Options" button (It has 2
triangles and the number 2 in it, at the bottom middle of the dialog box).

Then in the bottom left option box, labelled "Fee warning bell at" simply
delete the text string which is there.

Steve Taylor.

4050. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 00:44:47 UTC
From: vegard@henry.interlink.no
Message-ID: <3jlj1v$9n1@henry.interlink.no>
Source record: 169836

Ken Macdonald (macdonald@cfcsc.dnd.ca) wrote:
: vegard@henry.interlink.no (Vegard Hofsoey) writes:
: >I am about to release my second shareware release. The first was a mono art
: >program called Munch witch got 93% in ST Format and 5 out of 5 stars in
: >ST Review. It was slightly crippled, in that no pictures larger than the
: >ST high screen could be saved in other than my own format in the release
: >version. It was on ST Formats subscriber disk. As registrations number a
: >(for me) rather disappointing 20 to date, I'm beginning to wonder if I
: >did not cripple it *enough*, or if the ST market really is *that* small...
: >Now, about to release another shareware program, I would like to hear
: >some opinions regarding crippleware. How much is *too* much? Should I
: >just release an unrestricted version and hope for the best? What do *you*
: >think? If anybody has experience in the shareware scene, I'd especcially
: >like to here from you, but all opinions are valid.
: >BTW, the program in question is called FrontEnd, and can be described as
: >a kind of GEM based "visual GFA basic". I'll post more when I upload...

: Well, that sounds just about crippled enough, just below the knees ya know?
: From my point of view it would be important to see how it prints, so allowing,
: say ten prints to be made , would give me a really good idea as to the quality
: as this would depend on your printer drivers (unless you use Speedo/NVDI/GDOS
: of course - do you?)

The main program itself will only print to 9-pins, but a bonus program
uses (Speedo)GDOS/NVDI for printing.

: Or alternatively, the capability to export/save in another format say 5-10
: times would allow me to judge how usefull pictures created in your program
: would be imported into pagestream or calamus for example. If I can create
: great drawings in Munch, but they just become scrambled eggs in calamus I
: would tend to lode interest, non?

This limitation only exist for pics larger than 640*400...

: As regards the Atari market, it may be small, but I feel inundated!! I've
: downloaded tons of software and keep almost none of it. There have been so
: many drawing/paint programs I've downloaded I have lost track - hey - I may
: have even downloaded your program, but may have tossed it for the reasons
: mentioned above - I couldn't test it. But I can't remember if I did or not.
: There's a program that I think I might keep called PAD, so I better send off
: my fee A.S.A.I.G.T.$. Do you know PAD, can you objectively compare it too
: Munch?

I realize ST Format is not regarded highly in this forum, but they gave
my program a higher score than PAD. Pad will *only* work with screen
sized pics, Munch will go up to 2500*3500. Munch has more and better

tools (in my humble opinion :-)

: I understand that you don't want to give away the fruits of your sweat, but I
: think you have to remember that people have to know that the program will do
: what they need it to do. Is it possible for you to only allow 5-10 file
: exports per program? Or maybe fewer eh? It just occured to me that 'some'
: people might just download multiple copies, and when their 10 free exports
: expired, de-compress the next copy. (We have names for people like this) So
: maybe 1 or 2 exports per program in order to keep the hassle level too high
: for abuse, but still enough to give you an idea.
: I've also seen developers talking about how many downloads their program got
: compared to the number of registrations they received! Perhaps you feel that
: once someone downloaded your program it wouldn't be possible that they would
: not rush their money too you for the fantastic program you've written.
: Therefore almost everyone who has downloaded your prg is using it without
: paying for it! Reality check. I download a lot of stuff I am curious about,
: but have no use for at the time I download it. I download it to satisfy my
: curiousity and to see if perhaps I do have a use for it! If you're not getting
: enough registrations, perhaps you should look at the perceived usefullness of
: your program, and the competition. Ask the writer of GEMview how many
: registrations he's received, hopefully more than 20! (he's got mine anyway)

I have *no* idea of how many people have downloaded Munch. I don`t even
know how available it is for downloading. All I know is that I uploaded
it to umich.edu...

: Hope this was usefull
: Thanks/merci
: -ken

Yes it was!

: OOOPPPS> I may have goofed. Not being familiar with Munch. Did you say that
: only pictures larger than 640x400 could be saved in your format, therefore
: pictures smaller than 640x400 could be saved in alternate formats? If that's
: the case, that isn't crippleware at all!

Yes, that is the case. The restictions are only true for pics larger than
640*400. Sceen sized pics can be saved as PI3 (IMG & PAC are reserved for
the registered version). It *is* sort of crippled, but not much... (if
you only want screen sized pics, or output in C or assembler format).

: Do any members from the Atari Developers Assoc. have any input vis-a-vis
: unrestricted software and crippleware releases?

I`d like to hear that, too!

Vegard Hofsoey (vegard@interlink.no)

4051. Re: No. ST's Really Are Crap!

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 00:51:57 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1995Mar9.005157.23220@bradford.ac.uk>
Source record: 169828

Requiem (cm3hirjd@bs47c.staffs.ac.uk) posted:
: Craig Oldfield (Craig@thebrink.demon.co.uk) wrote:
: : In article: <ECS9503041655A@wlv.ac.uk> b9458317@wlv.ac.uk (Sam Tramil)
: : writes:
: : > Good afternoon everyone.
: : > I am Samuel Tramiel of the Atari Corporation. For many years I took great
: : > pleasure

: : Well thank you for that you sad pathetic moronic little shite. Now go
: : away and masturbate you wanker. It is indeed a shame that you are so
: : saddened by your choice of machine that you have to hide behind a
: : pseudonym to spout your childish babbling.

: Please.. go gentle on him... the poor guy does have to go to Wolverhampton
: Uni after all ;-)

cough Staffs :-).

I went there on an open day :@).

Oh shit, I just remembered; I go to Bradford.

Oh well, I suppose there goes my fun... ;-).
--
\|/ ____ \|/ Paul Anthony Booth \|/ ____ \|/
@~/ ,. \~@ Department of Electronic and Electrical @~/ ,. \~@
/_(__/)_\ Engineering, University of Bradford, England. /_(__/)_\
__U_/ Email: P.A.Booth@Bradford.ac.uk __U_/

4052. Karaoke Midifile Player For The Atari?

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 01:41:11 UTC
From: julian@loose.apana.org.au
Message-ID: <3jlmbn$9nl@loose.apana.org.au>
Source record: 169657

Is there one?
For any type of computer?
Thanks, Julian.

--
/| |\ o _, /"" o |\ |\ _ ,_ _|
| | | | |/ | / | /|/| (_ | |/ |/ / _/ | / |
\|/ \/|_/|_/|/\/|_/ | |_/ _| |/|_/|_/_/ |/\/|_/
(| julian@loose.apana.org.au |) |)

4053. For Sale: 1040ST/SM124 mono $175

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 01:51:24 UTC
From: selick@acs2.bu.edu
Message-ID: <3jlmus$bkg@news.bu.edu>
Source record: 169659

Title says it all - I have a 1040ST with a mono SM124 monitor that I am selling for $175, including shipping within the continental US. It's got a double sided drive built in, and a built in clock as well. All works just great!

Call Steve @ 617-782-2219 or e-mail selick@acs.bu.edu

4054. XoR help!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 01:53:33 UTC
From: gustavo@dent.uchicago.edu
Message-ID: <D55H99.79K@midway.uchicago.edu>
Source record: 169654
Cross-posted to: rec.music.makers.synth,comp.music,comp.sys.atari.st

Hi!

Does anybody out there have the docs for EoR, the profile editor for XoR? (In case you don't know what this is about, XoR is a universal MIDI patch editor/librarian for the Atari ST and other platforms). I suspect my documentation file must be truncated, because it ends in the middle of the Prophet V tutorial (especially since this is labeled Example 1). Any help in this regard will be most appreciated. Incidentally, has any reader of this group attempted writing an instrument profile from scratch? Thanks in advance.

Gustavo

4055. CD system for the ST $100

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 01:55:27 UTC
From: selick@acs2.bu.edu
Message-ID: <3jln6f$bla@news.bu.edu>
Source record: 169660

I'm looking to sell my NEC CD-36 cd-rom player (does NOT read photo-cd, but will read standard PC style cd-roms. I'll include the GEMini Atari cd-rom disk, and Extendos software. All you need is an ICD SCSI host adaptor, or a TT/Falcon, and you're all set! First $100+shipping takes it!

-Steve 617-782-2219
selick@acs.bu.edu

4056. Looking for z-ram upgrade

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 03:18:34 UTC
From: mattgrace@delphi.com
Message-ID: <Bo+bFdy.mattgrace@delphi.com>
Source record: 169838

I already have the ram for 2.5 upgrade, but my z-ram upgrade itself is shot...
If you have one for sale reasonably, let me know!!
Matt

4057. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 03:22:13 UTC
From: rb@rbsoft.bias.uni-bremen.de
Message-ID: <3jls95$j4g_001@bias.uni-bremen.de>
Source record: 169742

In article <D4sDB2.G3H@cix.compulink.co.uk>,
rgivan@cix.compulink.co.uk ("Roland Givan") wrote:
>In message <3ijbvg$qji@henry.interlink.no>, vegard@henry.interlink.no said:
>
> > Now, about to release another shareware program, I would like to hear
> > some opinions regarding crippleware. How much is *too* much? Should
>
>It must work - but just leave out some of the better features - so that
>anybody *really* using it will need to register.
I don't think this is a good idea because the better features is the
interesting thing which I would like to test on a program. If a program
didn't has what I need I didn't test it anymore and therefore didn't
register.

```
>Also get local registration agreements in place. Nobody likes to send money
>abroad.
This very very true. I have around 60 registrations in germany but only 5 or 6
from other contries. How comes ? The reason is the exchange rate for foreign
currencies.

cu B.

----- Die luecke die ich hinterlasse ersetzt mich vollstaendig -----
--- greetings from ralf biedermann == rb@rbsoft.bias.uni-bremen.de ---
```

4058. Re: Why Mint?

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 04:30:21 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D55oIM.4E8@watserv3.uwaterloo.ca>
Source record: 169776

In article <mattkD54D40.6sq@netcom.com>,
Matt Koundakjian <mattk@netcom.com> wrote:
>Hi all...
>
>I just had a thought...why do people want to run Mint on a Falcon or TT
>when Linux and other Unix clones can run on it....
>
>Matt

Well I prefer MiNT (with Xwin etc) because I have 12 megs of RAM so VM (or lack of it) isn't a problem (yet) and I can access all my drive partitions (TOS and Minix) without any problem (great for moving stuff back and forth) and run most .tos or .ttp programs (of which there are many). Besides Linux for atari is still in the very early stages so there are still some problems - Mint has its problems too but it's been here a while and is stable.

As well it supports all the devices on my TT and stuff like sound players (even DMA sound) work fine under X windows. When more is available for Linux that directly supports atari devices and file systems I'll check it out. It is like having the best of both worlds! Now when someone gets the gemX libraries up and running maybe we can get some GEM programs running under X, that would be REALLY cool!

Does anyone know if there is a Macintosh file system driver for Mint? I'd love to be able to access my Spectre partitions as well.

Thanks,
Sam

4059. Re: Connect.lzh file

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 04:34:56 UTC
From: johnmoon@pyromania.apana.org.au
Message-ID: <1995Mar9.043456.13772@pyromania.apana.org.au>
Source record: 169845

A friend of mine tried it, and he didnt seem that impressed. Not saying it
is bad or anything. Anyway with fax, i prefer STFAX 2.1 its pretty cool!

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

johnmoon@pyromania.apana.org.au

--

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
```

4060. Re: MiNT 1.12 - Baud Rate Settings?

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 04:39:18 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D55oxI.4H4@watserv3.uwaterloo.ca>
Source record: 169777
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <wmpeen.794664124@asterix.urc.tue.nl>,
Erlend Nagel <wmpeen@urc.tue.nl> wrote:
>Just to add some more confusion:
>
>I am able to use HSMOD04 with MiNT 1.12 and Mintnet 0.70. I recompiled
>tip (with SozobonX and Mintlibs pl44) so that it uses RTS/CTS and 19K2
>by default. The connection is easily established and I get fast
>ftp-connections (1.6 K/sec on average). By the way I load hsmod BEFORE
>MiNT (as prescribed by the MintNet installation manual)
>Oh by the way the slattach program will automatically put the tty
>(/dev/ttya, I use Mintos) in RTS/CTS mode if you hadn't done so already.
>

OK, I tried not loading HSMOD drivers at all and then TTser2 did not support 38400 under Mint1.12/MintNet 0.70/pppd - with the drivers it does. This tells me that the drivers are having some effect but the 57600 mode is still not supported. Either way I now think it doesn't matter since the pppd and ppp0 interface use VJ compression so even for text I don't think anything is going to come out of my modem > 38400 since the data is all compressed anyway. It probably averages 1600cps like when downloading any zip/lzh/arc or other compressed data.

It would still be nice to figure out why Mint doesn't allow the higher baud rates supported by HSMOD.

Sam

4061. TT for sale, maybe...

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 04:57:26 UTC
From: caeakin@ix.netcom.com
Message-ID: <3jm1rm$ien@ixnews4.ix.netcom.com>
Source record: 169669

I have 4 meg ST ram TT with a 250 meg hard disk and an extra 50 meg drive (full of ST demos ripped of ftp sites). I haven't been into Ataris for a while cause I moved so I don't know going prices. Somebody quote me an honest price (even if your not interested in buying) and I'll consider selling it. It has a NEC multisync 3Ds monitor which I may want to keep....
At any rate, if there is some one who might be interested in cheap TT lemme know.

BTW - this computer is clean... no roaches living in it. It does get used occasionally to un LHA files for use with my PC and un MSA old ST demos just for fun. It also has about 65 megs (compressed) of MODs... the 250 megs harddisk is full... might not be useful to you but its there.
NVDI, Pagestream, Word Perfect, Diamond Back Utils are just a few of the programs on the hard disk...

Laters

4062. ST Conference in USA?

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 05:04:38 UTC
From: abstract@wam.umd.edu
Message-ID: <3jm296$rrt@cville-srv.wam.umd.edu>
Source record: 169668

Anyone know when the next Atarifest or such will be in the US?
Or where? Thanx in advance!
--Lunatic

4063. Re: Atari Cubase files > Mac

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 05:52:15 UTC
From: kulabocca@aol.com
Message-ID: <3jm52f$217@newsbf02.news.aol.com>
Source record: 169849

I thought that Cubase files were transferable to all the different
platforms Cubase runs on? Or are you not using Cubase with the Mac?

_kb_

4064. Atari Customer Service Phone

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 05:57:13 UTC
From: lamarth@delphi.com
Message-ID: <B0x4dV5.lamarth@delphi.com>
Source record: 169848

Does anyone out there happen to know what the phone number is to Customer Service over at Atari?

Thanks in advance...

David (lamarth@delphi.com)

4065. Re: MinixFS above 32Meg ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 06:45:37 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3jm86i$5fn@status.gen.nz>
Source record: 169673
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Stephane Acounis (acounis@lpnhp3.in2p3.fr) wrote:
: I tried yesterday to initialize a partition on my hard disk with MINIT.TTP in
: order to have a Minix file system for Mint.
: But it refuses to initialize it ! As the size of my partition is 170Megs, I
: wonder if MinixFS can work beyond the 32Megs limit.
: Any clue ?

I have MinixFS and though I have not installed it (yet) I may be able to
help.
In one of the MinixFS docs (can't remember which) it said that MinixFS
will work with >32meg partitions as long as:
The partition letter is below P _OR_
You have XHDI version of at least 2.10 (or was it 1.10??? Something like
that anyhow.) Don't ask me what XHDI is.

Hope that is of some help,
-- Mario Becroft (mbecroft@iconz.co.nz)

4066. Re: About Rufftrade

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 06:56:54 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3jm8rm$5fn@status.gen.nz>
Source record: 169758

Hutch (hutch@ilmen.lanl.gov) wrote:
: I've seen a lot of traffic and praise about Rufftrade recently, but I
: seem to have missed some basic information about it.

: I gather it is a translation aid of some sort. Is it German->English,
: vice-versa, both or what?

It is German to English as far as I know. From wht I have heard there are
more comprehensive ones around.

regards,
Mario Becroft (mbecroft@iconz.co.nz)

4067. umich archives working??

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 07:53:36 UTC
From: dzander@solaria.sol.net
Message-ID: <3jmc60$qoi@solaria.mil.wi.us>
Source record: 169753

Sorry for posting here but I can't seem to get through to the archives
at atari@atari.archives.umich.edu by email. I only have email (no ftp,
gopher, etc) and none of my email is being answered. I have tried sending
'help' in the body of the message as well as 'send help'. Is there a
new address or doesn't the umich atari archives accept email anymore?
I used to use the archive server alot so I believe I know what I'm doing,
its just that something seems to have changed. Can anyone help me?
Thanks.

Douglas Zander

--

Douglas Zander
dzander@solaria.mil.wi.us
dzander@dazzle.sol.net

4068. Re: We use Atari ST for lots of out Music projects

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 09:32:17 UTC
From: clark@ee.ualberta.ca
Message-ID: <3jmhv1$hfq@rover.ucs.ualberta.ca>
Source record: 169757

BobR (76702.1466@CompuServe.COM) wrote:
> It's always good to hear about people who are still using their
> Atari systems for applications like this...

> Are you guys doing professional musical work with them (that's
> what it sounded like from the messages)..?

> I always enjoyed seeing the Atari ST setup at the beginning
> of Paula Abdul's "Cold Hearted" video.. (IF you could find
> a channel that showed the video all the way from the beginning)

> BobR

We use Atari computers at our gigs too.
For our next gig, we are recording most of our sequencing to tape before
the show, and using an atari live to play more 'live' stuff.
fun fun fun.

4069. Falcon SDMA IC information

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 09:34:58 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Mar9.093459.135@genrad.co.uk>
Source record: 169769

Does anyone have any information about the Sparrow DMA (SDMA)
IC in the Falcon. I understand it is an Atari ASIC that maps in memory, and
converts any data sent to it to serial format to communicate with the CODEC.
A datasheet would be brilliant, but that's probably asking a bit much!
Any information would be much appreciated.

TIA, Paul Hills

4070. Re: Archie (was Re: HSMODEM 6)

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 09:41:26 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3jmig6$jse@epsilon.qmw.ac.uk>
Source record: 169755

Scott Bigham (dsb@amazon.cs.duke.edu) wrote:
: I'm confused. Won't these servers produce exactly the same list as
: every other Archie server on the `net? Or do you mean that these
: servers only list Atari-related files?

OK, both SRC and HENSA will produce the same file list. However, you
can go to an archie server in another country, and it will be slightly
different. Not all archie servers keep the same file lists, and they
also have file lists from different places.

: gzip 1.2.4), I was able to find one (1) German FTP site carrying the
This file has been on HENSA too, for nearly a year now.

: appear to be doing a better job than the other translators I've tried.
: So now I need to register the thing, which brings us back to the
: perennial question: how the @*#$*&! do you register a UK shareware
: program from the US? It can't possibly be as simple as mailing the guy
: a check for US$10, can it?

Right then. A couple of ways...

Go to your nearest American Express Office, and get a money order, and
send it to the person.

Alternatively, I can take your order via cedit card, plus a 10%
charge. I will then pass the money onto Charles. However, do ask
Charles if this is OK with him, first.

Danny
--
.signature.signature

4071. Re: ANNOUNCE: Stello 2.1

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 09:43:45 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3jmikh$jse@epsilon.qmw.ac.uk>
Source record: 169756

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: This is one of the best othello games I've ever played.

I expect to receive your registration soon, then. :-)

Danny
--
.signature.signature

4072. Re: uncompressing .Z files

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 09:48:43 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.101.0009D02A@lobby.ti.com>
Source record: 169788

In article <fc6_9503060344@tor250.org> David.Schreiber@balmybeach.gryn.org (David Schreiber) writes:

>Is there a utility that will uncompress Unix files with the .Z
>extension?

It's a Unix compression. On ST, there is a compress.ttp that is the same but you need to watch out for the number of bits used in compressing as ST can only go up to 12-bits and most Unix is 16-bits.

compress.ttp can be obtained from a.a.u.e

+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

4073. Re: Toad Computers - fast response

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 09:53:28 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.102.0009E471@lobby.ti.com>
Source record: 169789

In article <1995Mar7.193526.16084@bradford.ac.uk> S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:

>I can beat that. I sent an Email regarding STraight FAX, and the reply
>came back WITHIN 10 MINUTES! Whilst I was still on-line. Then I replied to
>this mail, and another one came back just as quickly!

Yeah .. I guess I must check the time, I don't check my emails that many
times in a day.

Toad Computer responses are real fast, within half aday, everything is
available for a sale transaction.

+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

4074. J-Office Fax...

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 09:55:24 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3jmjac$lqq@golem.wcc.govt.nz>
Source record: 169770

Hi has any one provided English Doc for J-Office..??

Or how do I get it to dial out, ? it grabs the medem but does not
Dial....??

Thanks..........

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4075. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 10:19:11 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Mar9.101912.137@genrad.co.uk>
Source record: 169775

In response to BobRs message <3iu75r$1rf$2@mhade.production.compuserve.com>,

] Have you ever installed a network card in an Atari ST..?
I don't need to. My Falcon has a LAN port already.

] Have you ever installed a 16 bit stereo wave table synthesis card in an ST
I don't need to. My Falcon has a DSP and 16 bit stereo CODEC already.

] Have you ever installed a SuperVGA accellerator [sic] card in an ST..?
I don't need to. My Falcon drives a SVGA monitor with a 10 quid adaptor
already.

I haven't got an ST, but then I'm not comparing my Falcon with an
IBM XT either. Why compare a modern PC with an ST?

PAH

4076. disabled boy looking for.....

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 10:35:45 UTC
From: Willem Smit <TELEOP2@ESTEC.BITNET>
Message-ID: <95068.103545TELEOP2@ESTEC.BITNET>
Source record: 169787

A disabled boy (spina bifida) 11 years old has undergone two major operations and is now recovering in hospital. One of his hobbies is running a permanent weather station with the help of an Atari computer. Unfortunately last week lightning struck his house and the computer has gone bust.
IS THERE ANYONE WHO CAN HELP HIM WITH SPARE PARTS SO HIS FATHER CAN REBUILD THE SYSTEM WHEN HE COMES HOME IN ABOUT THREE WEEKS????????

If you can help, please contact me through e-mail or call me on 31-71-654136. For Holland 071-654136.

Greetings, Willem Smit. ESTEC the Netherlands.

4077. Re: No. ST's Really Are Crap!

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 10:45:56 UTC
From: djs@jet.uk
Message-ID: <djs.794745906@gen-off-1>
Source record: 169765

Frank.Charlton@256-510-2.centron.com (Frank Charlton) writes:

>In a message of 05 Mar 95 Craig@thebrink.demon.co.uk wrote to All :

> C> Well thank you for that you sad pathetic moronic little shite. Now

>Don't beat around the bush Craig, just say what you mean! :-))
I notice that Craig complained about childish behaviour, then responded
in the above manner himself!
--
JET home page: http://www.jet.uk/
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

4078. Re: Need a RCS

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 11:11:44 UTC
From: henk@elrond.Simplex.NL
Message-ID: <FCJLAGUSUp@elrond.Simplex.NL>
Source record: 169733

In <3jkk07$god@trantjern.ifi.uio.no> Geir Fossum wrote :

>
> Hi there !
>
> Is there anyone out there who knows where i can find a RCS ?
>
>
> Regards from Norway (Land of the Vikings)
>
>-Geir Fossum (geirfo@ifi.uio.no) - University of Oslo, Norway.
>
>
>
ORCS at Hensa ?

Henk

--
Henk van der Griendt, Student Library Sciences
Dordrecht Email: henk@elrond.Simplex.NL or
The Netherlands griendt@Simplex.NL

4079. Re: We use Atari ST for lots of out Music projects

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 11:44:38 UTC
From: lais@cs.man.ac.uk
Message-ID: <3jmpn6$oqq@m1.cs.man.ac.uk>
Source record: 169773

In article <3jhen2$j2c@nuhou.aloha.net>, jsy@aloha.net (John Sydney Yamane)
writes:
|> Aloha! We use Atari STs for music programming workstations and its does a
|> great job in puting out the hits!
|>
|>

Cool ! What type of music ? Is it available commercially ? As MID files ?
Gald you're having fun with them, I do !

S.Lai :)

4080. Re: Coma

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 11:50:10 UTC
From: matija@sirius.ijs.si
Message-ID: <1995Mar9.115010.1757@cathy.ijs.si>
Source record: 169772

In article <794243018snz@chowgar.demon.co.uk>,
Simon Moore <smoore@chowgar.demon.co.uk> wrote:
>I just dowloaded version 2.50 of Coma and read that in the next version an
>English manual will be included. Does anybody know when this will be ?
Version 2.70 of CoMa is out for almost two weeks already. You can find it
on ftp.cs.tu-berlin.de and ftp.cnam.fr at least.

The 2.70 package does contain english docs. You can also order an english
booklet when you register the program. (I did).

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

4081. Re: AV Protocol Docs in ENGLISH

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 11:51:28 UTC
From: aw@zaphot.augusta.de
Message-ID: <FCJLFHWPUP@zaphot.augusta.de>
Source record: 169686

In <3jg5qc$3en@golem.wcc.govt.nz> Roger Sheppard.. wrote:

[...]
>Come on you Germans if you wish others to use and accept your standards
>Please post them in a Language that most people in the World can understand..
>
>Its the same with your software, you have some of the best software in the
>World, but the big problem is that the World can't use it as it in German..
[...]

BTW: I'm working on an english version of my alternate desktop
'Thing'. The docs will also be in english and they contain a
description of the AV protocol - because Thing does support all
functions of this protocol :).

Ciao ...

--
Arno Welzel \ /\ /
aw@zaphot.augusta.de \/--\/

4082. Re: NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 11:53:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <3jmq6s$p4s@m1.cs.man.ac.uk>
Source record: 169778

In article <3jjn5g$k0@olivea.ATC.Olivetti.Com>, grillo@olivea.ATC.Olivetti.Com (Savino Grillo AB) writes:

|> YEAH!! My ST-Format subscription is next to expire, so
|> PLEASE tell us how to get the magazine. I hope you'll
|> take Credit Card subscription, since, for us overseaser,
|> it's the only fast and cheper way to send money there in UK.

Looks like STF are losing readers by the day, and the only way they can counter that is to pull up their socks, not buy out better competitors to shut them down,
because ST owners want a _quality_ magazine. That's why from the sound of Atari World and the support from around here it certainly will beat STF, and I for one
don't care a bit if it does.

S.Lai

4083. Re: Eagle Power II

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 11:56:33 UTC
From: lais@cs.man.ac.uk
Message-ID: <3jmqdh$p78@m1.cs.man.ac.uk>
Source record: 169779

In article <3jk5oa$j8b@h20-hrze.uni-duisburg.de>, sm001pe@unidui.uni-duisburg.de (Pereira Martins) writes:

> The Atari Inside (Germany), the ST Format & two Atari Mags from France
> are going to make an postcard to ask Sam Tramiel to produce the Eagle
> as an oficial Atari Computer !
>
> If in Germany we could convince 5.000 people to send a postcard to the
> WDR (German TV channel) to show News about the Falcon by sending a
> postcard, we could try it with the Eagle, too !!!
>
> Let's try it...
>
> Best regards, Filipe :)

What are the French mags called ? Colour ? Page count ? Are they good ?

S.Lai

4084. Re: Mint Minix Confusion

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 12:05:23 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <D569L0.33@hpbbrd.bbn.hp.com>
Source record: 169717

Randell Spreadborogh (zap@eskimo.com) wrote:
> I guess I am a bit dense but what is the difference between mint and
> minix? I see posts from people setting up minix partitions and are running
> mint but I don't understand. Do I need both mint and minix or will they run
> by themselves? I would like to emulate a linux system and use a bourne shell
> preferably bash as that is what I use as a host. What do I need to
> accomplish this task? I have a STE w/4 megs tos 1.06 and a small hd. I just
> installed geneva and neodesk4 and noticed a prompt in neodesk regarding
> mint. I am still getting familiar with the package. Any help and information
> would be appreciated.

MINIX is an operating system. MiNT is an extension to the TOS operating
system.
MiNT can use a MINIX-compatible file system which is faster and more powerful
than the normal TOS filesystem. If somebody talks about MiNT and MINIX at the
same time, he is most likely referring to MiNT *with a MINIX filesystem*.

To get something similar to a UNIX system you need MiNT (preferably 1.12),
the MINIX filesystem (0.6pl11), bash, and lots of utilities (I use the GNU
file, shell and text utilities, as well as GNU sed, awk, make, GCC, less
etc.). There's also a networking extension, and even X servers and WWW
browsers (which I don't yet have a use for, and which are probably overkill
for my 4MB ST).

Most of this stuff is available from atari.archive.umich.edu and a variety
of other FTP servers.

Greetings,

Jens.

4085. Atari Stocks

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 12:07:46 UTC
From: Elmar Vogt <vogt@nt.e-technik.uni-erlangen.de>
Message-ID: <3jmr2iEauf@uni-erlangen.de>
Source record: 169725

If you're interested in the development of the Atari Stocks,
check out the web page:

http://www.ai.mit.edu/stocks/g/ATC.html

This might substantiate or reject some of the rumours about a new
Atari comp to a certain degree...
(Stocks have been falling almost continuously from October last year,
and have lost ca. 50% of their value at that time.)

Cheers,

Elmar

--
Elmar Vogt
vogt@nt.e-technik.uni-erlangen.de

4086. Re: WWW pages for Atari

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 12:54:13 UTC
From: pitchfsj@aston.ac.uk
Message-ID: <D56BuD.JL9@aston.ac.uk>
Source record: 169783

In article 5JC@isltd.insignia.com, graham@insignia.co.uk (Graham Beint, 313) writes:
>In article kt6@daneel.sds.no, Lars-Erik 0sterud <leo@merkur.sds.no> () writes:
>>Does anyone have any WWW adresses for Atari ST stuff ?
>>
>>Lars-Erik
>>
>Many are pointed at from http://www.dl.ac.uk/MISC/ATARI/atari.html
>
A much better (if, at the moment ever so slightly less complete list) is at:

http://www.aston.ac.uk/~pitchfsj/atari/

It's also in the u.k.

Steve.

___ ___ ___ _ _ ___ All opinions are my own!
M__ M M_ M M M_ Pitchfsj@aston.ac.uk
__M M M__ M M__ WWW: http://www.aston.ac.uk/~pitchfsj/

4087. Re: Gasteiner

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 12:57:47 UTC
From: bericd@bri.hp.com
Message-ID: <D56C0C.Arq@bri.hp.com>
Source record: 169784

Am I the only person not to have had trouble from Gasteiner?

I have purchased a hard disk and a monitor on 2 seperate occasions
from them and have had no trouble at all.

Strange but true!

Beric..

4088. Re: Message to all Frenchmen

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 13:03:46 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199503091302.HAA28155@mail.cs.utexas.edu>
Source record: 169785

>Seriously, I'm pretty sure the authors of CLOE are not aware at all that their
>demo would have been spread so far and wide.

Rhetorical question, Mr Doucet (it's funny, when read in polish, BTW):
what do you think, why did they upload it to the FTP-sites?

>>it is impossible to force anybody to learn Polish; so I can accept English as
>>the language of the international communication AS LONG AS ANOTHER FOREIGNERS
>>WILL ACCEPT IT TOO. If you use your national languages (German, French, Czech,
>>Dutch for example), I will use POLISH in my programs and doc's. Polish, or...

>OK.Then I'll buy a polish->french dictionnary, as I've already done for german

UUUAHAHAHA!!!! <explosive laughing>,... hem... OK. Well, if you, naive man,
think the polish language is as easy as German (hehehe...), buy the dictio-
nary now <grin>. If you do it, you'll have at least a good collection of
dictionaries. And good luck: when I'll finish the program, on which I am
presently working, you may be sure, that I'll prepare a doc-file using
the full features of our grammar, then I'll send it to France. Especially
for you, Mr J.-E.D.

>A brilliant idea, thank you Konrad. What about crippling by only giving
>french (or any other language) program and docs, and waiting for
>registration (with money this time) to send english program and docs ?
>It's only a matter of few hours, just redraw all texts in french.

What do you think, for what reason there is the Trash Can on the GEM
desktop? To put in them unusual programs with their unintelligible docs.
Just think, Mr Doucet. Just think...

>>Quomodo Vobis placeret, Galli defututi, si Latinum sermonem adhibeam?

>Ga Bu Zo Meu.

I don't doubt, that your phrase is as meaty as mine. BTW: did you understand
it using dictionnary?

>"La terre est belle; vue de l'espace, parce que vue de chez moi,
>c'est pas ca!" (Anonyme, XXeme sie`cle)

Rara avis in terris nigroque simillima cycno. Quid? Gallum invenire, qui
superbia sua minime eniteat. Ita barbari humanissimos viros se habent, sed
barbariem suam occultandam nesciunt, quo ab omnibus agnota esse possit.
Rus est rus et rus remanebit.

Konrad
conradus@plearn.edu.pl

4089. Re: NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 14:03:17 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3jn1r5$2ou@percy.cs.bham.ac.uk>
Source record: 169601

cb170@city.ac.uk (HALL B J) writes:
>So he didn't take the Mac mag job after all... :)

Yes he did! I guess he has already resigned.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

4090. M-Stones...

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 14:18:34 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3jn2nq$pmd@golem.wcc.govt.nz>
Source record: 169790

I pulled dnown M-Stones but all I can get is can't load
its RSC..??

Will not work at all as a ACC, this in on a ST and STE,
mono and colour..

Does any one know what is wrong...??

I even tried running it just from a floppy....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4091. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 14:39:16 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3jn3uk$jrs@nyheter.chalmers.se>
Source record: 169606

```
In article <3j8ggv$8gg$2@mhade.production.compuserve.com>,
BobR <76702.1466@CompuServe.COM> wrote:
>The only problem I have with the "take it to advocacy" idea is that the general
>feeling seems to be that it's OK to bash anything BUT Atari here. The slightest
>suggestion that PC/Mac/Amiga/whatever haters might possibly be wrong in their
>exagerations and misinformation usually results in the "take it to advocacy"
>messages...
>
All bashing should be done in .advocacy! I'm tired of reading it here...

Regards, Christer.

--
| Chalmers | USENET: d2cg@dtek.chalmers.se | "Today I've started |
| University | SNAIL: Christer Gustavsson | earning my second |
| of | Hasselvagen 6 | million. The first |
| Technology | S-430 91 H�N� | one failed." |
```

4092. Distributors in Germany and France???

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 16:34:02 UTC
From: vdleij@phil.ruu.nl
Message-ID: <vdleij-0903951734020001@ana-dyn-19.mac.phil.ruu.nl>
Source record: 169792

Hi,

Holland Game Design has succesfully launched their first commercially Falcon030 game called PING 2000. We have established distribution in USA and UK, but not yet for the other two big Atari markets Germany and France. Can anybody please send me addresses either email or snail of distributors, dealers, wholesalers or retailers in either country that might be interested? Other countries are welcome to.

Joost van der Leij.

--
Joost van der Leij,
Holland Game Design,
's Gravelandseweg 127,
1217 ER Hilversum,
The Netherlands.

e-mail: Joost.vanderleij@phil.ruu.nl

4093. Revenge Doc Reader

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 16:35:23 UTC
From: buxmjp@zippy.dct.ac.uk
Message-ID: <1995Mar9.163523.12758@zippy.dct.ac.uk>
Source record: 169793

I really like Revenge the Doc Displayer, but I have on problem. Long files. At 10,000 lines it seems to mucka bout with the first few lines of the doc and cuts everything over 10000 lines off the end. Does anyone know where I can contact the writer, or if a 'fixed' version is available. Or even another reader that can handle files this long. Failing that, I will look out some old code and write my own version.

Mail responses to me and I will post any sites, info, etc

thanx

the hatter

4094. Re: GEM and wierd resolutions

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 16:42:53 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0rmlE7-000CCVC@black.csi.cam.ac.uk>
Source record: 169797

This is the wrong newsgroup. Demon's mail to news server doesn't know
comp.sys.atari.programmer so I can't reply there.

In article <D56EwM.wG@dcs.ed.ac.uk>, jdmt@dcs.ed.ac.uk (Joe Tapply) wrote:

> I am currently writing my own VDI for a DIY SVGA-GFX board setup
> which I have connected to my TT. So far I have only implemented 10 or 15 VDI
> calls, but I can get a desktop etc. I am however having a few problems
> convincing GEM that I am indeed running on a 1280x768 256 colour screen. I
> have written my own v_opnwk and v_opnvwk functions and GEM does seem to
> believe that the screen resolution is 1280x768 - it opens windows across the
> full screen and centres dialogues etc, but the mouse pointer is still limited
> to the maximum x and y coordinates of the resolution from which I launched my
> VDI.

There are a couple of system variables you need to change which limit the
mouse pointer. I can't remember off hand what they were but I remember
using them years ago to get the GFA basic editor to work when run from low
res.

> Also, what exactly do the transparent blit operations (vrt_cpyfm) do
> in transparent, XOR and reverse transparent modes? What do you do with the
> background colour index in these modes?

I believe you handle them the same as when drawing in these modes, eg in
transparent those pixels set in the source are set (to the specified
colour) in the destination, those not set are unchanged; reverse
transparent sets those not set in the source (IIRC) and XOR toggles
(toggles each bit separately I think) all the pixels that are set in the
source.

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Windows. From the company that gave you edlin **

4095. Re: Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 16:48:55 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503091543.AA09309@ilmen.lanl.gov>
Source record: 169794

Ken Macdonald (macdonald@cfcsc.dnd.ca) wrote:

: Do any members from the Atari Developers Assoc. have any input vis-a-vis
: unrestricted software and crippleware releases?

That's exactly what I've been trying to do for the past week!

-Hutch- @ Fair Dinkum Tech

(proud member of the IAAD - Independent Association of Atari Developers)

4096. ST Conference in USA?

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 17:04:33 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503091559.AA09312@ilmen.lanl.gov>
Source record: 169796

In a previous article, abstract@wam.umd.edu (Wakko Warner) wrote:

> Anyone know when the next Atarifest or such will be in the US?
> Or where? Thanx in advance!

Smaller, regional Atari shows continue around the country. Houston, Texas just had theirs and Indianappolis is slated soon, I think.

The biggest show in North America this year will be the ACE show in Toronto, Canada. It's shaping up very nicely and should be well worth attending if you can afford to get there. It might very well be the last BIG Atari show over here. There was a big announcement posted here just last week and more will be forthcoming.

WAACE AtariFest shows in the D.C. area are a thing of the past. :(

There _may_ be a Glendale, California, Atari show later this year but I have not heard any confirmation from John King Tarpinian, the show's coordinator for the last 7 years.

-Hutch- @ Fair Dinkum Tech

4097. Re: Oh, what have I done?

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 17:27:48 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3jndqk$kqm@epsilon.qmw.ac.uk>
Source record: 169795

Andrew Wright (awright@stamford.win-uk.net) wrote:
: >: The mag will be good value, well written and worth buying!
: Let's hope so, Danny, let's hope so...

Uh Oh! Trying to tell me something, Andrew?

Danny
--
.signature.signature

4098. Re: Archie (was Re: HSMODEM 6)

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 17:34:43 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0rmm2G-000CCuC@black.csi.cam.ac.uk>
Source record: 169605

In article <3jki9o$q6g@amazon.cs.duke.edu>, dsb@amazon.cs.duke.edu (Scott Bigham) wrote:

> Sure. And you get the huge list I described earlier.

Only if you don't know how to use it properly. Almost all ftp sites have atari stuff in an 'atari' directory so tell it only to look in directories with atari in the path. IIRC you do

set match-path atari

but you can check it in the manpage or the online help.

> perennial question: how the @*#$*&! do you register a UK shareware
> program from the US? It can't possibly be as simple as mailing the guy
> a check for US$10, can it?

No, that would be no use unless he has a usd account which is very unlikely. But he might accept dollar cash and would certainly accept sterling cash.

Unfortunately you can't get (or use) Eurocheques in the US. With these you can write a cheque in any European currency.

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Windows. From the company that gave you edlin **

4099. Re: Translators..!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 17:35:01 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503091629.AA09325@ilmen.lanl.gov>
Source record: 169740

In a previous message, S.P.Taylor@bradford.ac.uk (Steve Taylor) wrote:

>: Would you feel better if the author charged you 10UKP for just one version
>: and 5UKP for _each_ update thereafter?
>
>Well not from a purely financial point of view, but I do feel that this is
>more ethical.

Wow, I guess I really _am_ confused, now. I must be missing the point.

WHY would you think it more 'ethical' for him to charge 10UKP for just
one version rather than 5UKP for two?

Good thing he's not giving it away or you would be _really_ upset with
him, eh? ;-)

Just joking with you here, Steve. I agree it might be less confusing if
the upgrades were priced less than the initial registration fee, but I
don't see how the current scheme should be considered unethical.

-Hutch- @ Fair Dinkum Tech

4100. Re: Translators..!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 17:35:44 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503091630.AA09328@ilmen.lanl.gov>
Source record: 169741

In a previous message, S.P.Taylor@bradford.ac.uk (Steve Taylor) wrote:

: Plus the fact that 5UKP just about covers the cost of a disk and the
: postage and envelope. Are the ShareWare Authors to cover that forever? I
: think a 5 Pound fee for updates is VERY reasonable.

> Disk: 35p
>Postage: 19p
>Envelope: 1p
>Total: 55p
>
>Which leaves 4 pounds 55p profit!

Yeh, boy... He's really rolling in the dough now, isn't he?

Why, he should be able to retire in just a few short weeks from all
those hundreds and thousands of registrations coming in at 5 pounds
each. And of course, we all know that his TIME is worth nothing.

What a racket! What a profiteering scam!

What nonsense. <sigh>

-Hutch- @ Fair Dinkum Tech

4101. Re: Mac does ST!

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 18:00:18 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.191.000D01AB@cfcsc.dnd.ca>
Source record: 169712

>thomash232@aol.com (ThomasH232) writes:
>---snip-----<
>At this point, if my Mega goes up, I will not (short of a marketing
>miracle) buy another Atari computer. The Medusa is nice, but way too
>expensive. I already have a Mac (Quadra 660av), and at least I can still
>get hardware for it (as opposed to the Atari).
>----snip-----<
>Tom
I am curious. What hardware could you get for the Mac that you couldn't use on
the Atari, and vice-versa? I can't think of anything?!@?#@?
8^)
-ken

4102. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 18:08:50 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503091703.AA09336@ilmen.lanl.gov>
Source record: 169714

In a previous message, kim@dksoft.ping.dk (Kim Andersen) wrote:

> Basicly there is no such thing as real shareware any longer, (according
> to alot of people here).

Is this another page out of 'The World According to Kim' book? :)

> Where does this put the honest people ? I know Hutch would probably say,
> that honest people don't care.

Geez, Kim... I really wish you stop this annoying habit of speaking for me. I really _am_ capable of formulating and verbalizing my own opinions.

> users end up with a limited program, and still the same obligation.
> Thats not fair, and specially not fair to a honest user.

I don't understand your complaint. If users choose to pay the registration fee, they get the full version (and usually some extras such as printed documentation, utilities, or a free update). How is this unfair? Only if the limited version is not clearly designated as such would I agree.

> And it's not "nag" box's and save disable features i'm talking about

Whoa! Wait a minute. At first you said shareware should have NO imposed limitations and now 'nag boxes' and 'save disable' are OK? Which is it?

If it's just the naming conventions that bother you, so be it. Come up with another name (hopefully something with less negative connotations than 'crippleware') and convince everyone else in the world to use it. Of course, how you intend to do that might prove interesting. :)

While primarily a group of commercial software developers, the IAAD discussed this situation before. From memory, this is basically what we informally agreed on:

'Commercial' is software that is never freely distributable and is usually licensed only to the individual purchaser unless a site license purchase agreement is made. It is only available from the developer, dealers or distributors. It's off-the-shelf software and is always copyrighted and may be trademarked, as well.

'Shareware' is generally used to describe all software that is freely-distributed and in which the author requests a registration fee if the user decides it meets his/her needs or after a certain period of time. Whether the distributed program is fully functional or not makes no difference in the classification. It _should_ be functional enough to allow the user to thoroughly test it, of course, and any limitations clearly identified, but that's up to the author to decide.

'Demoware' is used to describe demonstration versions of commercial
software that has been minimally limited (crippled, if you will).
It is freely-distributable (the authors hope you will!) but you can
only obtain the full version from the developer, dealer or distributor.

'Freeware' is just that... the author may still retain distribution
rights, but he doesn't charge individuals for it.

'Postcardware,' 'chocolateware,' etc, are simply fun categories of
freeware in which the author really just wants to hear from you.

'Public Domain' software, in the purest sense, is software in which
the author has relinquished all distribution and usage rights. It may
or may not be copyrighted, however, based on the author's choice.

There might be other categories, but I don't recall specifics.

These are just one set of definitions... your mileage may differ. :)

-Hutch- @ Fair Dinkum Tech

4103. Re: Was Atari A-Z book a con?

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 18:38:59 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <D56rsz.Kp4@cix.compulink.co.uk>
Source record: 169718

>Thanks to everyone for their replies re: Atari book. I have had
>sufficient assurance from the Atari community that a book _will_
>arrive one day but I have _still_ not received any communication
>from the supplier to explain the long delay.
Have you checked your mail box at Liverpool? I have sent you a letter as you
didn't supply me with your email address with the order and replied here.

Not long now any way.

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

4104. Re: Graphics editor for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 18:39:48 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Mar9.183948.12519@bradford.ac.uk>
Source record: 169715

On 8 Mar 1995 12:37:30 GMT, D.Bhabuta wrote:
: lamarth@delphi.com wrote:
: : Hey, does anyone know of a good graphics editor/converter (that is, edit
: : and convert GIF, TIF, JPG, etc. files) for the Falcon, commercial or
: : shareware?
: Ones I would suggest:
: GEMView Shareware
: Imagecopy Commercial
: You can't bat these packages...

You may not be able to beat them fir VIEWing files (although I still
prefer MGIF for viewing GIFs and JPEGs on my mono monitor) but to edit
them I think you need to spend a fortune on packages such as Apex Media or
I think TruePaint from HiSoft handles them.

Steve Taylor.

4105. Re: J-Office Fax...

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 18:46:30 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Mar9.184630.13160@bradford.ac.uk>
Source record: 169716

On 9 Mar 1995 09:55:24 GMT, Roger Sheppard.. wrote:
: Hi has any one provided English Doc for J-Office..??
Nope. I might try to do it if I start to use it regularly.

: Or how do I get it to dial out, ? it grabs the medem but does not
: Dial....??

I had this problem, becaus my modem (US Robotics 14K4 Sportster) only supports FAX classes 1, 2.0, and 3. And Junior Office only supports Class 2 by default.
I have a class 1 driver, kindly sent to me by a German Atarian, but I have yet to see if this works. I expect it will though.

With the permission of TKR, the copyright owner, I am able to make this publicly available. As it stands, I have their permission to download it from their German BBS, but instead I had it sent down the Internet.

Steve Taylor.

4106. Re: AV Protocol Docs in ENGLISH

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 18:52:32 UTC
From: guenther@cabal.shnet.org
Message-ID: <FCJSAIVTUP@cabal.shnet.org>
Source record: 169671

In <3jg5qc$3en@golem.wcc.govt.nz> Roger Sheppard.. wrote:
>In article <3j2h4l$hch@nic.umass.edu>, alib107@twain.oit.umass.edu (Dan Wilga) writes:
>>I would very much like to get a hold of documentation for the AV Protocol.
>>So far, I have yet to see anything that is completely in English, however.
>
>Dan this seems to be a Big problem with Germany, Germans seem to think
>that Germany = the World and every one speeks German...

Yeah right. That's why one who speaks three languages is called
trilingual, one who speaks two is bilingual and someone with just one
language is called American. And shall I start mentioning how often people
in the net thought I was American? Just that I don't use a .de address
makes them think so.

>Come on you Germans if you wish others to use and accept your standards
>Please post them in a Language that most people in the World can understand..

Gemini was aimed at the German market, and so was the implemented VA/AV
protocol. Many programmers _do_ pack English/French/Dutch .RSCs and Docs
into their archives, but still, you are not in the position to _force_
them doing so. Asking them kindly would - IMHO - be somewhat wiser.

>Its the same with your software, you have some of the best software in the
>World, but the big problem is that the World can't use it as it in German..

Yes, some customers here like to use software in their own language, and
that's the reason for this. In addition, there isn't a market for several
of these programs outside Germany, at least the companies and programmers
seem to feel so. And - _all_ commercial programmes for Windows are localized
for Germany, it seems a programme doesn't sell here if in English, t least
not in the clone PC branch of the software market.

>Like Tempus and Tempus Word, HDU, Script and Phoenix just to name a few..

Do you feel there are paying customers for these? I'd then ask some of the
distributors in England or the U.S. to start carrying these products in a
localized version. Systems Solutions, HiSoft and JCA are worth a try, again
IMHO.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

4107. Re: NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 20:02:02 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D56vnE.8rv@cix.compulink.co.uk>
Source record: 169614

> cb170@city.ac.uk (HALL B J) writes:
> >So he didn't take the Mac mag job after all... :)
>
> Yes he did! I guess he has already resigned.
Nope, he's busy working on 1Mac mag, launching a second Mac mag and
launching Atari World! Total workaholic.

Iain

4108. Re: Revenge Doc Reader

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 20:48:22 UTC
From: py4sdh@bath.ac.uk
Message-ID: <Pine.SUN.3.91.950309204701.1040A@midge.bath.ac.uk>
Source record: 169732

References: <1995Mar9.163523.12758@zippy.dct.ac.uk>
Organization: School of Physics, University of Bath, UK

In the referenced article, buxmjp@zippy.dct.ac.uk writes:

> I really like Revenge the Doc Displayer, but I have one problem. Long
> files. At 10,000 lines it seems to mucka bout with the first few lines
> of the doc and cuts everything over 10000 lines off the end. Does
> anyone know where I can contact the writer, or if a 'fixed' version is
> available. Or even another reader that can handle files this long.
> Failing that, I will look out some old code and write my own version.
>
> Mail responses to me and I will post any sites, info, etc
>
> thanx
> the hatter

Well I've mostly written a doc displayer that's similar to Revenge
except that it has top and bottom boarder display so you can see more of
the doc at any one time. At the moment the doc files are assembled as
part of the doc displayer, but with a bit of work it could be modified to
read from disk. It has support for book marks, it's fast and has direct
printer output to parallel port with printing of the whole doc or
selectable blocks from whole doc down to a single line. A bit basic but
that helps keep the speed up

So if there is enough interest i'll get round to finishing it... (maybe)

____ ____ _ _ _ Simon Hammett - py4sdh@bath.ac.uk _ _ _ ____ ____
| Part time programmer and maintainer of the STAssembler Homepage |
| http://www.bath.ac.uk/~py4sdh/index.html |

4109. ? Gemdos file?

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 21:02:48 UTC
From: egg@yolk.demon.co.uk
Message-ID: <794782968snz@yolk.demon.co.uk>
Source record: 169617

Can anyone think of possible suggestions as to why my Gemdos file is only running at 75%(using a test program for the atari)? I'm not using a hard disk. Replies much appreciated.

egg@yolk.demon.co.uk

4110. Verdict on AtariWorks

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 21:16:09 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950309131153.25652A-100000@PEAK.ORG>
Source record: 169736

I've been interested in obtaining a package like AtariWorks, but I am scared of it now.

1) More than one person has complained of a "black page syndrome" - spitting out black pages from the printer. (This must empty ink and toner cartridges in no time!!!)

2) Chris Herborth says when he tries to print to his DeskJet 500, he gets 2-4 bombs and crashes out - AtariWorks isn't suitable for anything in his opinion.

Gosh - I can't believe this! AtariWorks must *really* be from the banana republic of software developers. Any idea how something this buggy could be mass produced?

Is there an alternate package, or at least word processor, that will allow the mixing of text and graphics on-screen??

James

4111. 4 meg upgrade

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 21:41:51 UTC
From: laramary@eden.rutgers.edu
Message-ID: <3jnsmv$8bl@er7.rutgers.edu>
Source record: 169616

I am yet to upgrade my ST. Someone told me that ALL the pins to
the DRAMS must be cut in order for the SIMM board to work, that is if
you are doing it to an STf. What about the STfm? Will I have to cut
all the DRAM pins on my STfm?

--
--Shove it up inside, surprize, lies, stains like--	----All praise BOB!----
blood on your teeth, bite, chew, suck	The Church
---------------away the tender parts---------------	---of the Sub-genius---

4112. Word Processor without bugs

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 21:59:39 UTC
From: bede@li.net
Message-ID: <3jntob$cvo@linet01.li.net>
Source record: 169620

[No readable article body recovered]

4113. Need Manual for Notator Logic!

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 22:26:48 UTC
From: nggilber@cca.rockwell.com
Message-ID: <D572Co.Joz@lazrus.cca.rockwell.com>
Source record: 169737

Hello Atarians

I have Notator Logic version 1,73 that I bought used with a Mege ST2
but I need a Reference manual and/or
any other missing info that would normally come with it.
I have the Black Tutorial Manual, the 1.6 Addendum and the Quickstart manual.
The Tutorial Manual has been quite helpful but there are some
finer points it doesn't cover.

So If you have up-graded to a newer version and have these sitting
around collecting dust I'm interested in obtaining it.

Thanks,

N Gilbertson.

4114. Re: No. ST's Really Are Crap!

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 22:45:49 UTC
From: Craig@thebrink.demon.co.uk
Message-ID: <139866418wnr@thebrink.demon.co.uk>
Source record: 169624

In article: <3jkpum$k57@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

> Please.. go gentle on him... the poor guy does have to go to Wolverhampton
> Uni after all ;-)

ROFL I felt in a particularly acidic mood that day.
--
Craig Oldfield | Dachshunds With Erections Can't Climb Stairs
craig@thebrink.demon.co.uk | (Les Barker)

4115. Re: C-Kermit for ST

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 23:18:25 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3jo2c1$1b4@golem.wcc.govt.nz>
Source record: 169743

In article <3jivnm$3jb@news.cc.utah.edu>, ewj8218@u.cc.utah.edu (Eric Jolley) writes:
>Does anyone out there use C-Kermit for the ST? If so, is there a way to
>select RTS/CTS flow control instead of XON/XOFF? It doesn't seem to be
>one of the flow control options, yet I can easily select it on
>Unix C-Kermit. Wasn't RTS/CTS implemented in the ST version?

Well my Ckermit.ini file has set flow keep and as I shell out
from Flash 1.61 that has the RTS/CTS pached on all is OK...

Mind you Iam using it in Server mode....

What version are you using..??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4116. Re: Softlogik and Atari..

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 23:41:17 UTC
From: rsnyder@panix.com
Message-ID: <3jo3mt$ese@panix2.panix.com>
Source record: 169738

```
g > They would not answer a question or offer to sell me a copy of
g > the manual for this package. Instead they suggesdted that I
g > just spend $495 and get their latest version fo Pagestream.

I find this to be highly unlikely as PGS never listed for this
price. I never had any trouble with upgrades from SoftLogic, nor did
I have trouble getting responses from them.

--Roger

... I was up all night trying to round off infinity
___ Mountain Reader II - #Demo 001
```

4117. Re: World Clock V1.0a..

Newsgroup: comp.sys.atari.st
Date: 1995-03-09 23:48:33 UTC
From: paul@xciv.demon.co.uk
Message-ID: <794792913snz@xciv.demon.co.uk>
Source record: 169651

In article <3jiks0$8dh@nic.umass.edu>
alib107@titan.oit.umass.edu "Dan Wilga" writes:

> : Well no wonder we have not seen the Updates to Neodesk 4 and Geneva yet,
> : as Dan has been playing at clocks...:-)..
>
> If you only knew how long it took me to finish it! I had been working on it in
> my spare time since September. It finally reached critical mass and I had to
> get it out of here.

This is just the kind of thing I've been looking for recently.

Anyone know where I can find it for ftp?

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk (home), paul@xexos.com (work) */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* "The smoke cleared, the dust settled, no-one knew how many had died, */
/* all around were broken men, they'd said it was safe, they'd lied." */

4118. BOOM Preview

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 00:03:49 UTC
From: popemerlin@delphi.com
Message-ID: <h0wbNr1.popemerlin@delphi.com>
Source record: 169739

Hello,

Does anyone have a working copy of this game, the one we were sent was missing
a few files. Emailing the author has not helped and the umich copy contains
exactly what we have got and no more.

If you do have a copy that WORKS, then please email me at POPEMERLIN@DELPHI.COM

Thanks
Bye

4119. Re: Magazine Editors (was Re: Gasteiner)

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 00:11:00 UTC
From: Frank.Charlton@256-510-2.centron.com
Message-ID: <e5c_9503180747@centron.com>
Source record: 169681

In a message of 07 Mar 95 lais@cs.man.ac.uk wrote to All :

l> Do you think STF really give a shite ? They are only interested in
l> making money, not supporting the Atari platform, though I may be
l> proved wrong if the current improvements continue. I wish for the old,
l> good, STF to return.

Of course we give a s**te! I for one am sick and tired of people like you throwing abuse like this about. Atari World is being launched, and STF *is* changing and evolving.

l> I heard they started selling Macs. Well, they still won't last long
l> the way they're going now.

Put it this way - they're an official Apple Reseller. If they muck about in that market, they *will* be sorry :)

Frank Charlton, ST Format.
+--+
| Standard disclaimer: The views of this user are strictly his own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+--+

4120. Mint questions re init & x

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 00:24:45 UTC
From: mattk@netcom.com
Message-ID: <mattkD577t9.IMp@netcom.com>
Source record: 169749

Hi all...

Here are my problems! I worked out the init and login and rc files...kbd, pty, syslogd all load fine...I can log into my "x" account. Xinit runs. It gives me an error message that's roughly 'can't set path /usr/lib/X11/fonts/.....' (it tries to put the path of all the fonts in). Then it gives me an error message regarding its inability to load fixed.bdf. Then it says something about can't find X server...then it aborts. Any ideas?

Second question is about "access". First, where can I get a description of how to put entrys into /etc/passwd. Second, how do you set auothority....most of my files were set up from root...I can't log into root (there's no entry in the passwd file), and I don't know how to set my main account, dog, to have superuser status...

I know this is a bunch of junk, so I'd be extra appreciative to anyone who can paw through all this...

Bye for now,
Matt

4121. Re: Connect.lzh file

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 00:26:06 UTC
From: Frank.Charlton@256-510-2.centron.com
Message-ID: <e5d_9503180747@centron.com>
Source record: 169682

In a message of 08 Mar 95 johnmoon@pyromania.apana.org.au wrote to All :

j> Well I'm not sure if I should be saying this, BUT!!!! if you want to
j> have unlimited use of Connect, just rename CONNECT.OPT to
j> CONNECT.OPX. The only thing is, that you wont be able to have all the
j> nifty mod sound FX.

Oh, *really* clever. You clown.

Cheers,
Frank <frank@tachyon.demon.co.uk>
+--+
| Standard disclaimer: The views of this user are strictly his own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+--+

4122. Re: WWW pages for Atari

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 00:28:34 UTC
From: Bob Brown <bob@earthlight.co.nz>
Message-ID: <Pine.SUN.3.91.950310122743.324B-100000@earthlight.co.nz>
Source record: 169748

On 1 Mar 1995, Lars-Erik 0sterud wrote:

> Does anyone have any WWW adresses for Atari ST stuff ?

here's one that I found a wee while ago. It has some links off to FP
sites and other home pages etc.

http://www.herts.ac.uk/~cs1ha

See ya!

-=-=-=

4123. Re: Need a RCS

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 00:37:46 UTC
From: paul@xciv.demon.co.uk
Message-ID: <794795866snz@xciv.demon.co.uk>
Source record: 169652

In article <3jkk07$god@trantjern.ifi.uio.no>
geirfo@ifi.uio.no "Geir Fossum" writes:

> Is there anyone out there who knows where i can find a RCS ?

I know a version exists as I know it's around on some UK BBS's.

I'm even more sure it's on CiX, perhaps someone could grab it.

I would've thought you might find it if you did a search for 'rcs' in either
of the 2 main Atari ftp site file lists.

src.doc.ic.ac.uk:/packages/atari/umich
micros.hensa.ac.uk:/micros/atari

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk (home), paul@xexos.com (work) */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* "The smoke cleared, the dust settled, no-one knew how many had died, */
/* all around were broken men, they'd said it was safe, they'd lied." */

4124. Re: Verdict on AtariWorks

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 00:45:05 UTC
From: abstract@wam.umd.edu
Message-ID: <3jo7eh$csq@cville-srv.wam.umd.edu>
Source record: 169747

James Wood (jamesw@PEAK.ORG) wrote:

: Is there an alternate package, or at least word processor, that will
: allow the mixing of text and graphics on-screen??

I have AtariWorks, and it has worked well for me... I haven't had any problems yet (virtual knock on wood). However, in response to your question, I also have 1st Word Plus, and it has the features that you desire in a word processor. It's a good one, too.
--Lunatic

: James

4125. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 01:33:57 UTC
From: vegard@henry.interlink.no
Message-ID: <3joaa5$7jo@henry.interlink.no>
Source record: 169664

Eric March (diehl@r-node.io.org) wrote:
: Vegard Hofsoey (vegard@henry.interlink.no) wrote:
: : The program reads RSC-files, and automatically produces an
: : application/accessory from that (in LST format). It should be so easy to
: : use that even novices to programming would be able to have great
: : interfaces without much effort...

: That sounds interesting... but I don't quite understand how a fully
: functional program can be made simply from the RSC file. Does it just take
: the RSC file and create source code that GFA coders can use and modify in
: GFA?

Yes, you're right. It keeps track of all selectables/editable
textfields/radiobuttons in the RSC, and provides an empty procedure for
every object with exit/touchexit status set. The user must fill in theese
him/herself (I'm not psycic :-) You *can* compile it as is, but it
wouldn't *do* anything... That said, it works on everything I have tested
it on, *including* the MagiCMAC demo!

Vegard

4126. Re: Atari Customer Service Phone

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 01:36:15 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3joaefiik4@mhade.production.compuserve.com>
Source record: 169655

The phone number I have for Atari Customer Relations is:

(408) 745-2367 FAX: (408) 745-2088

The main switchboard number at Atari is:

(408) 745-2000

BobR

4127. Re: Cubase

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 01:40:40 UTC
From: Andrew.Nemchick@rebel.genesplicer.org
Message-ID: <5da_9503100355@genesplicer.org>
Source record: 169514

JM>> From: johnmoon@pyromania.apana.org.au (John Moon)
JM>> Date: Sun, 5 Mar 1995 12:58:55 GMT
>>I'm using another sequencer/notation program right now, but I'd be
>>willing to offer $50 to see what Cubase is like.

>>You can call me at (702)897-2404 or leave me your number if the deal is
>>acceptable.

JM>> Your not suggesting that you would be willing to purchase a cracked
JM>> version for 50 bucks are you????

I am ABSOLUTELY NOT asking for a cracked version!!!!!!!! I resent the implication. As I understand it, Cubase requires a dongle anyway, so the point seems moot to me. It would be silly for him to send me just the dongle, and it would be inept on my part to assume that he possesses the programming knowledge to make the software run without it. I made an offer to purchase the legitimate package that was posted for sale here. End of story!

4128. Re: CD ROMs to give you fits

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 01:45:57 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3job0liik5@mhade.production.compuserve.com>
Source record: 169656

Re: Other graphics formats on CD-ROMs

If a disc mentions "wallpaper" or "bitmaps", the files are likely in Windows .BMP format.. (is that how the files on that CD-ROM were named..?)

I'm not sure if the latest GEMview program can handle BMPs or not.

As for having duplicate named files, were there any differences in the sizes of the files..?

Some discs offer two (or more) resolutions of the same picture.. the higher resolution files would be a lot bigger.

Even a PC wouldn't be able to handle files with exactly the same name, in the same directory. Usually the different resolutions are grouped in separate directories... the Atari file system should be able to read them this way... was the problem different..?

BobR

4129. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 01:46:24 UTC
From: vegard@henry.interlink.no
Message-ID: <3job1g$7jo@henry.interlink.no>
Source record: 169665

Barry Heath (barheath@heathen.demon.co.uk) wrote:
: : Kim, I do *not* blame users for me not getting enough to make a living
: : from registrations. I had not excpected to do that, anyway... I just
: : wanted to explore the *degrees* of crippling
: : that is ideal. In an ideal world, it would not be needed at all, and I
: : *seriously* consider *not* crippling my next program release. I am not
: : sure how wise that is, hence the post. I do
: : think your definition of shareware leaves precious few "real" shareware
: : programs, though...
: :
: : Vegard Hofs?y (vegard@interlink.no)
: :
: :
: The other possibility for your program receiving comparatively few
: registrations, may just be the cost. DM60 (I seem to recall) is on the upper
: limits of shareware fees, equating to about ukp50 by the time bank charges
: are added. Most shareware being priced at about ukp10, $15 etc., there
: -could- be just the faint suggestion of profiteering (no offence intended).
: As many commercial programs are now available for not much more, (Calamus
: 1.09 for ukp59, for instance) it could be argued that this view is
: justified.

I charge 23 pounds, and I can accept credit cards, so no transfer fees
should be neccesary. I realize, however, that not everybody has a card,
so I'm currently trying to establish a UK registration point... *I* do
not feel this is too much (I'v worked on this program longer than I care
to think about..,) and do not really think the *amount* is what keeps
people from registering shareware. Then again, I could be wrong?

Vegard Hofsy

4130. Re: Disk info

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 01:53:23 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3jobejiik6@mhade.production.compuserve.com>
Source record: 169653

I'm not aware of any FAQs that deal with the disk formats that Atari uses, but there is (was) a book that goes into pretty good detail.

"St Disk Drives: Inside and Out", Volume 13 of the Abacus series on the Atari ST computers

BobR

4131. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 02:14:30 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3jocm6iik7@mhade.production.compuserve.com>
Source record: 169658

>James made as many, if not more, cogent points than you did...

Sorry, I wasn't keeping score of "points"... and that was part of the problem.. every time I'd try to make a "point", there'd be a shotgun of unrelated agruments.

I'm not about to get into one of those endlessly quoted back and forth, line by line arguing fests where the original point of the discussion just gets lost in the scatter of niggling little details.

I'm not interested in "refuting claims" endlessly.. especially when it's obvious that little of what I've tried to say has actually been listened to.

>remind me to kill everything else of yours.

Sure.. no problem. Since you weren't contributing to the discussion anyway that will hardly matter, will it..?

BobR

4132. MagiCMAC & GFA

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 02:20:19 UTC
From: vegard@henry.interlink.no
Message-ID: <3jod13$7jo@henry.interlink.no>
Source record: 169666

There was a post in this conferance stating that compiled GFA programs do not work on the Mac/MagicMAC. This is, I am happy to say, *not* true.

Vegard Hofs&#65533;y (vegard@interlink.no)

4133. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 02:23:28 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3jod70iik8@mhade.production.compuserve.com>
Source record: 169662

>Why compare a modern PC with an ST?

And who was doing that..?

A network card, a sound card and a SVGA card can just as easily be
installed in an IBM XT as they can in a 1995 Pentium system..

Who said anything about comparing a "modern PC" to the ST..?

BobR

4134. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 02:39:25 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3joe4tiik9@mhade.production.compuserve.com>
Source record: 169663

>Until you buy a new program. Word Perfect, for example.

Yup.. and then, just like I already said, you install it and then leave
it alone.

>Until you want to run something that didn't come pre-isntalled on the hard
>drive, yes.

Yup.. and then you install it and leave it alone. You don't "constantly have
to fiddle with AUTOEXEC.BAT or CONFIG.SYS", you don't "constantly
have to fiddle with IRQ settings", you just set it up and leave it alone.

The point about the AUTO folder screwing up the ST simply illustrates the
fact that ALL computers have their own particular kinds of problems. The
fixes or workarounds don't matter.. they ALL have problems.

The Pinto might have had an exploding gas tank, but that didn't mean the
Corvair was any less likely to flip over...

BobR

4135. Re: Verdict on AtariWorks

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 03:21:36 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3jogk0$670$1@perth.DIALix.oz.au>
Source record: 169667

James Wood (jamesw@PEAK.ORG) wrote:
: I've been interested in obtaining a package like AtariWorks, but I am
: scared of it now.

: 1) More than one person has complained of a "black page syndrome" -
: spitting out black pages from the printer. (This must empty ink and toner
: cartridges in no time!!!)
Yep it must and that = cash (and I dont have to much of it)

: 2) Chris Herborth says when he tries to print to his DeskJet 500, he gets 2-4
: bombs and crashes out - AtariWorks isn't suitable for anything in his
: opinion.
I don't think this is a prob with WORKS (I could be wrong though) more with the
GDOS setup... Even though I do not use works, I have helped setup others with
HP jets and never come across this problem...

: Is there an alternate package, or at least word processor, that will
: allow the mixing of text and graphics on-screen??
Yep PAPYRUS GOLD !! try it you'll love it.. I believe there is a demo available
at HENSA... It really is GOOD (though not yet perfect)

Regards FezzY
--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

4136. Is Atari alive?

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 04:49:02 UTC
From: abstract@wam.umd.edu
Message-ID: <3jolnu$m5l@cville-srv.wam.umd.edu>
Source record: 169678

This is a serious question, so no flames, please...
Bear in mind that I heard this from a friend, who heard it from a friend...
What I understand is that while Atari is still in business, they are no longer active at all in the computer world, just in the game world...
Anyone know if this is true?
I don't care either way, I just am curious...
I'll never sell my ST... until I upgrade to a Falcon...
Thanx!
--Lunatic

4137. Re: We use Atari ST for lots of out Music projects

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 06:22:52 UTC
From: kulabocca@aol.com
Message-ID: <3jor7s$cu5@newsbf02.news.aol.com>
Source record: 169690

clark (clark@ee.ualberta.ca) wrote:
>For our next gig, we are recording most of our sequencing to tape before
>the show, and using an atari live to play more 'live' stuff.

Sounds interesting, what kind of program are you using?

_kb_

4138. Re: FTP site for TOS v1.00

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 06:27:40 UTC
From: kulabocca@aol.com
Message-ID: <3jorgs$d0d@newsbf02.news.aol.com>
Source record: 169691

Rich sez, "WHY on Earth would anyone WANT TOS 1?"

Well, I wouldn't mind having it back, as it was the only TOS version that Digidesign's TurboSythn program would run on. They never bothered to continue support and left it to die on 1.0. :(

_kb_

4139. Request: Cubase - wanted to buy

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 06:33:34 UTC
From: zrollinso@cc.curtin.edu.au
Message-ID: <1995Mar10.153334@cc.curtin.edu.au>
Source record: 169670

A friend of mine uses cubase on a mac and just recently bought the new version (for mac) which includes a few new things like grace notes etc in the scoring.

Since we work in music together I thought that it would be handy if we used the same package - and since the best I have to offer is Steinberg Pro 24 It looks like I am the one to upgrade. Can anybody tell me if the Atari version of cubase is up to speed with the mac version (or have steinberg abandoned us?) and also, is there anybody who is wanting to sell cubase (for Atari)? (preferably in Australia because of cost of postage across the pond but I'll consider just about anything).

...and while I'm asking questions - is cubase score part of cubase or is it a seperate/add on product?

Please send reponses to the address BELOW. Any "me too" requests can go to the address below and I will forward on any responses (if any).

thanks

Steven Rollinson
Steve.Rollinson@MIS.WMC.wmc.telememo.au

Disclaimer: My employer does not care what my opinions are -
as long as I keep them to myself.

4140. Re: 4 meg upgrade

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 06:36:22 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3jos16lqj1@mhadg.production.compuserve.com>
Source record: 169692

>Someone told me that ALL the pins...

Is the SIMM board you're installing a new board, or used from someone else..?

A new board should have detailed instructions for the installation, which should be followed carefully. Even if it's a used board that didn't come with instructions it would be a very good idea to contact the company that made the board, if they're still in business, and try to get a set of the instructions from them.

Generally when increasing the memory in an ST to a full 4 Megs, the original memory on the motherboard has to be disabled since the MMU chip in the computer can only address 2 "banks" of RAM, and with 4 Megs on an expansion board, the 2 banks will be on the new board.

It's not necessary to completely remove the original RAM (or cut ALL the pins), although that certainly can be done. You need to disable the RAM on the motherboard by tying certain of the common lines to the +5 or ground lines which will put the RAM in a "low power-standby" mode and cut the lines to the MMU chip.

It's been too long since I read the instructions on my DataFree upgrade board to be able to give any specific details of how to do this though, and the actual details vary depending on what model of ST you're working with.

I can try to dig up the instruction sheet from my upgrade board, but again, the specific instructions for your board should be the ones to use.

BobR

4141. Re: ST Xformer Source

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 06:44:56 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3josh8lqj2@mhadg.production.compuserve.com>
Source record: 169672

>Does anyone know where I can get the source to ST Xformer?

Darek has released the source code.. it should be available on most Atari archive sites.

BobR

4142. Original Infocom games wanted

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 07:17:08 UTC
From: keith@atlantis.actrix.gen.nz
Message-ID: <D57qwL.C3o@actrix.gen.nz>
Source record: 169677
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.atari.st,comp.sys.tandy

Wishing to purchase the following original INFOCOM games
MUST have ALL original packaging and be in good condition
Any computer format is acceptable

"Bookshelf format"i.e foldout box with plastic cover inside over
disks etc

Sorcerer

The following each packaged as three separate games in a slide container)

Enchanter Trilogy (3 games)
Classic Mystery Library (3 games)

ALso looking for Infocomics
ZorkQuest II: The Crystal of Doom

Willing sellers please e-mail details for negotiation

THanks

Keith Stewart

PS I already have Lost Treasures of Infocom I & II

4143. MagiCMac Demo -- ReadMe in English

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 07:38:24 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <3jovlg$bki@gumby.cc.wmich.edu>
Source record: 169679

A few days ago, someone (I think it may have been Hutch) inquired about the German read-me file that came with the demo package for MagiCMac. It explains how to get things set up, and they were looking for an English translation. Below is one that I whipped up, which is freely distributable (at least as far as I'm concerned), but ASH still holds any possible copyright, since it is a "derivative" work (i.e., a translation).

Any errors are my fault, although I think it's fairly accurate. Possibly some of our native German readers could take a peek at the original file and this translation and let us know if I botched things up too badly.

Hopefully, this will be of some help to people...

- Mark

~~~~ cut here ~~~~

(NB: Translated from the German document "Bitte lesen!" accompanying the MagiCMac demo, by Mark O'Bryan on March 7, 1995. My apologies for any roughness or inaccuracies in the translation.)

MagiCMac demo version of January 3, 1995

Introduction:
MagiCMac makes it possible to run MagiC compatible programs on Apple Macintosh-computers with 68030 and 68040 CPU's. MagiCMac works in parallel with System 7.x and is started like a normal Macintosh-application. All programs, which contain no direct hardware accesses, are generally compatible. Programs which bypass the operating system (e.g. want to grab onto the Centronics-port or the Midi-interfaces), will not run and must be adjusted by their maker.

You can receive the full version of MagiCMac for 298-DM either directly from Application Systems Heidelberg (post-office box 102646, 69016 Heidelberg, Tel. 06221 300002, fax 06221 300389) or at your local dealer.

Requirements:
To test the demo version you need a Macintosh with 68030 or 68040 CPU, on which System 7.x is installed. MagiCMac (presently) does not run on PowerMacs (also not in the Emulation). We also recommend 8 Mbyte RAM for meaningful tests. The demo version makes 4 Mbyte of it available for programs.

Installation:
Simply copy all files of this diskette onto your hard disk.
~~~~

Starting MagiCMac:
The demo version is started with a double-click on the MagiCMac demo-Icon. When the program first starts, an information box appears, which can be left after 5 seconds with a click on OK. Then two further dialogs, which can likewise be acknowledged in the normal case with OK. A short time later the familiar Ease-desktop appears.

In Case of Problems:
If the message "Not enough physical memory free" appears at the start of MagiCMac, it may be that you have virtual memory enabled. In principle, MagiCMac manages with virtual memory, however in the MagiCMac-System dialog under "Maximum entire"[?], the entered memory size may not exceed the size of the physically available memory minus the size of the system.

Therefore, if you own a Mac with 8 Mbyte RAM, in which the system occupies 4.5 Mbyte, you must provide an accordingly smaller entry in the system parameter box of MagiCMac under "Maximum entire" (e.g. 3000 Kbytes). For this purpose, start the MagiCMac demo once more with the Option key (Alternate-key) pressed. Then the corresponding box appears immediately. If other problems should appear at startup, it is advisable to start the Mac once without any system extensions (hold the Shift-key down when starting the computer). Then the demo version should at least be able to be started.

Shift between MagiCMac and MacOS:
You can change between MagiCMac and the MacOS at any time. For this purpose press the key combination Command-W. To return to the MagiC-environment, click on the MagiCMac-window and choose the selection button "MagiC".

The right mouse button:
Since the Macintosh-mouse provides only one button, the right mouse button is simulated through simultaneous pressing of the mouse button and the Command-(Apple-) key.

Ejecting Diskettes:
You can eject a diskette by pressing the key combination Command-Shift-1. Alternatively, you can change into the Mac-environment with Command-W, and then click on the "Eject" button in the MagiC-window.

Exiting from MagiCMac:
To leave MagiCMac, press the key combination Command-Q. Then all running MagiC-programs and MagiCMac are terminated. In the full version you can also return to the MagiC-environment at this point.

Simulated keys:
Keys which are not available on some Macintosh-keyboards, are simulated under MagiCMac with the following Shortcuts:

Function keys F1 to F10: Command-1 to Command-0.
Shift-Function keys are not supported at this time (also not on the expanded keyboard!)

Command-H: Help
Command-E: Insert
Command-D: Delete
Command-U: Undo
Command-C: Clear Home

Differences between the (limited) demo version and the full version:
- At the start of the demo version an Info box appears, which can be left after 5 seconds.
- Also, every 90 seconds the previously mentioned Info box reappears.
- The demo version automatically terminates itself after 10 minutes and must then be started again.
- The applicable working memory is limited in the demo version to 4 megabytes.
- The demo version supports only the C: partition.
- In the demo version no external AHDI-hard disks can be accessed.
- Also mounting of further Macintosh-file and/or-drives (e.g. CD-ROM) is not possible in the demo version. If you want to try files of a CD under the MagiCMac-demo, you must have already copied them into the MAGIC_ C-folder on the hard disk, while in the Finder.
- The Clipboard size for data exchange between MagiCMac and Mac OS was limited in the demo version to 1 Kbyte. With the demo version it can not be printed.
- Various additional programs, like e.g. the Debugger Templemon; VT52 to allow the parallel start of several TOS-applications; and the Icon constructor are not contained in the distribution of the demo version.

For further information please read the document "MagiCMac F&A".

MagiCMac 1994, 1995 by Application Systems Heidelberg software Ltd.,
Post-office box 102 646, 69016 Heidelberg
Telephone: 06221 300002, fax: 06221 300389, Mailbox: 06221 303671

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

4144. Re: NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 07:39:14 UTC
From: tks@st.rim.or.jp
Message-ID: <3jovn2$q2a@news.rim.or.jp>
Source record: 169680

In article <3jkt45$e9n@gamle.ifi.uio.no>,
Thomas Hansen <thomah@ifi.uio.no> wrote:
>
>Please e-mail or post information on how to subscribe, as I don`t think it will be easily
>availbale in Norway (ST Review wasn`t...)
>--
>- Thomas Hansen - E-mail: thomah@ifi.uio.no
>- Oslo, Norway - WWW: http://www.ifi.uio.no/~thomah

Neither in Japan...

Takashi Watanabe

4145. ICD Utils..

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 07:44:07 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3jp007$5dj@golem.wcc.govt.nz>
Source record: 169640

ICD Utils normal or Pro...

Does any one know the latest version of these Utils...

Thanks.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4146. Re: AV Protocol Docs in ENGLISH

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 07:48:48 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950310083708.11957A-100000@joy>
Source record: 169642

On 6 Mar 1995, Roger Sheppard.. wrote:

> Dan this seems to be a Big problem with Germany, Germans seem to think
> that Germany = the World and every one speeks German...
>
> Come on you Germans if you wish others to use and accept your standards
> Please post them in a Language that most people in the World can understand..

Most people in the world understands 2 - 3 languages except for the
ignorant minority that calls themselves "most people in the world".

/Jens M Andreasen

4147. Re: Gasteiner

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 08:36:32 UTC
From: lais@cs.man.ac.uk
Message-ID: <3jp32g$j74@m1.cs.man.ac.uk>
Source record: 169644

In article <068_9503090649@centron.com>, Frank.Charlton@256-510-2.centron.com (Frank Charlton) writes:
|> Do you *have* to quote an entire 2 page message, just to add *1* line? Some
|> of
|> us pay for our net access, you know :-(
|>
|> Cheers,
|> Frank <frank@tachyon.demon.co.uk>
|> +---+
|> | Standard disclaimer: The views of this user are strictly his own |
|> | ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
|> +---+

One guy already mailed me *directly* about this, and I will repeat what I said to him, in a word, yes. The reason ? In the original post, there was a large amount of valid information that is important for the rest of the community to know - that a particular dealer is not up to scratch when it comes to handling with customers. To cut any of it would have made been hiding the truth, and my one line was also a valid statement. Why not have a go at the idiots who come here perpetually posting page upon page of crap that doesn't belong here ? e.g. "PCs are better than STs, get a life..."

Have a nice day
S.Lai :)

P.S. Yes again, I am fully aware that some _pay_ for net access.

4148. Re: Gasteiner

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 08:38:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <3jp358$j7b@m1.cs.man.ac.uk>
Source record: 169645

In article <D56C0C.Arq@bri.hp.com>, bericd@bri.hp.com (Beric Dunn) writes:
|> Am I the only person not to have had trouble from Gasteiner?

Sounds like it to me !

|> I have purchased a hard disk and a monitor on 2 seperate occasions
|> from them and have had no trouble at all.

You're a lucky person indeed...

|> Strange but true!

Are you by any chance related to them ? (No offence !)

|> Beric..

S.Lai :)

4149. Re: I'm a brand new mega ST owner: Help!

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 08:47:32 UTC
From: lais@cs.man.ac.uk
Message-ID: <3jp3n4$jau@m1.cs.man.ac.uk>
Source record: 169518

In article <950308Z222808.143barheath@heathen.demon.co.uk>,
barheath@heathen.demon.co.uk (Barry Heath) writes:

|> Don't worry. Most of us got Atari manuals which are about as much use as a
|> chocolate fireguard.

Heeheehee ! :) :)

|> Atari are notorious for their crappy manuals. Get hold of a text file

Atari give what you pay for. My cousin's 520STE has the naff old STFM manual
with an STE addendum sheet (i.e. "By the way, we've added these bits" !) and
the quality of the case moulding is not brilliant. My MegaSTE has a really
well moulded case (real smooth, consistent colour, and no wavy bits when you
hold it to the light) and an excellent manual. Ho hum...

|> ST Tour would also help; it's a program by Atari that just shows you the
|> basic operation and lets you play around with the mouse and window gadgets.

I still play with this occasionally, for fun !

|> Welcome to the wonderful world of Atari - marvellous machines, crappy
|> company!

Oi, watch it !

S.Lai

4150. Re: NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 08:51:51 UTC
From: lais@cs.man.ac.uk
Message-ID: <3jp3v7$jc6@m1.cs.man.ac.uk>
Source record: 169519

In article <Pine.ULT.3.91.950309063557.20516B-100000@mars>, Jens Andreasen
<jens-and@dsv.su.se> writes:
|> Will this new magazine be made for "grown up's" ? The ST has been around for
|> ten years or so, and some of us are well beyond thirty. I think I'm not the
|> only person to be embarrised by the way ST mag's has been looking for recent

I know *exactly* what you mean. Nowadays, when I go out to buy ST Format, I
stick
it in the bag as quickly as possible after paying. The back cover looks like
something from a children's comic... bleh !

|> years. Does anybody here remember the "ST Log" ? *That* was a great mag !

No, can you tell more ? c.198x ? Price ? Publisher ?

S.Lai

4151. Re: *** TOWERS II AVAILABLE ***

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 09:28:59 UTC
From: gehm@student.uni-kl.de
Message-ID: <1995Mar10.102859@alma.student.uni-kl.de>
Source record: 169650

Cool , the long awaited RPG game will be out,
but please can someone upload it to any ftp
(ftp.uni-kl.de, ftp.cnam.fr, atari.archive.umich.edu) ???

Will the manual be available in europe ???

CUall Rouven]

4152. Re: Atari Stocks

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 09:45:21 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3jp73h$qa7@epsilon.qmw.ac.uk>
Source record: 169607

Elmar Vogt (vogt@nt.e-technik.uni-erlangen.de) wrote:

: If you're interested in the development of the Atari Stocks,
: check out the web page:

: http://www.ai.mit.edu/stocks/g/ATC.html

This link has been available via HENSA for quite a few months now...

Danny

--
.signature.signature

4153. Re: uncompressing .Z files

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 09:53:32 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <SCHWAB.95Mar10105333@issan.informatik.uni-dortmund.de>
Source record: 169627

In article <wongck.101.0009D02A@lobby.ti.com>, wongck@lobby.ti.com (William Wong) writes:

|> In article <fc6_9503060344@tor250.org> David.Schreiber@balmybeach.gryn.org (David Schreiber) writes:
|>> Is there a utility that will uncompress Unix files with the .Z
|>> extension?

|> It's a Unix compression. On ST, there is a compress.ttp that is the same but
|> you need to watch out for the number of bits used in compressing as ST can
|> only go up to 12-bits and most Unix is 16-bits.

|> compress.ttp can be obtained from a.a.u.e

You can also use gzip to uncompress it, in case you have it already.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

4154. Re: ST Conference?

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 10:07:20 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3jp8co$qa7@epsilon.qmw.ac.uk>
Source record: 169629

Harry Sideras (sidcelery@cix.compulink.co.uk) wrote:
: I'll confuse you now by saying that my house is in Birmingham! I've been
: working in London since December and pop back for a couple of days each week.

Oh right. I just remember you telling me that you moved back to the
South East....didn't know you still had your house. :-)

: Not sure if I know anywhere that's cheap/free as you suggested earlier.
Mike Goodman, here I come for some advice......

: I may be able to check next Sunday/Monday.

OK. Thanx.

: It's not a bad idea although it might be something that's better tacked on
: to the Atari shows (if they're still continuing). I'd be prepared to put

They are still continuing, but in a different vein. AFAIK, they will
be more User oriented....or rather that is the plan.

When MAG first started, we all wanted to have a massive meet somewhere
in the country. Just that MAG never reallt took off like it was
supposed to. A rebirth is on course though, and all people who sent me
the money to become members, your money is still intact.

: FX: what have I let myself in for.

hehehe!!!

--
.signature.signature

4155. Re: Oh, what have I done?

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 10:10:49 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3jp8j9$qa7@epsilon.qmw.ac.uk>
Source record: 169630

Barry Heath (barheath@heathen.demon.co.uk) wrote:
: I've got issues 34 to 50+ of ST World sitting on the bookshelf. If you're
: passing Notts on the way between sites at any time, feel free to call in
: and borrow them!

Thanks. I will do that. :-)

I have so many mags at home, theat I don't know what issues I have. I
recently went on a magazine grabbing spree. Anyone who was selling or
giving away Atari mags, I took them. Well, I still have to collect
from 3 people. :-)...but I know that I have 2 -3 copies of some issues
in ST World, User, Applications, Format and Review. :-)

Danny
--
.signature.signature

4156. Re: Games Wanted

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 10:46:05 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3jpald$6ua@golem.wcc.govt.nz>
Source record: 169683

In article <794612008snz@chowgar.demon.co.uk>, smoore@chowgar.demon.co.uk (Simon Moore) writes:
>Has anybody got any of these ST games they want to sell or swap.
>
> Oids (old game by FTL of Dungeon Master fame)
> Alernate Reality (even older rpg)
^^^^^^^^^^^^^^^^
I did read in a mag that the first version was only 8 colours
and when the PC version came out it was updated to 16 colours,
you could send your disk back and get the Atari version to
16 colours...

So does any one have the 16 colour version...??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4157. Re: Falcon external HD installation problems

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 10:52:07 UTC
From: eems@nlr.nl
Message-ID: <3jpb0n$ggv@liberator.et.tudelft.nl>
Source record: 169688

Barry Heath (barheath@heathen.demon.co.uk) wrote:
: In article <3j2o6p$cj4@news.doit.wisc.edu>
: v_white@ece.wisc.edu "Victor White" writes:

: : Friends
: :
: : I recently purchased a bare bones Falcon, and I'm having trouble
: : installing an external hard drive.
: :
: : I started by installing the AHDI.PRG in the /auto directory.
: :
: : Thus, when I rebooted, it recognized the hard drive, I got the message
: :
: : Device 0 - Micropolis
: : Device 1 - Maxtor
: : Not Boot loaded
: :
: : (which is very hard to read as it flashes on the screen only a tiny
: : fraction of a second)
: :
: : The "not boot loaded" command is reasonable, as I was booting off the
: : floppy.
: :
: : Then, when I finally get to the gem desktop screen, I only have the two
: : floppy icons, trash icons, and what appears to be some generic
: : hard disc icons (for drives D: and E:), which are there regardless
: : of whether I have the scsi stuff connected or not.
: :
: : At this point when I run the HINSTALL.PRG, and do an install,
: : I see no drives highlighted as being available for mounting.
: : All I see is a matrix of drives, up to about H:, which are all
: : in "Half-tone" sort of signifying they aren't available for mounting.
: :
: : I am ignored when I click on them.
: :
: : I can quit the program and go back normally to the desktop.
: : But there's no hard drive installed.
: :
: : There's no cherry bombs or anything. Just no available drive.
: :
: : Any ideas??
: :
: :
: I suppose it is a stupid question, but is the drive formatted? Is the SCSI

: id jumper/switch set correctly? Are you using a SCSI or IDE drive. Is the
: software set correctly for it? Is the hardware compatible?
Try booting with nothing in the auto folder. Then run AHDI, it should mount the SCISI drives
then use HDX to format/partition (if it isn't already done). In the last desktop-menu is an option
to scan all devices and put them on the desktop. Your SCSI drives should be on the desktop now.
Use Hinstall to install the boot software

Pieter
eems@nlr.nl

4158. Re: ? Gemdos file?

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 11:01:14 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D581A2.HAv@cix.compulink.co.uk>
Source record: 169685

> Can anyone think of possible suggestions as to why my Gemdos file is
> only running at 75%(using a test program for the atari)? I'm not using
a
> hard disk.
Sorry, I don't understand, what GEMDOS file?

Iain

4159. Re: ICD Utils..

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 11:05:56 UTC
From: djs@jet.uk
Message-ID: <djs.794833500@gen-off-1>
Source record: 169684

sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard..) writes:

>ICD Utils normal or Pro...
>Does any one know the latest version of these Utils...
6.5.5 is the latest available from Systems Solutions. There hasn't been
an update for a while, as far as I can see.
--
JET home page: http://www.jet.uk/
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

4160. Re: Why Mint?

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 11:11:16 UTC
From: eems@nlr.nl
Message-ID: <3jpc4k$ggv@liberator.et.tudelft.nl>
Source record: 169693

Samy Mesbah (sasmesba@kingcong.uwaterloo.ca) wrote:
: In article <mattkD54D40.6sq@netcom.com>,
: Matt Koundakjian <mattk@netcom.com> wrote:
: >Hi all...
: >
: >I just had a thought...why do people want to run Mint on a Falcon or TT
: >when Linux and other Unix clones can run on it....
: >
: >Matt

: Well I prefer MiNT (with Xwin etc) because I have 12 megs of RAM so VM (or lack
: of it) isn't a problem (yet) and I can access all my drive partitions
: (TOS and Minix) without any problem (great for moving stuff back and forth)
: and run most .tos or .ttp programs (of which there are many). Besides
: Linux for atari is still in the very early stages so there are still some
: problems - Mint has its problems too but it's been here a while and is stable.

: As well it supports all the devices on my TT and stuff like sound players
: (even DMA sound) work fine under X windows. When more is available for Linux
Xwindows ? Is there a Xwindows version for the atari ?

What do I need, Where can I get it?

(I have an Atari Falcon 030)

Pieter
eems@nlr.nl

4161. Re: PC Ditto on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 11:14:52 UTC
From: eems@nlr.nl
Message-ID: <3jpcbc$ggv@liberator.et.tudelft.nl>
Source record: 169694

Anthony Jacques (jacquesa@cs.man.ac.uk) wrote:

: Hi, I have both PC ditto and a Falcon, and have managed to get it
: to run (with backwards). Unfortunately, it ignores my (internal) HD,
: and so is of very little use... not that its exactly fast anyway!!

: Has anyone got it to recognise the IDE drive?

: Anthony

Why do it difficult. I use an (shareware) ms-dos emulator voor the falcon.
It works great (but slow) once you have figured out have the harddrive system works

4162. Re: *** TOWERS II AVAILABLE ***

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 11:16:40 UTC
From: eems@nlr.nl
Message-ID: <3jpceo$ggv@liberator.et.tudelft.nl>
Source record: 169695

GEORGE GAGHON (gaghon@nevada.edu) wrote:

: ==

: T O W E R S I I

: ==
: Update

: Towers II will be available Friday, March 10th
: for downloading. The manual will be available
: shortly afterwards. We will be taking advance
: orders as of the 10th.

: The manual will retail for $24 and will be
: available from us or from:

: STeve's Sales (916) 661-3328
: B&C Computers (408) 986-9960

: Goodman International (0782) 335650
: Merlin PD (0453) 882793

: ==

: Towers II is a smooth scrolling, RPG game for
: the Falcon 030 computer only. It has been
: tested with NVDI, Warp 9, Blowup, and MultiTos.
: It should work with other setups as well.

: SPREAD THE WORD TO EVERY FALCON OWNER YOU KNOW!

: ==
: JV Enterprises
: PO Box 97455
: Las Vegas, Nev. 89193
: 1-800-252-0194
: (702) 734-9689

Where can i get it at internet?

Pieter
eems@nlr.nl

4163. Re: umich archives working??

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 11:22:06 UTC
From: eems@nlr.nl
Message-ID: <3jpcou$ggv@liberator.et.tudelft.nl>
Source record: 169696

Douglas Zander (dzander@solaria.sol.net) wrote:

: Sorry for posting here but I can't seem to get through to the archives
: at atari@atari.archives.umich.edu by email. I only have email (no ftp,
: gopher, etc) and none of my email is being answered. I have tried sending
: 'help' in the body of the message as well as 'send help'. Is there a
: new address or doesn't the umich atari archives accept email anymore?
: I used to use the archive server alot so I believe I know what I'm doing,
: its just that something seems to have changed. Can anyone help me?
: Thanks.

: Douglas Zander

Try to ftp through email.

Pieter
eems@nlr.nl

4164. SLM-laser on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 11:26:17 UTC
From: eems@nlr.nl
Message-ID: <3jpd0p$ggv@liberator.et.tudelft.nl>
Source record: 169697

Can anyone tell is if it is possible to use a SLM804 (or SLM605) with an Atari Falcon?
I want to use it to print mij Calamus S2.0 documents

Pieter
eems@nlr.nl

4165. Re: ANNOUNCE: Stello 2.1

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 11:40:54 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3jpds6$qf5@bs33n.staffs.ac.uk>
Source record: 169689

D.Bhabuta (efac001@alpha.qmw.ac.uk) wrote:
: Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: : This is one of the best othello games I've ever played.

: I expect to receive your registration soon, then. :-)

I'll register it once I can beat the damn thing (even on easy level) :)

RiCH

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

4166. Re: *** TOWERS II AVAILABLE ***

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 11:50:43 UTC
From: chainxor@kom.auc.dk
Message-ID: <3jpeej$hnu@news.iesd.auc.dk>
Source record: 169698

In article <3jkncl$bn9@news.nevada.edu>, gaghon@nevada.edu (GEORGE GAGHON) writes:
>
> ==
>
> T O W E R S I I
>
> ==
> Update
>
> Towers II will be available Friday, March 10th
> for downloading. The manual will be available
> shortly afterwards. We will be taking advance
> orders as of the 10th.
>
> The manual will retail for $24 and will be
> available from us or from:
>
> STeve's Sales (916) 661-3328
> B&C Computers (408) 986-9960
>
> Goodman International (0782) 335650
> Merlin PD (0453) 882793
>
> ==
>
> Towers II is a smooth scrolling, RPG game for
> the Falcon 030 computer only. It has been
> tested with NVDI, Warp 9, Blowup, and MultiTos.
> It should work with other setups as well.
>
> SPREAD THE WORD TO EVERY FALCON OWNER YOU KNOW!
>
> ==
> JV Enterprises
> PO Box 97455
> Las Vegas, Nev. 89193
> 1-800-252-0194
> (702) 734-9689
>

THIS IS GREAT!!!!!!!!!!! I`ve been waiting for this game for ages.

Is it avaiable on any FTP-sites ???

Keep Cool and Flying...

ChainXOR...

4167. Re: AV Protocol Docs in ENGLISH

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 11:50:59 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3jpef3$r32@osiris.wu-wien.ac.at>
Source record: 169687

I do abaoslutely agree with Roger on that subject. A lot of German
software companies could do commercially much better, if they would have
English Docs, English .RSC files and English help files. As most of these
people do know English, BTW, it is just out of commodity that they do not
work on English versions. This maight be also due to the fact, that
a) for many years we had tto distinctive ST worlds, one with B/W monitors
(Germany, Austria, Switzerland, Holland) and one with Color monitors (the
rest of the world).
It is a shame that in the EU it is not posible to obtain aN English copy
of Tempus Word, for example.
I also think that some do not see the need, as most of those programmers
actively discuss only in the Mausnet, a networked BBS system, and not in
the usenet. Very few regularly read comp.sys groups.
However, if people want to discuss on that subject, you can force those
programmers to do that, as some of the important newsgroups are also
crossposted in the usenet, such as
maus.sys.atari.software
maus.sys.atari.hardware
maus.sys.atari.talk
maus.sys.atari.f030
maus.sys.atari.desktop
to name just a few.
Kick them into their asses :-)
BTW, the same ignorance applies to the UK and American software
companies. Or how many games have you seen adapted and running on B/W
monitors? Again missed opportunities.

Regards,

Alfred

4168. Mint termcap/term questions

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 12:03:16 UTC
From: mattk@netcom.com
Message-ID: <mattkD5845G.78B@netcom.com>
Source record: 169699

Hi...

I'm trying (mostly in vain) to have something other than vt52/tt52. They work fine, but when I am running a slip connection, pretty much everything I do requires vt100. I've goofed with termcap, ttytab, mint.cnf, all to pretty much no avail. Most times, I get a message along the lines of term 'nil' doesn't exist, using "dumb" mode.

I'm running login to tcsh....

Another request is whether there's anything for mint along the lines of tset...a program that lets you change the TERMCAP env variable "on the fly".

Thanks in advance
Matt

4169. Mint-X problem

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 12:05:38 UTC
From: mattk@netcom.com
Message-ID: <mattkD5849E.7IA@netcom.com>
Source record: 169700

I sent a message out along the same lines as this one, but it seems to have disappeared. Either that or I am going to get flamed for putting it in the wrong group!

When I run xinit, I get a message "can't set font paths"...then "can't load fixed.bdf"...anyone had this problem?

The rest the message dealt with setting groups and the like. I've figured that one out pretty much, so sorry to have bothered anyone if the message did get out....

Bye for now,
Matt

4170. Re: MinixFS above 32Meg ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 12:19:23 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Mar10.121923.9691@rhrk.uni-kl.de>
Source record: 169506
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

mbecroft@iconz.co.nz (Mario Becroft) writes:

>You have XHDI version of at least 2.10 (or was it 1.10??? Something like
>that anyhow.) Don't ask me what XHDI is.

XHDI is the eXtended HardDisk Interface Standard which was defined in 1992.
Hard disk drivers that support XHDI offer a lot of useful functions for
getting information about the hard disks connected to your Atari and have
several calls which enable high level programs to communicate with hard
disks in a convenient way.
You find the complete XHDI documentation on ftp.uni-muenster.de in
pub/atari/Docs. The documentation is available in English and German.
Drivers supporting XHDI are HuSHI, hdpSTACK and HDDRIVER.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

4171. Logo Program Wanted

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 12:21:00 UTC
From: gary.ratliff@starnetbbs.com
Message-ID: <9503100634225562@starnetbbs.com>
Source record: 169602

In a set of recent purchases I have learned that Atari supplied both BASIC and LOGO with the very earliest (1984) Atari ST computers.

Later they just supplied the Atari ST BASIC language. As one of the books I received dealt with using ATARI LOGO, I wanted to learn is any of you might have this program and be willing to sell it.

I have gone thru the BRE calatog to try to deetermine if Atari placed this in the pd as they did with the excellend CP/M emmulator package. However, either I didn't read closely enough or there was no Atari LOGO listed.

If you wish to part with an Atari LOGO.PRG disk then let me know what you would consider as payment. TYhen I can determine how much I mightr want this program based on that.

the e-mail should go directly to gary.ratliff@starnetbbs.com

* OLX 2.1 TD * No one ever said that life was fair. Give thanks.

4172. Re: File transfer ST1040<->PC

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 12:27:00 UTC
From: gary.ratliff@starnetbbs.com
Message-ID: <9503100634225563@starnetbbs.com>
Source record: 169603

TD>I guess what I'm looking for is a PC (or Mac) program which will
TD>read from and write to Atari disks. Any pointers?

You really don't need a special program at all. Just use disks which you have formatted on a PC (720k 3 1/2"). [TOS 2.06 even writes directly to 1.44 3 1/2" disks] Once that is done just take the disk to a pc and eddit text files etc.

If you have a collection of software on earlier single sided and double sided Atari format, then you may convert by making a ram disk and reading to this area. Once here place a pc formatted disk in the drive anc copy to that. Empty the ram drive and then reload it with more material and recursivly follow this process till all the conversions are done.

It is even possible to run Atari programs on a pc if you get the GEMULATOR.

Gary

* OLX 2.1 TD * Difference between Windows and a Virus? A Virus works.

4173. OMEn

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 12:49:22 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3jphsi$p9q@dux.dundee.ac.uk>
Source record: 169604

Is their any news on the OMen operating system. For example is their
any apps comming out for it?

Rod

--
--
Rod McCall, President, Lip Theatre Company, Dundee University
WE NEED DONATIONS OR WE'LL HAVE TO CLOSE!!
rmccall@mcs.dundee.ac.uk | University (Term Time)
cdsales@cix.compulink.co.uk | Non term time and for info
info on CD-ROMS (PC&MAC), PC Hardware and Books
==========

4174. Re: Need a RCS

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 14:07:57 UTC
From: richcsst@crash.cts.com
Message-ID: <D589xB.Lzr@crash.cts.com>
Source record: 169619

Geir Fossum (geirfo@ifi.uio.no) wrote:

: Hi there !

: Is there anyone out there who knows where i can find a RCS ?
:

: Regards from Norway (Land of the Vikings)

: -Geir Fossum (geirfo@ifi.uio.no) - University of Oslo, Norway.

I believe the ftp sight "ftp.uni-kl.de" has a program called "ORCS" in
their archives.

I use it and boy is it nice. I was using Mark Williams RCS, but boy was
it outdated. ORCS looks a lot like it, but allows you to set any or all
bits in OB_FLAGS, OB_STATE, etc... It's a general RCS for any language.

If it's not on that sight, then I'm sure Archie will find it.

Rich

4175. Re: Is Atari alive?

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 14:16:27 UTC
From: to43211@gb.fs
Message-ID: <3jpmvr$r6o@news.cict.fr>
Source record: 169608

Wakko Warner (abstract@wam.umd.edu) wrote:
: This is a serious question, so no flames, please...
: Bear in mind that I heard this from a friend, who heard it from a
: friend...
: What I understand is that while Atari is still in business, they
: are no longer active at all in the computer world, just in the game
: world...
: Anyone know if this is true?
: I don't care either way, I just am curious...
: I'll never sell my ST... until I upgrade to a Falcon...
: Thanx!
: --Lunatic

It seem to be true, until next evolution, Medusa t40 (60) or Eagle.
Perhaps something like a computer based on the Jag'processor ?
If you speak french (better than I do english !), you can read
interesting article on that subject in fr.comp.sys.atari.

HERVE (herve.moinet@avions.aerospatiale.fr)

4176. Re: ST Conference?

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 14:21:50 UTC
From: johncoll@offoff.win-uk.net
Message-ID: <66@offoff.win-uk.net>
Source record: 169504

I also think a get-together (I have deliberately not used Conference) would be a good idea, but emphatically think that initially the first should be a low-cost stand-alone affair, more like a simple, spacious computer fair.
Or even run on the back of an already arranged fair.
And the original writer nearly got it right by suggesting Manchester! The computer fairs at Trafford Park, Manchester are so crowded, parking and queuing to get in are horrendous.

But those at Haydock Park, although well attended, are more relaxed and _accessible_ which is surely what is wanted?

Haydock Park, as a racecourse, has unlimited parking; and adjacent to the M6, and close to junctions with the M62/3, M55, and M56, has excellent road access for everybody. Even the hardy Scots make it down to there, which should surely put those soft Southerners to shame!
Oh, and it is on Danny's doorstep. [i.e. near Lancaster]
Come to think of it what could Lancaster Uni. lay on for a low key taster?
My thanks for reading this, my first posting, right to the end. jC.

4177. Re: Geumlator demo video

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 14:33:51 UTC
From: johncoll@offoff.win-uk.net
Message-ID: <67@offoff.win-uk.net>
Source record: 169505

Just a little question for Hutch, Butch, Nobody et al.
What video system are you on in NZ?
UK videos need converting for the US.
Or did you cover that and I missed it? jC.

4178. Re: OMEn

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 14:55:22 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3jpp8q$eh9@epsilon.qmw.ac.uk>
Source record: 169609

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: Is their any news on the OMen operating system. For example is their
: any apps comming out for it?

There are apps available for it, from floppyshop. They sent me a disk
for review, for the AW PD section. I will upload the contents to HENSA
next week....

Danny

--
.signature.signature

4179. Re: Gasteiner

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 15:13:56 UTC
From: djs@jet.uk
Message-ID: <djs.794848274@gen-off-1>
Source record: 169610

lais@cs.man.ac.uk (S94) writes:

>In article <068_9503090649@centron.com>, Frank.Charlton@256-510-2.centron.com
>(Frank Charlton) writes:
>|> Do you *have* to quote an entire 2 page message, just to add *1* line? Some

>The reason ? In the original post, there was
>a large amount of valid information that is important for the rest of the
>community to know
But we can look back at the original message to see that.

When you quoted Frank's message above, you included stuff like his .sig
How is that an important part of the context?

You may well get free access via your university (ie we're paying for it
on your behalf); please don't make us pay for it yet again.

>P.S. Yes again, I am fully aware that some _pay_ for net access.
Then act like you know, too.

--
JET home page: http://www.jet.uk/
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

4180. Modem??? <I want to hook up>

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 15:16:59 UTC
From: cipullt@freenet1.scri.fsu.edu
Message-ID: <3jpqhb$9jm@freenet3.scri.fsu.edu>
Source record: 169648

I have the basic 1 meg. 1040 ST with no hard drive.

Where can I get software and a modem (in the U.S.)?

--
>>>>>>>>>>>>>>>>>>>>YOUR PAL, TOM<<<<<<<<<<<<<<| Kick a boy and teach
| Climb you monkeys! There are no chains to hold| him how to cry--Blake
| you now--Errol Flynn**************************| Babies
|############## Time to die, fatman!--Sonny Chiba | $$$$$$$$$$$$$$$$$$$$

4181. Re: NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 15:18:07 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3jpqjf$t4s@percy.cs.bham.ac.uk>
Source record: 169611

ilaskey@cix.compulink.co.uk ("Iain Laskey") writes:
>
>> cb170@city.ac.uk (HALL B J) writes:
>> >So he didn't take the Mac mag job after all... :)
>>
>> Yes he did! I guess he has already resigned.
>Nope, he's busy working on 1Mac mag, launching a second Mac mag and
>launching Atari World! Total workaholic.

Good grief, he clearly lost his marbles when he had the, er, haircut.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

4182. FS: Atari HW and SW

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 16:00:46 UTC
From: wgg@col.hp.com
Message-ID: <3jpt3e$855@nonews.col.hp.com>
Source record: 169613

Atari hardware and software for sale. Make an offer.

W. Grant Grovenburg
(wgg@col.hp.com)

Atari hardware stuff:

Atari 520 STfm with 1 mg RAM, internal 720K floppy, 1040 motherboard
OS version 1.2

Atari SM124 Black & white monitor

354 single sided floppy drive

354 single sided floppy drive, read only

Software:

Laser C + Laser DB

Electronic Courseware Systems Midi-Musicware Series: Keyboard Chords
(by G.D. Peters) (orginally $64)

Keyboard Intervals(by G.D. Peters)

Quick ST II + Quick Tools v.1
NEOchrome
Compute! - Atari ST disk 6/87 Vol 2 n3
Start
Aerco easieST RAM Utilities Ver 1.0

Mean 18
Dungeon Master

Magical Math 1
Spelling Bee
1st Math (Stone & Assoc.)
My Letters & Numbers (Stone & Assoc.)

4183. Re: [Q] Playing Audio CDs

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 16:05:00 UTC
From: Julian_Reschke@wi2.maus.de
Message-ID: <199503101805.a5348@wi2.maus.de>
Source record: 169612

In article <794544106.0@mettav.exnet>, Graham Irvine
(Graham.Irvine@mettav.exnet.com) wrote:
> >> I'm no expert on CD-ROM drives, but I don't really think this is
> >> possible with the current drives out there. I am not sure, but I
> >> believe that with
> HM> The Toshiba XM-series has this feature of copying digital audio via
> HM> the SCSI-bus. The driver has to support his, of course.
>
>Interesting !! I have just got an XM5201 3.4speed Toshiba .Are you saying that
>I can sample audio data from the CD directly through the SCSI Bus onti Hardisk
>?

Yup.

> HM> It works great with CD-Tools from Julian Reschke. There is some
> HM> freeware stuff
> HM> available for this purpose, too (but needs capable driver).
>
>such as ? (The freeware stuff) and the 'capable' drivers ? I use Extendos
>Pro/HDdriver on a Falcon BTW.

The driver will have ti support the CDROM-ioctl CDROMREADDA (see
cdbind01.zoo on ftp.uni-muenster.de, pub/atari/Docs (I'd think)).

>Otherwise where can I find CD-Tools ?

It's a commercial product from Hard & Soft, Castrop-Rauxel, Germany
(DM 99).

4184. New Files at HENSA (10 March 1995)

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 16:35:45 UTC
From: vctec@westminster.ac.uk
Message-ID: <D58GrL.Br3@westminster.ac.uk>
Source record: 169615

```
ATARI NEWS OF THE DAY Updated 10/03/95 @ 1625

New software for the Atari TOS section
--------------------------------------
New packages are as follows; type "cd ~/micros/atari/tos/<x>/<code>" to get to
where they are held. <code> is as below and <x> is the first letter of <code>.
EG. For package "m100" you'd "cd ~/micros/atari/tos/m/m100".

Pfx Date Key Details
--- ---- --- -------
p189 10/03/95 ---- ANFUEHR, Configs CKBD and Speedo for German and French (G)
p035 10/03/95 S--- ASSDEBUG 1.02 Debug and reassemble programs (G)
p190 10/03/95 ---- ATOS Around The Operating System, mag in ST-Guide format (G)
p191 10/03/95 ---- BOARD MOUTH III Terminal emulator with speech synthesis (E)
p192 10/03/95 ---- BREAK Stop the current program on receipt of interrupt (E)
p100 10/03/95 S--- KIVI 1.30 QWK Off-line reader (E)
p193 10/03/95 ---- WORLD CLOCK 1.0a Use a map to check the time of a city (E)
p046 10/03/95 S--- ZORG 1.92 Ze Organiser Disk/file monitor, reorg. (F/E)
p194 10/03/95 ---- PROBE HOUSE UNIT CONVERTER 1.0 Conv between many units (E)
n181 10/03/95 S--- STELLO 2.1 GEM-based Atari version of Othello (E/G/D)
p195 10/03/95 ---- MACHINE CODE PROGRAMMING ISSUE 1 Text on programming (E)
p134 09/03/95 S--- FIVE TO FIVE (525) 2.01 Convert between sound formats (E/G)
p187 09/03/95 ---- ANOTHER CD-PLAYER 1.10 Plays audio CDs with MetaDOS (E)
p188 09/03/95 ---- ATARI INFOPAGES R3, Progs, companies, mailboxes, authors (G)
p186 08/03/95 S--- 1STGUIDE 5.12.94 Viewer for text, MPEG, JPEG, AVR, etc (G)

--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

----->>>>>THIS MESSAGE FROM vctec@wmin.ac.uk<<<<<-----
```

4185. Re: AV Protocol Docs in ENGLISH

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 17:03:44 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3jq0pg$27n@m1.cs.man.ac.uk>
Source record: 169618

In article <3jpef3$r32@osiris.wu-wien.ac.at>, h9250467@idefix.wu-wien.ac.at (Alfred Radauer) writes:
|> I do abaoslutely agree with Roger on that subject. A lot of German
|> software companies could do commercially much better, if they would have
|> English Docs, English .RSC files and English help files. As most of these
|> people do know English, BTW, it is just out of commodity that they do not
|> work on English versions. This maight be also due to the fact, that
|> a) for many years we had tto distinctive ST worlds, one with B/W monitors
|> (Germany, Austria, Switzerland, Holland) and one with Color monitors (the
|> rest of the world).
|> It is a shame that in the EU it is not posible to obtain aN English copy
|> of Tempus Word, for example.

What I think would be good if programs checked the TOS nationality, perhaps with the _AKP cookie. This would prevent users from having to switch around .RSC files when there are different versions....

|> I also think that some do not see the need, as most of those programmers
|> actively discuss only in the Mausnet, a networked BBS system, and not in
|> the usenet. Very few regularly read comp.sys groups.
|> However, if people want to discuss on that subject, you can force those
|> programmers to do that, as some of the important newsgroups are also
|> crossposted in the usenet, such as
|> maus.sys.atari.software
|> maus.sys.atari.hardware
|> maus.sys.atari.talk
|> maus.sys.atari.f030
|> maus.sys.atari.desktop
|> to name just a few.

Can anyone tell me where to find these? They are not on my news-sever (how do you change the default server?)

|> Kick them into their asses :-)
|> BTW, the same ignorance applies to the UK and American software
|> companies. Or how many games have you seen adapted and running on B/W
|> monitors? Again missed opportunities.

But most people in the UK are (saddly) bad at languages.... Also, the way that many games work is completely dependant on colour....

Anthony

4186. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 17:36:23 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <D58JKn.C24@exeter.ac.uk>
Source record: 169621

In article <FCINCGURUP@dksoft.ping.dk> kim@dksoft.ping.dk (Kim Andersen) writes:

>> I would love to live up to the shareware ideal and distribute non crippled
>> software, but it just doesn't work. I honestly believe that had I
>> released SuperSam as unrestricted instead of save disabled there would
>> have been _very_ few registrations if any. Certainly no international ones.

> Okay Dan.. Let me see if i get this right. You all agree that shareware
> should have been unlimited, but due to low registration you have implented a
> few limits. And because you don't like the word Cripple, you say it's still
> shareware.

In my opinion, it is still shareware. You get a the program for free and
if you want to use it then you should send me the registration fee. The only
difference is that you can't use it to its full potential without paying.
This simply prevents abuse of the system.

> Basicly there is no such thing as real shareware any longer, (according to
> of people here). Where does this put the honest people ? I know Hutch would
> probably say, that honest people don't care. But my opinion is, that they do
> care wether or not they can test the software.

Of course it is essential that you test the software. Thats why only save
is disabled. You can test all the editing functions to your hearts content.
Maybe you can't test the save routines, but heck if you pay and they
demonstrably don't work then I'm going to give you your money back - if I
don't then I would get raked over the coals on the networks, and how many
registrations would I get then?

I object to over crippling too. In principle I object to all crippling, but
I just don't think the majority of people are honest enough to trust them
with no crippling at all. Not registering shareware isn't exactly the hottest
crime on peoples minds. Heck they copy music CDs without batting an eye.

> According to shareware rules, you pay the fee after used it for a while, and
> if you find future use of it, (we all agree upon that i hope). When crippling

Yes, I agree with that.

> a program, i would say you as an programmer overrule the normal shareware
> rules, and therefore can't put any obligationes the users any longer, (you
> have already put in a limit), but still you stay at the shareware definition,
> which then means, the users end up with a limited program, and still the
> same obligation. Thats not fair, and specially not fair to a honest user.

The obligation is the same. You test the program, and if you like it,
you register. As a little bonus, when you register some limitations go away.

There is nothing stopping you for example using SuperSam simply as a sample player - after all it is only teh save function that is disabled. But doing so - using it without registering - is not true to the shareware idea.

> Why i want you to use the crippleware name insted, is simply because there
> is no rules for crippleware, (If you like you can use another name such as
> BetterWare insted. Thats not important), and then you can still stick to
> the limits in your programs.

There are no rules for shareware either - just a generally accepted idea. And it seems that the general idea accepts crippled shareware as ok.

(bugs are under attack :)

--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT 1.12h2 * MiNT-OS 1.4.1 * MiNT-NET 0.70 * Minixfs 0.60pl11 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

4187. Re: Why Mint?

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 17:48:16 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <D58K4H.CMB@exeter.ac.uk>
Source record: 169637

In article <mattkD54D40.6sq@netcom.com> mattk@netcom.com (Matt Koundakjian) writes:

> I just had a thought...why do people want to run Mint on a Falcon or TT
> when Linux and other Unix clones can run on it....

1) Linux requires an FPU
2) Linux doesn't work on falcons with mixed IDE and SCSI drives
3) Linux doesn't run TOS or GEM programs
4) Linux uses about 4 times the disk space
5) MiNT is source level compatible with UNIX anyway.
--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT 1.12h2 * MiNT-OS 1.4.1 * MiNT-NET 0.70 * Minixfs 0.60pl11 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

4188. Re: NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 18:05:15 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <3jq4cr$soe@usenet.INS.CWRU.Edu>
Source record: 169639

In a previous article, jens-and@dsv.su.se (Jens Andreasen) says:

>
>Will this new magazine be made for "grown up's" ? The ST has been around for
>ten years or so, and some of us are well beyond thirty. I think I'm not the
>only person to be embarrised by the way ST mag's has been looking for recent
>years. Does anybody here remember the "ST Log" ? *That* was a great mag !
>

Yes! I am 22, and got a hold of some old (didn't it die early, like 1989?)
copies. The people really covered some great things, and it had a lot of
philosophical issues about platforms, support, etc. There was a lot about
programming, also.

4189. Re: Why Mint?

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 19:00:04 UTC
From: gerco@cs.vu.nl
Message-ID: <D58nG4.9Dp@cs.vu.nl>
Source record: 169623

cs93dlh@dcs.exeter.ac.uk (D.L.Hastings) writes:

> In article <mattkD54D40.6sq@netcom.com> mattk@netcom.com (Matt Koundakjian) writes:
>
> > I just had a thought...why do people want to run Mint on a Falcon or TT
> > when Linux and other Unix clones can run on it....
>
> 1) Linux requires an FPU
> 2) Linux doesn't work on falcons with mixed IDE and SCSI drives
> 3) Linux doesn't run TOS or GEM programs

This shouldn't be a problem with all the free UNIX programm's. You only
have a problem with very specific (hardware) tasks.

> 4) Linux uses about 4 times the disk space
> 5) MiNT is source level compatible with UNIX anyway.

This is not true, think about the semantics of the unix fork() call.

Gerco.
--
----------v----------
G.C. Ballintijn | Oh, Fortuna
Email: gerco@cs.vu.nl | Velut luna
http://www.cs.vu.nl/~gerco/ | Statu variabilis.....

4190. Re: crippleware - how cri

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 19:22:04 UTC
From: artoj@mits.mdata.fi
Message-ID: <3jq8ss$gpn@prime.mdata.fi>
Source record: 169647

k> It's simply a principal matter. If you limit a program call it whatever you
k> want, just not shareware. Infact, the best name i could think of right now
k> is a demo. (Now i will probably be hang by alot of people in here 8-)).

To add my humble opinion, I think Crippleware is a program that you
cannot use reasonably without paying to the author. Shareware programs
on the other hand can have some minor features disabled that aren't
that important. For example, a program that has save disabled
is in my opinion crippleware.
I have written Kivi QWK, I call it shareware although it has few
features available only for registered users. They are really minor,
unregistered users can not use Taglines (who uses them anyway? ;-))
and there was some other I can't remember. Otherwise fully functional.
Is that crippleware? Or even better, a demo :-) ?

---
* Kivi 1.30 *

4191. Ultima 2 hints/tips

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 19:23:25 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <D58oJ1.M1p@freenet.carleton.ca>
Source record: 169643

I have an old, original Ultima 2, with docs and map, that I've been playing around with. I'm looking for a few hints/tips, specifically:

How much experience do you need to go up levels

How do you raise your stats? I have been buying HP's from Lord British, and have gotten weapons and armour that I don't have the stats (ST+AG) to use! Do you have to Transact with LB to go up levels? Are there specific places to raise stats? Thanks!

mark m

--

Mark Montreuil (613) 990-4833 (voice)
IH Advisory Council Internet Relations
Internet: montreuil.mark@istc.ca or ai066@freenet.carleton.ca

4192. Address For Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 19:34:00 UTC
From: Doug.Byfield@miramax.ship.net
Message-ID: <341_9503110255@ship.net>
Source record: 169543

> : The mag will be good value, well written and worth buying!

If, as I understand it, Offir Gal, Vic Leonard, and Andrew Wright
are involved, AW will indeed be a fine magazine.

AW> Let's hope so, Danny, let's hope so... Andrew
AW> (sub-editor, Atari World)

Andrew-where would my Atari dealer send for information about
receiving regular monthly shipments of Atari World? (This is in
Vancouver, British Columbia, Canada.) Might as well start bugging
them now! :-)

... Cat bathing as a martial art.
___ Mountain Reader II - #Demo 001

4193. Re: crippleware - how crippl

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 19:45:00 UTC
From: Dirk_Michel@bi.maus.de
Message-ID: <199503102145.a38930@bi.maus.de>
Source record: 169565

Hi Hutch!

H>That's just a question of semantics. 'A rose by any other name...' and
H>all that rot. You seem to have lodged in your mind a very specific
H>definition of 'shareware' as a fully-functional program. Eric and I
H>tend to disagree.

The point is that the original definition of shareware was s.th.
like `nonlimited, commercial software, freely distributed'. This definition
resulted in a very positive connotation of `shareware'. When authors realized
that not all `customers' were to be trusted they redefined shareware into
`crippleware' in order to conserve the positive attitude. Nice marketing
trick.
Personally, I wouldn't mind if authors looked for another attractive
expression instead of eroding necessary standards. How about `testware'?

Cheers,
Dirk.

4194. Re: Translators..!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 19:45:06 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Mar10.194506.28123@bradford.ac.uk>
Source record: 169649

On 9 Mar 1995 11:35:44 -0600, Hutch wrote:
: In a previous message, S.P.Taylor@bradford.ac.uk (Steve Taylor) wrote:

: > Disk: 35p
: >Postage: 19p
: >Envelope: 1p
: >Total: 55p
: >
: >Which leaves 4 pounds 55p profit!
Nobody noticed that 5.00 - 0.55 is 0.45. Sorry about the maths.

: Yeh, boy... He's really rolling in the dough now, isn't he?

: Why, he should be able to retire in just a few short weeks from all
: those hundreds and thousands of registrations coming in at 5 pounds
: each. And of course, we all know that his TIME is worth nothing.

: What a racket! What a profiteering scam!

Not what I'm saying. I was just countering your point that thecost of
disk+postage+packing does not come to nearly a fiver.

Steve Taylor.

4195. WWW-Browser for ATARI (esp. Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 19:52:14 UTC
From: jmayer@mzdmza.zdv.uni-mainz.de
Message-ID: <3jqale$fi0@bambi.zdv.Uni-Mainz.DE>
Source record: 169622

Is there anybody, who knows, where I can find an WWW-Browser for my FALCON? There is such a big net (WWW), but no chance to use it.
If you know such a program, please write me a little Email.
Thanks a lot and BYE-BYE
Jens Mayer

4196. Re: Epson GT-8000 scanner & Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 20:41:15 UTC
From: Lexicor@world.std.com
Message-ID: <D58s4s.H9E@world.std.com>
Source record: 169626

In article <950309Z072638.031dbrewood@nest.demon.co.uk>,
Daron Brewood <dbrewood@nest.demon.co.uk> wrote:
>I've just purchased an Epson GT-8000 scanner at a very low price, and now have
>the problem of interfacing it to the Falcon. Can anyone recommend the software
>needed to drive the scanner and get it ready for operation with the Falcon.
>
>Any assistance would be greatly appreciated.

GT-Look II from digital arts is exactly what you need :), it is available
from Lexicor Software in the U.S.A., in the U.K. you may want to check out
the magazines or so...

Cheers

Yat @ Lexicor

4197. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 20:55:29 UTC
From: jrichter@tbag.tscs.com
Message-ID: <jrichter.0ydv@tbag.tscs.com>
Source record: 169625

PETER MISSEL writes:

> Just my two cents on this issue:
>
> Forget it. To "trust the users" in NO WAY works nowadays. If your public
> shareware is anywhere near useable (for regular users, that is), noone will
> pay
> for it. Face it. It's a proven fact.

well, you know what they say, there is always someone in the bin that will
make a liar
out of you (grin).
You COULD tell it to Jim Dawson, author of AmiQWK, offline mail reader for
Amigas. I registered that (and other) software with him and others. I won't
deny that I haven't registered EVERY shareware or even demoware program, but
on the other hand, I rarely ever use 'em, and can live without them. Your
piece of programming sounds very useful, and I believe you do have the right
to be compensated for your efforts, and rightly feel cheated since its obvious
that that kind of program (your printing prg) is very useful and doubtless
used all the time. I know I'd use it, if it worked on my machine.

There are bad users out there for every system, while klones and macs have big
software companies, Atarians and Amigans are similar in that they both have
good PD and Shareware writers working to expand the machines' capabilities.
Your cripple was devious and crafty, I hope it brings you pleasure, I don't
blame you for feeling down about it, but don't lump ALL users into your 'hate'
category. There are many of us who DO register the ware, if proven to be
really useful.

-I register.
@----------------------------------///miga!------------------------------@
| jrichter@tbag.tscs.com /// Intuition, not 'intel' inside! |
| Jr@1:377/71 fidonet /\\\ /// "Multitasking/Multi-media since '85" |
| Plant City, FL U.S.A. /--\\\/// Amiga. I made up my OWN mind! |
@------------------------/ \XX/--------------------------------------@

| AmiQWK 2.7 - S/N 0306 |
... MASOCHIST: Windows SDK programmer with a smile!

4198. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 21:07:32 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950310125638.24618D-100000@PEAK.ORG>
Source record: 169516

On Wed, 8 Mar 1995, Barry Heath wrote:

> In article <3jhtaq$839$5@mhade.production.compuserve.com>
> 76702.1466@CompuServe.COM "BobR" writes:
>
> : >How refreshing! We haven't had a Bob Retelle pc vs st
> : >flameup in ages :-)
> :
> : For sure... I guess we just haven't had a real quality twit show up
> : for me to argue with in a long time...
> :
> : :)

Ha ha!!! Your egocentrism is entirely too laughable, Bob. ***OH...OK EVERYBODY.....BOBR SAYS ANYONE WHO ARGUES WITH HIM IS A TWIT, AND OF COURSE, HIS EGOCENTRIC OPINION IS THE ONLY ONE THAT COUNTS. Ok...gee, I'm sorry BobR....I forgot that your Atari-bashing opinion counts more than anyone elses....and that you somehow "own" comp.sys.atari, and that you're free to come in there and Atari bash, and it is your final word on "ST vs PC" that everyone respects. How silly of me to not know this. After all, WHY SHOULD I EXPECT YOU to post anything INFORMATIVE OR INQUISITVE ABOUT ATARI COMPUTERS in comp.sys.atari? No, that's not what comp.sys.atari is for. It was created for you, BOBR, to come in and trash Atari computers, and call Atari users twits, wasn't it? IN YOUR PEA-SIZED NOGGIN, LITTLE FELLOW.

I STATE NOW, AND FOR THE RECORD, THAT YOU, BOBR ARE OUT OF LINE. YOU HAVE ***NEVER*** (IN WEEKS) POSTED SOMETHING INFORMATIVE ABOUT ATARI COMPUTERS, OR ASKED ANY QUESTIONS. WHAT THE HELL ARE YOU DOING HERE, THEN?? READING THE MESSAGES? I THINK NOT- YOU'RE POLLUTING THE PLACE, SPOUTING OFF, AND YOU ATTACK ATARI USERS WHEN THEY DEFEND THEIR CHOICE OF MACHINES??? Definite proof that you need to have your head examined.

> :
> : BobR
> :
> Having read it all, I'd say you didn't come out of it covered in glory either.
> I thought James made as many, if not more, cogent points than you did, yet
> your responses consisted merely of insulting him, not refuting his claims.
> If this is classed as "good argument", then remind me to kill everything
> else of yours.

Thank you, Barry. My posts may not have been of the highest quality all along, but what can you expect in a flame war? I JUST WISH BOBR WOULD TAKE HIS FLAME WAR TO comp.sys.ibm.pc, and GET OUT OF HERE. I don't like to participate in general flame wars, but I can't let BOBR continue

unopposed on what little turf of the net that I enjoy - comp.sys.atari.

BOBR: Why do you resort to name-calling like "twit" to anyone who opposes you? You can't support your arguements, can you? Why don't you just POST ABOUT ATARI COMPUTERS, READ SILENTLY, or GET OUT? CAN YOU NOT SEE THAT NOBODY WANTS TO READ YOUR KIND OF POSTS HERE??? Find another "audience" to spout off to....you won't find it in comp.sys.atari.

James

4199. NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 21:32:24 UTC
From: m9174@abc.se
Message-ID: <3jqgh8$4nb@oden.abc.se>
Source record: 169631

popemerlin@delphi.com wrote something like :

p> Remember the magazine needs your support and input to win, so why not
p> buy a copy in April.

Of course! If the magazine turns out to be useful and informative,
I'll get a subscription right away. But we'll see when it comes out...

Carl L. - Zero-X beta-tester.

---
* Kivi 1.30 *

4200. FTP site for TOS v1.00

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 21:32:26 UTC
From: m9174@abc.se
Message-ID: <3jqgha$4nc@oden.abc.se>
Source record: 169633

Rich.Tietjens@f6969.n106. wrote something like :

R> It is not public domain, and you may not legally download it anywhere
R> . You may be able to find someone who has a legit disk of it and will
R> sell it, though.
R>
R> Next silly question - WHY on Earth would anyone WANT TOS 1?

Sorry for interrupting, but I can give you a good answer. If you
develop a program, and you want it to be all-TOS-compatible it's good
to have something that you can test with.

Carl L. - Zero-X beta-tester.

---
* Kivi 1.30 *

4201. NVDI How to configure?

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 21:32:27 UTC
From: m9174@abc.se
Message-ID: <3jqghb$4nd@oden.abc.se>
Source record: 169632

Rich.Tietjens@f6969.n106. wrote something like :

R> No problem, Paul. Just buy NVDI from any commercial software dealer
R> (Toad
R> Computers in Maryland, for example), and you'll get a complete set of
R> instructions.

It's not always that easy... I just bought my NVDI v3.01, and I got
the _GERMAN_ version. Program, manual, CPX:es... everything... let me
tell you this... I am NOT satisfied with my dealer.

Carl L. - Zero-X beta-tester.

---
* Kivi 1.30 *

4202. Eagle Power II

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 21:32:28 UTC
From: m9174@abc.se
Message-ID: <3jqghc$4ne@oden.abc.se>
Source record: 169635

sm001pe@unidui.uni-duisbu wrote something like :

s> The Atari Inside (Germany), the ST Format & two Atari Mags from Franc
s> are going to make an postcard to ask Sam Tramiel to produce the Eagle
s> as an oficial Atari Computer !
s>
s> If in Germany we could convince 5.000 people to send a postcard to th
s> WDR (German TV channel) to show News about the Falcon by sending a
s> postcard, we could try it with the Eagle, too !!!

Good luck! The Eagle seems to be a very nice TOS-based computer,
especially if they _are_ going to release a Falcon030 compatible
DSP-card for it.

Then I'll might sell my Falcon030, and buy an Eagle instead... or I
might keep my Falcon030 as well...:-)

Carl L. - Zero-X beta-tester.

---
* Kivi 1.30 *

4203. Re: Translators..!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 21:32:30 UTC
From: m9174@abc.se
Message-ID: <3jqghe$4nf@oden.abc.se>
Source record: 169634

sidcelery@cix.compulink.c wrote something like :

> That's a fair point, Carl. That's why I like Ruftrade. It doesn't g
> you umpteen different choices for every other word, just one which ha
> been selcted by the author as being the most likely after going
> through nu merous German textfiles. It also makes some allowance for
> the structure of German sentences.

> There's no possibility of updating the dictionary though, but the aut
> hor is constantly updating it so the registered version will be as up
> to date as possible - it only costs 5ukp.

I found it on the berlin FTP site for some days ago, thanks anyway!

And, Yes. It's good, far better than GER2ENG. But it can get a lot
better, such as the interface. However, I don't complain (eh...
well... I just did) it's the best so far, and 5 pounds isn't anything
to argue about, and as long that shareware donations will keep him
developing the program, I'll be more than happy to support it.

Carl L. - Zero-X beta-tester.

---
* Kivi 1.30 *

4204. Re: ST`s are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 21:32:31 UTC
From: m9174@abc.se
Message-ID: <3jqghf$4ng@oden.abc.se>
Source record: 169636

s> But then again I still think people stupid in defending a out of date
s> Computer..

You are _completely_ wrong.

I have been using my old STe for years, and I have recently bought a
Falcon030.

As long as my computer can do whatever I want to do, such as music in
the first place and some wordprocessing, and I'm satisfied with the
results. Are you telling me that _I_ am stupid for using an Atari?

Isn't that the purpose of computers? To put it staight, _I_ didn't buy
a computer to play Doom or watch porno animations CD's.

Flame me pal, I don't mind. But it seems that you have forgotten why
we all use computers.

Carl L. - Zero-X beta-tester.

---
* Kivi 1.30 *

4205. Re: ? Gemdos file?

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 21:36:53 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.55.00159E03@cam.ac.uk>
Source record: 169628

In article <D581A2.HAv@cix.compulink.co.uk> ilaskey@cix.compulink.co.uk ("Iain Laskey") writes:
>> Can anyone think of possible suggestions as to why my Gemdos file is
>> only running at 75%(using a test program for the atari)? I'm not using
>>a hard disk.
>Sorry, I don't understand, what GEMDOS file?

>Iain

He means Quick ST's (or similar) GEMDOS rating.

Adrian

4206. 1040ST Hardware Assist Request

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 22:08:29 UTC
From: mgammons@ruf.rice.edu
Message-ID: <3jqikt$ilf@larry.rice.edu>
Source record: 169641

I own a 1040ST with original configuration that I have used for all these years mostly for games. It went dead on me recently. (meaning no power I have checked the fuse on the power supply and it works; I have also cross-checked the power cords, they are fine. A couple of questions: 1)Is there a common failure in these systems at the 7-8 year mark that someone can tell me about; and 2) Is there a national source for parts? I love my st, hope someone can help. Please feel free to e-mail a response. Thanks.

4207. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 22:25:55 UTC
From: diehl@wink.io.org
Message-ID: <3jqjlj$202@ionews.io.org>
Source record: 169570

Rich Tietjens (Rich.Tietjens@f6969.n106.z1.fidonet.org) wrote:
: In a message of 27 Feb 95 17:11:56, Kim Andersen wrote:

: I'm using it and I'm not registered. Of course, I haven't used it much, and I
: do plan to register. But unless I am ABSOLUTELY sure the registered version
: will be able to load ANSI screens that already exist, and edit more than a
: single 80x24 screen at once, I won't be in a hurry - I can use THEDRAW on my
: lover's 386.

The ability to edit ANSI screens won't be in until 1.20 at least, nor will
larger screen areas. I am currently working on version 1.10STF, which will
be available exclusively from ST-Format (on a coverdisk). It will feature,
among other things, the ability to import ASCII, but no ANSI as yyet (that
in itself is a slightly major project, strange though this may seem). I can
only do so many things at once, and I do wnt to release updates in a fairly
regular fashion, without delaying the program so long that people will begin
to wonder if it's stil being supported any longer.

: --
: | Fidonet: Rich Tietjens 1:106/6969
: | Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
: | Standard disclaimer: The views of this user are strictly his own.
: | This message has been brought to you by the letter S and the number 8.

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

4208. Re: Is Atari alive?

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 22:36:57 UTC
From: diehl@wink.io.org
Message-ID: <3jqka9$202@ionews.io.org>
Source record: 169571

Wakko Warner (abstract@wam.umd.edu) wrote:
: This is a serious question, so no flames, please...
: Bear in mind that I heard this from a friend, who heard it from a
: friend...
: What I understand is that while Atari is still in business, they
: are no longer active at all in the computer world, just in the game
: world...
: Anyone know if this is true?
: I don't care either way, I just am curious...
: I'll never sell my ST... until I upgrade to a Falcon...
: Thanx!
: --Lunatic

It is for the most part true; Atari are still manufacturing Falcons, but
they are no longer supporting any other machine. They are currently behind
the Jaguar 110%, so that is where all of their attention, and most of their
resources, are concentrated.

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

4209. Re: POPMail/SLip??

Newsgroup: comp.sys.atari.st
Date: 1995-03-10 22:54:00 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950310Z225400.237barheath@heathen.demon.co.uk>
Source record: 169638

In article <3jk06u$jvp@utrhcs.cs.utwente.nl>
ia_ric@cs.utwente.nl "Ric Klaren" writes:

: Hello,
:
: In article <AA573192mrn@albemuth.equinox.gen.nz>,
: john@albemuth.equinox.gen.nz says...
: >Does anone know of a Popmail via SLiP client for the atari. Preferably
: >one that doesn't require MiNT-net etc. but if not I guess I need to know
: >about them as well.
:
: Well try nos, you can find it on atari.archive.umich.edu or one of its
: mirrors, take the file stnet110.. or something like it (in one of
: the Network directories). It is the package used by some internet
: provider in the uk.
: I wasn't able to test it yet. But the thing looked fine.
:
: Ric
:
:

Ric's right, nearly. NOS in stnet110 is v0.41. v0.42 is out as an
improvemnt. The package is based on KA9Q ported from the PC world. It
understands both SLIP and/or PPP. I can't be certain of how you cope with
POP mail, but there is a FAQ included in the docs.
It can be a bit awkward to set up and understand, but it works as an
Internet client. I'm using it here :-)
You can get both archives by ftp from ftp.demon.co.uk in the pub/atari/
directory if you'd prefer.

bazza
--
+++++++ standard disclaimer applies +++++++ views are all mine ++++
* barheath@heathen.demon.co.uk - O O O O O O *
| ------------------- ----------------- ____ o |
* | Barry Heath | |the spare room | _______) |__^__H_ *
| |_________________| |_____________| |_____| |_________| |
_________o_o___________o_o____o_o_________o_o___o_o_o__()_()_()_o_________

4210. No, Some Twits Won't Shut

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 00:14:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <e6b_9503120107@tor250.org>
Source record: 169525

```
ST> I am Samuel Tramiel of the Atari Corporation. For many years I
ST> took great pleasure Thank you for your time in reading this.

G > Sam you are sacked !

G > Leonard Tramiel University of Bognar Regis.

And if you two don't stop this right now, I'm going to knock
BOTH your heads together!

Jack Tramiel
The Big Kahuna
Working out of a basement apartment in Toronto :)

Gee, I bet there's a LOT of flames coming out of that particular
server. :)

... "let me handle this, men... OH, SECURITYYYYYY!" : Kirk
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.
```

4211. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 00:53:08 UTC
From: johncoll@offoff.win-uk.net
Message-ID: <69@offoff.win-uk.net>
Source record: 169646

Shareware; experience and overseas payments.

For shareware payment I send a sterling note(s) of the same
numerical value as is requested in dollars. For sums up to
30usdollars this leaves the recipient with enough of a surplus to
cover bank and inconvenience charges, plus any extra mail costs
for return package.
As an alternative, at this end it is very simple to go into any
travel agent or large bank and purchase dollar bills, or notes of
any western European country. Of course in the UK it is deemed
unwise, but not illegal, to put cash in the mail.

Interestingly this means you are extending as much trust as the
Shareware programmer did when _he_ put _his_ product on this market
that is based on trust and honesty.
Even more interestingly, out of four shareware payments, two of
which were made like this, only the gentlemanly Mr Henry Cosh
replied, with extreme courtesy. The other three presumably took the
cash, but did not reply.

**** CAN YOU HEAR ME IN ALASKA ???? ****

This did not upset me too much being of a sanguine nature; although
it did with another four to whom I wrote before I considered
paying, asking if awkward features had been smoothed out in the
fully registered versions. Not one reply to those queries.
I accepted, until now, the explanation suggested to me by The
Upgrade Shop; that they could spend all day replying to letters,
and get no work done.
(incidentally, unsolicited testimonial; first rate service, low
rates, good advice; they were not one of the offenders).
However having read the continuing debate over "crippled", I can
see how much time the programmers can spend on topics of interest
to themselves.

How does my experience tally with other users?
Four queries, no replies. Four payments, one response, but that of
good value, outweighing the others.
Greetings to you all. jC.

4212. Re: Atari Customer Service Phone

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 01:00:51 UTC
From: lamarth@delphi.com
Message-ID: <Ro-Z+6D.lamarth@delphi.com>
Source record: 169501

BobR <76702.1466@CompuServe.COM> writes:

>The phone number I have for Atari Customer Relations is:
>
>(408) 745-2367 FAX: (408) 745-2088
>
>The main switchboard number at Atari is:
>
>(408) 745-2000
>
>BobR

Got it. Thanks!

david

4213. Re: Eagle Power II

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 01:21:19 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3jqtuf$dcs@golem.wcc.govt.nz>
Source record: 169528

In article <3jk5oa$j8b@h20-hrze.uni-duisburg.de>, sm001pe@unidui.uni-duisburg.de (Pereira Martins) writes:
>The Atari Inside (Germany), the ST Format & two Atari Mags from France
>are going to make an postcard to ask Sam Tramiel to produce the Eagle
>as an oficial Atari Computer !
>
>If in Germany we could convince 5.000 people to send a postcard to the
>WDR (German TV channel) to show News about the Falcon by sending a
>postcard, we could try it with the Eagle, too !!!
>
>Let's try it...

No Have some Brains and THINK...

There is no hope in the world, even NeXt dropt out of none
standard computers and from what I have read here about German products
they are way over priced....

Also Atari is no longer into Computers....

So wake up People the Atari is DEAD.....

Take the Pill and move to a real Computer, or how to live with the Bomb...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4214. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 02:37:28 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCLCDEURUP@dksoft.ping.dk>
Source record: 169567

In <9503081503.AA08898@ilmen.lanl.gov> Hutch wrote:

>Of course they care, Kim. Your arguments were just a wee bit sharp,
>that's all. And NO one in their right mind would attempt to make a
>living via Atari shareware! :) It's an affair of the heart. Paid
>registrations in no way compensate the author for his/her time; they
>just help justify the work to themselves and their significant other. :)

Perhaps you're right.

>Well, we could always jump in and accuse BobR of 'Atari bashing' or
>'PC-Promoting' and of course, there's always good ol' Roger.

Poor Roger. I'm starting to feel sorry for him 8)

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

4215. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 02:40:32 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCLCDEUUUP@dksoft.ping.dk>
Source record: 169568

In <1995Mar7.200157.2123@nosc.mil> Mike Healy wrote:

>I blame them. If they keep downloading each new release, it sure
>sounds like they are using the program. If they are using the
>program, they should register it. At the very least, people like
>yourself should email the author with a bug report and then
>register it when the bug is fixed. Many programs have bugs that
>are fixed in later releases, but are still quite usable even
>with the bug.

And the next thing you'll ask is that the users make the programs themselves
and then pay the 'programmer' for the idea, right! I guess not.
How much do you ask. This is starting to get beyond my imagination.

>
>If more people registered shareware, you would see more new
>releases containing enhancements, not bug fixes. There would
>be more incentive for the author to add more features to
>the program.
>

Could be you're right. But unfortunatly things are getting worse.

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

4216. FS: Atari Hardware\Software

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 02:56:11 UTC
From: S1134465@cedarville.edu
Message-ID: <S1134465.66.2F61114B@cedarville.edu>
Source record: 169502

Hi all....
1)Atari 1040stf w/cables, mouse, original box and docs
comes with over 150 disks......$150

2)Atari SC1224 color monitor, excellent condition
$90obo

3)Atari SF314 external disk drive with power supply
$40obo

4)Epson LX-90 printer with cable and extra ribbon
$45obo

5)Supra 2400 baud modem.....$25obo

Software $10 each
---
1)Power Monger w/docs
2)Power Drome w/docs
3)Indiana Jones & the Last Crusade
w/docs
4)Death Bringer(D&D adventure like)
w/docs
5)Dragons of Flame (Adv. D&D)
w/docs
6)Klax w/docs
7)Summer Challenge
8)Populous

Do not reply to this post. Address all replies to Jim at
ATAY10A@mail.prodigy.com
Thanks!

4217. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 03:40:10 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCLDAHXQUP@dksoft.ping.dk>
Source record: 169503

In <D58JKn.C24@exeter.ac.uk> D.L.Hastings wrote:

>In my opinion, it is still shareware. You get a the program for free and
>if you want to use it then you should send me the registration fee. The only
>difference is that you can't use it to its full potential without paying.
>This simply prevents abuse of the system.

I know thats the reason. It's just that in my opinion it removes the shareware
definition. (How come i have a feeling i'm talking to programmers only 8)).

>Of course it is essential that you test the software. Thats why only save
>is disabled. You can test all the editing functions to your hearts content.
>Maybe you can't test the save routines, but heck if you pay and they
>demonstrably don't work then I'm going to give you your money back - if I
>don't then I would get raked over the coals on the networks, and how many
>registrations would I get then?

I know Dan. Thats not what i'm talking about. You as well as many others
have probably seen other shareware programs with more than just a disable
save funktion.

>
>I object to over crippling too. In principle I object to all crippling, but

Glad to hear that.. then i'm not all alone here 8)

>I just don't think the majority of people are honest enough to trust them
>with no crippling at all. Not registering shareware isn't exactly the hottest
>crime on peoples minds. Heck they copy music CDs without batting an eye.

You may be right here, but that doesn't cover for your change of the shareware
definition. (according to my definition of shareware).

>The obligation is the same. You test the program, and if you like it,
>you register. As a little bonus, when you register some limitations go away.
>There is nothing stopping you for example using SuperSam simply as a sample
>player - after all it is only teh save function that is disabled. But doing
>so - using it without registering - is not true to the shareware
>idea.

But you have already made you're quarrentee that people will registre, if
the want to use it for full. So why care if some people are using it, with
the limti's, without paying ?

>There are no rules for shareware either - just a generally accepted idea.
>And it seems that the general idea accepts crippled shareware as ok.

Hmm!.. I know i don't count for the general use, but i do not agree 8)

>
>(bugs are under attack :)
>

Glad to hear.. The samples will be on hold at my system when you read this
message.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

4218. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 04:08:24 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCLDAHXTUP@dksoft.ping.dk>
Source record: 169507

In <9503091703.AA09336@ilmen.lanl.gov> Hutch wrote:

>In a previous message, kim@dksoft.ping.dk (Kim Andersen) wrote:
>
>> Basicly there is no such thing as real shareware any longer, (according
>> to alot of people here).
>
>Is this another page out of 'The World According to Kim' book? :)

From what i have read about this subject untill now, my comments is
based on your aruments. So it's not really my book 8-)

>
>> Where does this put the honest people ? I know Hutch would probably say,
>> that honest people don't care.
>
>Geez, Kim... I really wish you stop this annoying habit of speaking for
>me. I really _am_ capable of formulating and verbalizing my own opinions.

Wasn't that what you said a few messages ago ?

>I don't understand your complaint. If users choose to pay the registration
>fee, they get the full version (and usually some extras such as printed
>documentation, utilities, or a free update). How is this unfair? Only if
>the limited version is not clearly designated as such would I agree.

It is unfair cause he will have a problem chosing, when there is limits.
He could ofcouse just dump it and try look for something else.

>
>> And it's not "nag" box's and save disable features i'm talking about
>
>Whoa! Wait a minute. At first you said shareware should have NO imposed
>limitations and now 'nag boxes' and 'save disable' are OK? Which is it?

'Nag boxes' are not really a part of the program.. It could have been
an intro in a game insted. Though i could give you at least one example
where a 'nag box' is becoming a problem.
When i accepted on the save disable, it's simply because i trust the
programmers are capable of doing such a work, without any major problems.
But then again, it could become a problem, (such as in converting utilities).

>
>If it's just the naming conventions that bother you, so be it. Come up
>with another name (hopefully something with less negative connotations
>than 'crippleware') and convince everyone else in the world to use it.
>Of course, how you intend to do that might prove interesting. :)

It IS just the name Hutch, (finally you start to understand). But for some
how i have a feeling i wouldn't get far with my convincing 8-/

>
>While primarily a group of commercial software developers, the IAAD
>discussed this situation before. From memory, this is basically what
>we informally agreed on:
>
>'Commercial' is software that is never freely distributable and is
>usually licensed only to the individual purchaser unless a site license
>purchase agreement is made. It is only available from the developer,
>dealers or distributors. It's off-the-shelf software and is always
>copyrighted and may be trademarked, as well.

Agree!

>
>'Shareware' is generally used to describe all software that is freely-
>distributed and in which the author requests a registration fee if the
>user decides it meets his/her needs or after a certain period of time.

So far so good 8)

>Whether the distributed program is fully functional or not makes no
>difference in the classification. It _should_ be functional enough to
>allow the user to thoroughly test it, of course, and any limitations
>clearly identified, but that's up to the author to decide.

And now we have the problem. Who are in charge of saying a program
is functionally enough to cover the shareware definition. I guess this is
rather individuel. And as you put it, it's up to the author.
By using the above definition for shareware, you are breaking of the
shareware definition, (read, my definition), to suit the author.
When you pay for such an program which contain limits, you pay to get rid
of the limits. Thats why i say; if you can live with the limits, there should
be no obligation saying you have to pay, since that will overrule the limits.

>
>'Demoware' is used to describe demonstration versions of commercial
>software that has been minimally limited (crippled, if you will).
>It is freely-distributable (the authors hope you will!) but you can
>only obtain the full version from the developer, dealer or distributor.

Hmm!.. Where would this put a program like Freeze Dreid terminal, which was
announced as an demo ? (I know it's no longer supported - It's just an
example). As far as i remember, it wasn't commercial distributed.

>
>'Freeware' is just that... the author may still retain distribution
>rights, but he doesn't charge individuals for it.

Yep.

>
>'Postcardware,' 'chocolateware,' etc, are simply fun categories of

>freeware in which the author really just wants to hear from you.

Yep.

>
>'Public Domain' software, in the purest sense, is software in which
>the author has relinquished all distribution and usage rights. It may
>or may not be copyrighted, however, based on the author's choice.

Yep again.

>
>There might be other categories, but I don't recall specifics.
>
>These are just one set of definitions... your mileage may differ. :)
>

Only on shareware, but i guess thats no supprise 8-)

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

4219. Re: Coma

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 04:23:30 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3jr8k2$esu@golem.wcc.govt.nz>
Source record: 169508

Just wondering, what's the difference between "Coma professional" and the voice and fax options? The manual doesn't seem to mention anything about it. (I still think the 300 or so DM he asks is a bit on the heavy side, but hey, he's got the market pretty much to himself :)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

4220. Re: About Rufftrade

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 04:28:25 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3jr8t9$esu@golem.wcc.govt.nz>
Source record: 169509

```
] I've seen a lot of traffic and praise about Rufftrade recently, but I
] seem to have missed some basic information about it.
]
] I gather it is a translation aid of some sort. Is it German->English,
] vice-versa, both or what?
]
] Also, who is the author and does he have an email address?
```

It seems to be a pretty quick and good German to English translator, better than the other ones I've used, as it actually seems to try and alter syntax rather than just the words, which _can_ make things a bit more understandable. He does have an address, but this comms program doesn't multitask too well, so I can't check :)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

4221. Re: What's this "PC" sh*t?

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 04:31:37 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3jr939$esu@golem.wcc.govt.nz>
Source record: 169511

] I guess I've been dozing or something, but I always understood
] that "PC" stood for "personal computer". I didn't realize that it was
] the abbreviation for IBM...

That's marketing for you. 5 years ago "PC" was anything with a processor
and a keyboard, now it's anything with a 80x86 processor inside it...

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

4222. Re: ICD Utils..

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 04:34:07 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3jr97v$esu@golem.wcc.govt.nz>
Source record: 169510

] ICD Utils normal or Pro...
]
] Does any one know the latest version of these Utils...

Last time I looked, 6.5.5.

The pro version seems to keep up with the normal version, as it's
exactly the same thing, but with a routine put in to not worry about
adaptor type, and stick the "PRO" message in the bootup.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

4223. Re: Verdict on AtariWorks

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 04:54:08 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FCLEEEUQUp@warpcon.ersys.edmonton.ab.ca>
Source record: 169561

In <Pine.SUN.3.91.950309131153.25652A-100000@PEAK.ORG> James Wood wrote :

>
>I've been interested in obtaining a package like AtariWorks, but I am
>scared of it now.
>
>1) More than one person has complained of a "black page syndrome" -
> spitting out black pages from the printer. (This must empty ink and toner
> cartridges in no time!!!)
>
>2) Chris Herborth says when he tries to print to his DeskJet 500, he gets 2-4
> bombs and crashes out - AtariWorks isn't suitable for anything in his
> opinion.
>
> Gosh - I can't believe this! AtariWorks must *really* be from the
>banana republic of software developers. Any idea how something this
>buggy could be mass produced?
>
>Is there an alternate package, or at least word processor, that will
>allow the mixing of text and graphics on-screen??
>
Actually, only AtariWorks v1.207 has the black page syndrome, and
only on Canon inkjet printers (as far as I know. I use AtariWorks
1.207 on a Star 1020R, a Canon BJ10SX (BPS), a Deskjet 540, and a
Roland Raven. The Canon gives the black page syndrome, but all other
printers work fine, and if I upgraded my NVDI, I'd not have the
problem at all.
I have no problems with the Deskjet, so I'd hazard a guess to say
that it's not AtariWorks doing the screwing up for Chris Herborth.

As for alternate programs that will mix text and graphics,
Calligrapher, Papyrus, 1st Word Plus, WordFlair, PageStream, Calamus,
Write On!, TimeWorks Desktop Publisher, and That's Write are only a
few programs that can do that. (There are many more, but this serves
as an example.)

If you're worried about AW, just use v 1.2 (I still don't know
what the differences are between the two revisions besides the BPS.

Have a happy!
Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?
-- --

4224. Printer drivers needed

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 04:57:21 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3jrajh$esu@golem.wcc.govt.nz>
Source record: 169512

I'm after printer drivers for a Xerox-4045 Laser printer
(Parallel/Centronics). for one or all of the following:

Atari-Works
Pagestream
1st-Word Plus
GEM-View

Mainly Pagestream (v2.2b). It prints text perfectly from the "print"
command in GUCK or whatever text editor I happen to be using (EdHak
is great :) but I need _something_ to enable it to print graphics. It's
not HP compatible, so no luck there. There was a Pagestream driver for
a Xerox-4020 but it didn't work.

A driver for a Xerox-2700 should work just as well. The drivers disk
I have for Windows has "Xerox 4045-50 (XES)" on it, so presumably
a driver for a 2700, 4045, 4046, 4047, 4048, 4049 or 4050 would be okay.

I can accept any method of getting it, and archive format, and pretty
much any encoding method.

I need this _urgently_!

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

4225. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 05:07:57 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3jrb7d$4eg@lastactionhero.rs.itd.umich.edu>
Source record: 169513
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- molin 450414 Mar 3 08:13 ./Games/stello21.lzh
-rw-r--r-- baldrick 28244 Mar 4 09:15 ./Games/0index
-rw-r--r-- molin 129200 Mar 4 09:20 ./0ls-lR.Z
-rw-r--r-- molin 129346 Mar 4 09:22 ./0ls-lRc.Z
-rw-r--r-- weiner 8244 Mar 4 09:02 ./Telecomm/0index
-rw-r--r-- molin 404657 Mar 4 09:18 ./0index
-rw-r--r-- molin 162650 Mar 4 09:18 ./0compind.Z
-rw-r--r-- baldrick 129779 Mar 8 10:45 ./0ls-lR.Z
-rw-r--r-- baldrick 128459 Mar 8 10:48 ./0ls-lRc.Z
-rw-r--r-- baldrick 11769 Mar 8 10:22 ./Falcon/0index
-rw-r--r-- baldrick 314381 Feb 28 19:56 ./Falcon/Games/god.zip
-rw-r--r-- baldrick 68191 Mar 7 18:20 ./Falcon/Games/tetrhex123c.zip
-rw-r--r-- baldrick 40398 Mar 2 19:31 ./Falcon/Utilities/kaleido.lzh
-rw-r--r-- baldrick 57848 Mar 2 19:31 ./Falcon/Utilities/spooky2.lzh
-rw-rw-r-- weiner 3774 Mar 8 10:06 ./Printing/0index
-rw-r--r-- boydm 5348 Mar 8 10:25 ./Network/0index
-rw-r--r-- baldrick 83471 Feb 21 20:24 ./Network/EtherNet/tuw4pam.lha
-rw-r--r-- baldrick 162696 Mar 8 10:42 ./0compind.Z
-rw-r--r-- baldrick 404758 Mar 8 10:41 ./0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

4226. HSMOD06

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 05:48:33 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3jrdjh$lan@cxc1.cl.msu.edu>
Source record: 169515
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I know this subject is getting beaten to death, but I've got a question
that I can't seem to answer myself... Can someone tell me what settings
have given them the most success when using DRIVEIN and SCC .PRGs? I
keep getting ZModem re-positioning errors when doing uploads to various
local BBSs. I've confirmed that other callers have successfully ZModem-ed
files to these boards, so I can only presume I have my settings wrong.

Thanx!
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

4227. Re: crippleware - how cri

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 06:14:50 UTC
From: Dave.Thorson@starlinx.damar.com
Message-ID: <a6e_9503110700@damar.com>
Source record: 169559

To: mforget@elfhaven.ersys.ed
Michael, you commented on how adding an "annoyance" to a shareware program had increased registrations:

MF> An objective comment; since adding a "nag" box to MasterBrowse and
MF> ESS-Code, registrations have increased noticeably. They are still not
MF> flooding in, but they are more numerous than before. That is the only
MF> thing that I did to the program. If I had, say, disabled other
MF> features, what would have happened? I'm not sure (and I do not plan to
MF> do this, BTW).

I did something similar with "Runner", a menu-driven desktop replacement program. I used to offer various "add-ons" as an incentive for people to register, and ended up providing everything but with delays added in a few places so people could still try out the software but would not find it as useful as it would be without the delays (and the delays were clearly stated as such when they appeared!). I developed a key system where registered users would get a key in the mail that would let them use any new versions of the software (the key is simply a number that combines with the serial number of their registration to "unlock" the software - eliminating the delays).

I thought I had the perfect system, allowing full use of the software, a way to try all of the functions and add-ons, and an easy-to-use key system that works for one person at a time. Well, since I did all that, not one person has registered..... Maybe the "key" system was easy to break? Not very likely. Still got hundreds of downloads, just no more feedback. There were some fairly minor bugs that showed up under very narrow conditions, and long-time users pointed them out. I still don't know what happened, except that maybe no new users came along and I had already captured all the cutomers I would have on prior versions....

I still think shareware is a viable marketing alternative, although I did _much_ better when Antic sold one of my programs through their magazine. I only got $2.00 per copy sold, compared to $10 on my shareware stuff, but I made enough to buy my ST system and a synthesizer. It seems that crippleware is a good idea, but I know it frustrates me when I download programs done that way. And yes, I _do_ register a lot of the shareware I use!

* CQWK 2.2 *

4228. Re: Item/File Selectors..

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 06:14:50 UTC
From: Dave.Thorson@starlinx.damar.com
Message-ID: <a6f_9503110700@damar.com>
Source record: 169560

To: sheppard_r@kosmos.wcc.gov
RS> The Author of Freedom are trying to be the best there is,
RS> there comments to me is that SElectric would be number one in the world,
RS> I would state that UIS III is..

Roger, I use UIS III all the time and, although I've tried other file selectors "just in case", nothing has compared to UIS III in terms of ease of use, dependability and fexibility. We routinely tell newcomers in our Atari user group that UIS III is the very best upgrade you can do on your Atari computer. I really miss it when using my computer at work (an IBM 486 with 16 MB RAM and Windows 3.1). Sure, it's a simple matter to "Alt-Tab" over to File Selector, find the same directory, then do the rename/delete/print/whatever from there, but I would rather have the immediate gratification provided by UIS III!

I haven't tried the Freedom selector yet (I did download it though, gee, I hope the authors don't consider me a pirate since I haven't sent in my money yet! -- sorry, that was a reply to another string of messages in this topic)

* CQWK 2.2 *

4229. Need to buy monitor for 1040

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 06:41:15 UTC
From: emanley@netcom.com
Message-ID: <emanleyD59Jwr.A6K@netcom.com>
Source record: 169520

Help a freind of mine needs a monitor for a 1040. SVGA 14" b&w (white
page) with the d connector (I guess)).
Does anyone know where I can buy one?
Please email me as I don't usually read this group.
Thank you very much.
--

|
Manley Laboratories, Inc. |-------||---EveAnna Manley
emanley@netcom.com
cheers---->>>-- - - - -
=====
13880 Magnolia Ave. | Tel:(909)627-4256
Chino, CA. 91710 USA | Fax:(909)628-2482

4230. Re: Printer drivers needed

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 06:47:29 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3jrh21$fpg@golem.wcc.govt.nz>
Source record: 169517

In article <3jrajh$esu@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz (steve wells) writes:
>I'm after printer drivers for a Xerox-4045 Laser printer
>(Parallel/Centronics). for one or all of the following:
>Atari-Works
>Pagestream
>1st-Word Plus
>GEM-View
>Mainly Pagestream (v2.2b). It prints text perfectly from the "print"
>command in GUCK or whatever text editor I happen to be using (EdHak
>is great :) but I need _something_ to enable it to print graphics. It's
>not HP compatible, so no luck there. There was a Pagestream driver for
>a Xerox-4020 but it didn't work.

I have the source files for all Pagstreem printers but they stated that
it is not in the PD but are on GEmnie...

There is 4020BW.s and 4020C.s

Does this Laser have enough memory to do graphices, most only have 500k and
that is not enough for grahics work...

I think most Laser printers are only sold for Text work with just enough
to do that...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4231. Re: AV Protocol Docs in ENGLISH

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 07:29:22 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950311Z072922.536barheath@heathen.demon.co.uk>
Source record: 169521

In article <johan.nordlander-0903951710260001@nod.eng.umu.se>
johan.nordlander@engelska.umu.se "Johan Nordlander" writes:

:
: To me this seems a wee bit unfair. Outside the Anglophone contries a very
: common view is that Americans, Britons, Australians, etc., think that the
: world and every one speak English.
:
A Swiss friend once told me that in continental Europe, the common joke is
if you speak three language, you are tri-lingual; two languages and you
are only bilingual; one language and you are English!
There's more than a grain of truth in it, and I'm not going to attempt to
justify the habit
:
: There is of course an alternative solution -- one which most of us
: non-native English speaking people out here have used for decades -- to
: learn a foreign language. At least enough of it to be able to extract the
: info you need when dealing with topics you are interested in.
:

Regrettably, as in most thing the origins are lost in the mists of time, but
I think you'll find that because much of the development work for computing
took place in England and the US during WWII, then English became the lingua
franca of computing, certainly in mainframe terms. Now that the desktop and
smaller units are common, perhaps there should be a move towards more
internationalisation. It'll be difficult though. Look at the trouble we
have now with different keyboard layouts. The net (in its current form)
would collapse as far as the casual user is concerned too.
Most international activities require some form of common language, and in
computing, as in most science, it seems to have become English. Native
English speakers like me just have to accept it as fortunate. The Yanks,
Ozzies and Kiwis can generally get by in English, too, as their mother
tongues are based on it <g>

A certain level of English is necessary anyway isn't it? Aren't most
computer languages based in English for their commands and structures?
Maybe the best solution is for those whose mother tongue is other than
English, when writing programs, at least get the basic instructions into
some form of garbled English, enough for us to be able to comfortably work
out what to DO with the application. Detailed technical history and code
explanations can be left in native; anyone who is _that_ interested will
puzzle it out somehow.

Personally, I don't mind trying to put strangled English into grammatically
correct versions, but my French is basic conversational, my German can get

me beer and petrol, whilst my Italian usually only gets me blank looks! I admire anyone who speaks more than one language well.

Gruss, merci, benvenuto, e gracias

bazza
--
+++++++ standard disclaimer applies +++++++ views are all mine ++++
* barheath@heathen.demon.co.uk - 0 0 0 0 0 0 *
| ------------------- ----------------- ____ o |
* | Barry Heath | |the spare room | _______) |__^__H_ *
| |_____________________| |_____________| |_____| |_________| |
_________o_o___________o_o____o_o_________o_o___o_o_o__()_()_()_o_________

4232. Re: What's this "PC" sh*t?

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 07:35:30 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950311Z073530.904barheath@heathen.demon.co.uk>
Source record: 169522

In article <Pine.ULT.3.91.950309062138.20516A-100000@mars>
jens-and@dsv.su.se "Jens Andreasen" writes:

:
:
: On 8 Mar 1995, Wakko Warner wrote:
:
: > I guess I've been dozing or something, but I always understood
: > that "PC" stood for "personal computer". I didn't realize that it was
: > the abbreviation for IBM...
:
: "PC" is an abbreviation *by* IBM. They coined the expression. Most people
: uses IBM compatibles and are absolutely unaware of other systems. To these
: people Nintendo and Atari comes out to the same thing. "Mac" is a kind of
: raincoat :-)
:
Depends on the newsgroup. In certain places it is not PC to mention subjects
like "men", all are "persons" _P_olitcally _C_orrect thinking is a (p)ain
in the (c)occyx.
Luckily we don't suffer in Atari world!

--
+++++++ standard disclaimer applies +++++++ views are all mine ++++
* barheath@heathen.demon.co.uk - 0 0 0 0 0 0 *
| ------------------- ----------------- ____ o |
* | Barry Heath | |the spare room | _______) |__^__H_ *
| |_________________| |_________________| |_____| |_________| |
_________o_o___________o_o____o_o_________o_o___o_o_o__()_()_()_o_________

4233. Asteroidia

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 07:47:36 UTC
From: vicb@clark.edu
Message-ID: <3jrkio$8fn@clark.edu>
Source record: 169523

Could someone please upload this program to an ftp site and then post the location? It was up on ftp.uni-kl.de for a few days in the incoming directory, but when I pulled it down it was corrupted, and then disappeared a few days later off the site.

Also, a few weeks back, Roger Sheppard posted a request concerning good PD/Shareware games, and someone posted that they would upload an RPG that was reminiscent of Zelda (or some other NES game). Did this ever happen? I've not seen it anywhere.

Victor Bruhn
vicb@clark.edu

4234. Re: Rack Mounting and other stuff

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 07:52:48 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950311Z075248.630barheath@heathen.demon.co.uk>
Source record: 169524

In article <b2e_9503090230@sherwd.fidonet.org>
Rich.Tietjens@f6969.n106.z1.fidonet.org "Rich Tietjens" writes:

: In a message of 28 Feb 95 11:23:17, Rhett Shain Brown wrote:
:
: RS> i would really like to make my st more portable for the purpose of
: RS> sequencing. i saw a picture once of a hybrid arts rack mount job that
: RS> looked pretty nice and i called tech specialties in texas and they
: RS> still have rack cases for the 1040.
:
: Hmmm, I'm in Houston. What's the phone number for Tech Specialties?
:
: RS> the other thing i got inspired about when reading the techspecialties
: RS> catalog was the idea of housing my good old st in the same case as a
: RS> souped up pc. again, does anybody have any experience trying this out?
:
: I have the Mega E in a SuperServer tower - regular clone cases don't have
: enough space.
:
: I know Gizmo is working on a kit to put the STfm into a tower - that should
: make it fairly easy.
:
:
System Solutions <ssolutions@cix.compulink.co.uk> already do a (German
origin) tower for all ST and Falcon. They can also do standard 19" rack
mount hardware. How much more portable this will make your setup is, of
course another matter :-)

bazza
--
+++++++ standard disclaimer applies +++++++ views are all mine ++++
* barheath@heathen.demon.co.uk - 0 0 0 0 0 0 *
| ------------------ ----------------- ____ o |
* | Barry Heath | |the spare room | _______) |__^__H_ *
| |_________________| |_____________| |_____| |_________| |
_________o_o___________o_o____o_o_________o_o___o_o_o__()_()_()_o_________

4235. *** Falcon BBS List ***

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 08:18:42 UTC
From: fg024@cleveland.Freenet.Edu
Message-ID: <3jrmd2$r04@usenet.INS.CWRU.Edu>
Source record: 169526
Cross-posted to: fr.comp.sys.atari,comp.sys.atari.st,comp.sys.atari.advocacy,de.comp.st

```
BBS that have a Falcon 030 section
==========================
Version : 0.02
Here is a List of BBSs that have a Falcon Section, If you Have more please E-mail me info
of:
+Name
+Country
+Phone numbers
+Speed (Min /Max)
+Ratios
+Parity ( n of bits ; Even/Odd/None ; bit of stop )
+Used Spaced for Falcon
```

Now my gathering (by the way I would like to thank�s the people who have contributed to this list).

What�s New : TheBBs,DataLine, correction for Brasil, Germany, Corection for jaberwoky theStand and Master, New Uk number (name unknown). I�ve lost some usa bbs numbers please feed me with numbers names and all the above.

```
Canada (+ 1)
-----------
Grand Central Galaxy
403 986 9843 14.4 kbps 5/1 8-N -1

Denmark (+ 45)
-------------
DK-Soft
43 71 70 75 19.2 kbps ??? ???

France (+33)
----------
Brasil
1 44 67 08 44 2.4-28.8 Kbps ??? 8-N-1

TheBbs
1 42 51 11 35 2.4-28.8 Kbps ??? 8-N-1

Germany (+49)
------------
GoreZone
4841 6069 2.4-19.2 Kbps no ratios 8-N-1

Norway (+47)
----------
The STand
56 30 58 57 14.4 kbps no ratios 8-N-1
```

XBASE
73 52 30 18 28.8 kbps ??? ???

Sweden (+46)

Crime City
8 760 40 67 28.8 kbps no ratios ???

Jabberwocky
31 7956724 14.4 Kbps no ratios 8-N-1

Master
31 364423 14.4 kbps no ratios 8-N-1

MidiNet
40 160655 28.8 Kbps Membership 8-N-1
(Free for Foreigners)
STraight
31 363973 28.8 Kbps no ratios 8-N-1

DataLine
87 782886 300-14.4 kbps 10:1 or free 8-N-1

U K (+44)

Chameleon
0272 881095 14.4Kbps Yes (?) 8-N-1

???
1454 881095 28.8 (?) no ratios 8-N-1

U S A (+ 1)

Neostag
216 792 2580 14.4 kbps no ratios 8-O-1

Cumberland county
609 451 7475 14.4 kbps ??? 8-?-?

PLEASE NOTE:
This list is copyright 1995 by Hirlimann Ludovic. It should be widely distributed as long has NO MONEY IS MADE OUT OF IT. So please distribute it. Upload it to your favorite bbs. If youhave any information dealing with Falcon bbss please mail them to me, those info will be added to the List.

--
E-Mail : Fg024@Cleveland.freenet.edu

4236. Towers II: Where?

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 08:35:43 UTC
From: darmok@leland.Stanford.EDU
Message-ID: <3jrncv$2pi@elaine35.Stanford.EDU>
Source record: 169535

A demo was supposed to have come out Today (or...yesterday now I guess ;-)
where is it?!? I need Towers!!!!!1
;-)

4237. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 08:41:54 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3jrnoi$aq2$2@mhade.production.compuserve.com>
Source record: 169527

One last time, James.. then I'm done wasting any time at all on you...

>YOU HAVE ***NEVER*** (IN WEEKS) POSTED SOMETHING INFORMATIVE ABOUT ATARI
>COMPUTERS...

James, I hesitate to call you a liar in front of everyone.. but it's really
a tossup... do I really want the flamewar, or do I call it like it is..?

Either you simply don't know how to READ (and no, folks, this isn't any kind
of slam.. James has simply demonstrated that he ignores anything I've typed
without reading it, for whatever reason), or you simply don't know how to
comprehend what you read.

DO YOU EVEN READ THE ANSWERS TO THE QUESTIONS _YOU YOURSELF_ HAVE POSTED..?

Folks, I really don't want to take the time to go back and quote all the
messages just because of one twit (and yes James qualifies as a "twit"..
not everyone , as he claims, does qualify. Most people here are worth having
a discussion with because they can read, and can hold an intelligent
conversation. James is something special.)

However... James Woods posted a question asking how he could expand the
memory of his vingage 520 ST. And guess what..?

Nobody else posted an answer.. only this "Atari basher who should stay in
comp.sys.ibm.advocacy" posted an answer to his question. Did he read it..?
CAN he read it..? Apparently not.. either that, or he's lying in the previous
statement.

More recently, James Woods posted a question asking about the comparisons
between Atari computers and Amiga computers.

Among the answers to that question, I posted a fairly lengthy description of
all the various Atari computer models and the differences between them. Did
James read that answer..? Apparently not.

I also posted an answer to his same question, comparing the sound capabilities
of the 1040STe to the Amiga 1000.. did he read it..? CAN he read it..?
Apparently not.

Did James read my offer to send out copies of a list of over 800 CD-ROMS that
are applicable to the Atari computer line..? Apparently not.

Did James read my answer to someone asking for the Atari Customer Service
phone number..? Apparently not.

Did James read my answers to the questions about using the GEMulator with
ST games..? Apparently not.

Did James read ANY of my posts in the Jaguar newsgroup about new products and new Atari press releases..? Apparently not.

CAN James read..? Does James WANT to read..? Apparently not.

This is a real waste of time, folks... James doesn't seem to like being labelled as a "twit"... but one has to wonder why he tries so hard to fit the profile.

James likes Atari computers... cool.. so do I.

James apparently has a lot of trouble working with IBM compatible computers That's really too bad.. I don't.

James seems to have trouble equating that with anything other than "Atari Bashing".. that's pretty sad.

James missed the point of most everything I tried to say in this exchange.

Oh well..

That certainly isn't going to stop me from helping Atari users every day, and stating my opinions.

As I said before... goodbye, James.

BobR

4238. World Clock V1.0a..

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 08:44:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <e6c_9503120107@tor250.org>
Source record: 169563

RS > : Well no wonder we have not seen the Updates to Neodesk 4 and
RS > Geneva yet, : as Dan has been playing at clocks...:-)..

A > If you only knew how long it took me to finish it! I had been
A > working on it in my spare time since September. It finally
A > reached critical mass and I had to get it out of here.

And such a GREAT job too! I am VERY impressed with Worldclock,
Dan - it's given me a wonderful little "show-off" program for my
desktop, the type that I'd always enviously seen on my brother's Mac
and wish I had on MY machine. Not to mention the fact that it's VERY
useful, especially if you have to make a lot of long-distance calls
and have to figure out when's the best time to call at a time where
it'll be convenient for both you AND them :)

A > : This program is Chocolateware...!!!

A > It's not just me. A few others here in the office will
A > probably see to it that no dontation reaches me in its
A > original state :-)

When you come to ACE '95, I'm going to be registering WORLDCLOCK
with some uniquely Canadian offerings - Caramilk Fudge, anyone?

... Just hand over the chocolate and nobody will get hurt. - Troi
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

4239. Re: Mint Minix Confusion

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 09:23:25 UTC
From: Randall Dale Spreadborough <zap@eskimo.com>
Message-ID: <Pine.SUN.3.91.950311011231.29283A-100000@eskimo.com>
Source record: 169529

On Fri, 10 Mar 1995, Tamminen Eero wrote:

> In comp.sys.atari.st you write:
>
> > I guess I am a bit dense but what is the difference between mint and
> >minix? I see posts from people setting up minix partitions and are running
> >mint but I don't understand. Do I need both mint and minix or will they run

OK. I understand the difference now.
>
> MiNT is a 'multitasking system extension for TOS' ie. it can run several
> TOS programs parellel with each other and one GEM program. Minix-fs is
> dynamically loaded filesystem (fs) driver for MiNT. After you have
> 'minit'ialized a free partition and booted MiNT with minix-fs, you
> have a 'unix like' (long, case dependent filenames, soft/hard links)
> file system on that partition.

But if I can get along with 8+3 filenames Minix isn't neccessary, right?
Can I still do hard/soft links without the long filenames? Like with just
Mint?
>
> MultiTOS use MiNT as it's multitasking kernel. MultiTOS has multitasking
> AES (ie. GEM).

Does my Geneva package fit in here anywhere?
>
>
> >by themselves? I would like to emulate a linux system and use a bourne shell
> >preferably bash as that is what I use as a host. What do I need to
>
> MiNT + Gnu tools etc. stuff gives you a good (text-only) unix
> 'emulation'.

I guess you mean 'no graphical windows like X-Windows and such' right?

>
> >accomplish this task? I have a STE w/4 megs tos 1.06 and a small hd. I just
>
> 4megs is enough. Setting a *bare bones* unix like system needs about
> 20mb harddisk on it's own partition.

How large a partition do you recommend if I wanted to put some 'meat' on
that 'bare bones' unix like system?
>
>
> - Eero -

>
>
Thanks for taking the time!

Randall Dale Spreadborough <zap@eskimo.com>
PGP v2.6.2 Public Key Available by Request

4240. Re: Modem??? <I want to hook up>

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 09:26:06 UTC
From: diehl@wink.io.org
Message-ID: <3jrqbf$j24@ionews.io.org>
Source record: 169533

```
Tom Cipullo (cipullt@freenet1.scri.fsu.edu) wrote:
: I have the basic 1 meg. 1040 ST with no hard drive.

: Where can I get software and a modem (in the U.S.)?

Software (By mail order) call TOAD Computers at 1-800-448-TOAD

Modem: Anywhere. The Atari ST uses any standard RS232 modem.

: --
: >>>>>>>>>>>>>>>>>>>>YOUR PAL, TOM<<<<<<<<<<<<<<| Kick a boy and teach
: | Climb you monkeys! There are no chains to hold| him how to cry--Blake
: | you now--Errol Flynn**************************| Babies
: |############## Time to die, fatman!--Sonny Chiba | $$$$$$$$$$$$$$$$$$$$

--

_____________________________ _________________________________
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

4241. Re: NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 09:36:07 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.56.00099A63@cam.ac.uk>
Source record: 169530

Here are some ideas for articles in the new mag (definitely on the *MUST BUY* list):
a) hardware DIY - wasn't PAK 030 a magazine project before it went commercial?
b) Setting up complex programs/German programs (a summary would be helpful) eg. MiNT, GCC 2.6.1, Chimera...

Adrian (apb25@cam.ac.uk)

4242. Re: Translators..!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 09:39:36 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.57.0009A93F@cam.ac.uk>
Source record: 169531

Why don't we start a translation scheme ? Where say a Geman person can take out all the surplus from the German docs and leave the essentials, then someone (preferably bilingual) could translate it to English, and finally an English person would tidy it up into correct English.

I'd be willing to participate although I've only done GCSE German, but RSCs are easy enough.

Adrian (apb25@cam.ac.uk)

4243. TCSH 605pl1

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 09:41:41 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.58.0009B22E@cam.ac.uk>
Source record: 169532

Has anyone got TCSH605pl1 to work - I got it from a Geman site and it just crashes MiNT when I run it. Version 6.03(3?) works fine.

Adrian (apb25@cam.ac.uk)

4244. Re: Eagle Power II

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 09:51:33 UTC
From: jperez@uhunix3.uhcc.Hawaii.Edu
Message-ID: <D59spx.M7q@news.hawaii.edu>
Source record: 169534

: No Have some Brains and THINK...
: There is no hope in the world, even NeXt dropt out of none
: standard computers and from what I have read here about German products
: they are way over priced....
: Also Atari is no longer into Computers....
: So wake up People the Atari is DEAD.....
: Take the Pill and move to a real Computer, or how to live with the Bomb...

Oh, I see, I should run out an buy a really expensive computer that is
poorly designed, inefficient, and is extremely prone to crashing,
viruses, and general misfunction.
Just because the rest of the world chooses to utilize archaic
technology (that is, PC architecture) doesn't mean that I want to.
Simply because everyone else is doing it just isn't sufficient cause for
me to lower my standards.
Atari is out of the "computer" business for now - but I can't
think of any better way to show them that their efforts have been
appreciated than to support their existing computers. The Falcon, despite
its shortcomings, is designed the way that a computer should be designed.
It is a parallel processing computer with built in hardware for audio,
video, and all other forms of input output that few (if any) PC's could
handle.
Take this hypothetical example: Lets just say that you could get a
PC, and equip it with the following...
1) Continuous memory (not XMS, EMS, HIMEM, or other such rubbish)
2) OS in Rom (rather than on the hard disk where it is
succeptable to infection and corruption)
3) Genlocking and overlay capacity
4) Stereo 16-bit analog to digital DMA input
5) Stereo 16-bit digital to analog DMA output
6) 8 16-bit audio record/playback channels (up to 50kHz sampling rate)
7) Sound/DMA co-processor
8) 2 joystick/mouse ports
9) 2 analog controller ports
10) MIDI IN/OUT/THRU
11) Bi-directional parallel port
12) RS232C serial port
13) SCSI II w/DMA
14) Analog RGB/VGA/Composite video output
15) Digital Signal Processor with accompanying port
(up to 1mhz data transfer rate)
16) Television (RF) output
17) Localtalk compatible LAN port (up to 250k baud data transfer rate)
18) True-Color video (16-bit color) - 65,536 from 262,144 palette

19) Parallel, Multi-Processing design
68030 CPU
56001 DSP
VIDEL (true-color, overlay, overscan)
COMBEL (System management and BLITTER graphics co-processor)
SDMA (Sound with direct memory access)
CODEC (16-bit a-d, d-a converters)
Keyboard processor
20) Independent data and address busses
21) 32 Bit Data and Address busses at 16mhz
22) An operating system that is written to support all of these processors and input output types. (No stinking drivers)
23) An operating system that is not Windows (that is, no general protection faults or other such silliness)

Okay, so let's say you have a comparably equipped PC - and let's say you get all of these things running cooperatively (highly unlikely) - how much would it cost just for the hardware? And how about to set the thing up? Most computer techs in this neck of the woods charge over $80.00 per hour - lets assume that most of the general public isn't capable of installing all of these devices and accompanying driver software. How much will it cost to set up? How likely is it that the system is going to operate reliably with so many additions to the OS? Why would anyone want to endure such torture?
In any case, I'll hold onto my Atari until someone else indicates that they actually put some thought into the design of a new machine. That does not include putting a Pentium into a toaster and then adding other stuff until it does what you want it to.
On PCs, sound interferes with the modem, or the modem interferes with the mouse, or all three don't work and one cannot even access the system setup screen because some unknown driver is conflicting with the ROMS in the PC. This sort of nonsense should not be happening now, in 1983 maybe, but not now.
Hey, how about another little tid-bit: PCs only have 64k! Sure, with memory paging and swapping it may act like 640k - any you can even install a hardware virtual ram-disk so your PC can have megs and megs of what is not quite so accurately referred to as RAM. 64k, that's about as sophisticated as an Commodore 64. Motorola powered machines, on the other hand, have access to loads and loads of continuous RAM. If that doesn't provide enough help, the Atari TT and Falcon can also have Fast-Ram (which, I believe is 4x faster than conventional ram).
I hate being the owner of machine that has diminishing support - but at least I can take comfort in the knowledge that I chose a computer that was designed intelligently, and can still outperform most machines currently out and about (in practical day to day operation).
Back in 1987, when I bought my first Atari ST, If I knew the future, and what was to become of the Atari platform, I wouldn't have done a thing differently. I still would have chosen a computer that was powerful, affordable, and met all my needs (Word Processing, DTP, Graphing, Music composition, Computer animation, Graphic Design, CAD,

Programming, IBM and MAC emulation, Sound sample editing,
Telecommunications, Entertainment, and much more). I would still have
chosen and Atari.

The Borg
jperez@uhunix.uhcc.hawaii.edu

4245. Re: New Atari Computer Rumou

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 10:10:00 UTC
From: Dirk_Michel@bi.maus.de
Message-ID: <199503111210.a38942@bi.maus.de>
Source record: 169581

Hi!

>>But we all probaly won't see such a machine at the fair, because Atari
>>won't be there. Do you think IBM will show such a thing ??? :-((

S>Believe it or not, some people think IBM will do this, indeed. :-)

Believe it or not, Big Blue doesn't :)).

Cheers,
Dirk.

4246. Re: Mint questions re init & x

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 10:11:06 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950311Z101106.704barheath@heathen.demon.co.uk>
Source record: 169536

In article <mattkD577t9.IMp@netcom.com>
mattk@netcom.com "Matt Koundakjian" writes:

: Here are my problems! I worked out the init and login and rc
: files...kbd, pty, syslogd all load fine...I can log into my "x" account.
: Xinit runs. It gives me an error message that's roughly 'can't set path
: /usr/lib/X11/fonts/.....' (it tries to put the path of all the fonts
: in). Then it gives me an error message regarding its inability to load
: fixed.bdf. Then it says something about can't find X server...then it
: aborts. Any ideas?
:
: Second question is about "access". First, where can I get a description
: of how to put entrys into /etc/passwd. Second, how do you set
: auothority....most of my files were set up from root...I can't log into
: root (there's no entry in the passwd file), and I don't know how to set
: my main account, dog, to have superuser status...
:
:

And this is the system they promised ME was so easy to install?

--
+++++++ standard disclaimer applies +++++++ views are all mine ++++
* barheath@heathen.demon.co.uk - 0 0 0 0 0 0 *
| ------------------- ----------------- ____ o |
* | Barry Heath | |the spare room | _______) |__^__H_ *
| |_________________| |_____________| |_____| |_________| |
_________o_o___________o_o____o_o_________o_o___o_o_o__()_()_()_o_________

4247. ACE '95 Release #16

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 10:17:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <e6d_9503120107@tor250.org>
Source record: 169569

```
******************************************************
NEWS RELEASE 16: THE TORONTO ATARI FEDERATION PRESENTS - ACE '95!!
******************************************************

==========================================================
ACE '95 *** IS ONLY 3 WEEKS AWAY *** ACE '95
==========================================================
LLLLLLLL EVERYTHING GREAT UNDER THE ATARI SUN! LLLLLLLL

*******
FEATURE EXHIBITOR > BEST Electronics of San Jose, California
*******
Parts, parts, parts, parts, parts, parts,
parts, parts, parts, parts, parts, parts,
parts, parts, parts, parts, parts, parts,
service, service, service, service,
parts, parts, parts, parts, parts, parts,
parts, parts, parts, parts, parts, parts,
parts, parts, parts, parts, parts, parts,
service, service, service, service .....

Nuff' said! Booth #8! Be there!
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=

ACE'95 Visitors and Exhibitors will be treated to all that
Toronto has to offer (it's a *LOT*!). Everyone will be treated to
an Exhibition taking place in a terrific, bright, modern,
intimate venue. The North York Civic Center is a great complex:
Shopping, Restaurants, Subway, Theatres, Hotel and - of course -
MEMORIAL HALL & ACE'95!!

*******
FEATURE EXHIBITOR > Wizztronics of Port Jefferson, New York
*******
OK ... so like, what is it that travels, like,
a billion miles per hour, executes computing
tasks like nothing you've ever seen before,
turns MIDI people into quivering bowls of
jelly, makes DTP people drool, mounts any
size hard drive currently available(!),
mounts a CD-ROM drive, high density floppy
drive, too many external ports to mention, and
looks so good you could just ... well ... scream?
The answer? THE FALCON RACK! Steve Cohen
will also have BARRACUDA on hand, AS WELL AS
COUPLE OF DOZEN OTHER INCREDIBLE PRODUCTS!
```

(Stacks of Racks and the rest of the Wizztronics
lineup!) He'll be in Booth #7. We also suspect
he'll be *busy* in Booth #7!
=-=

The *GREATEST*ATARI*EXHIBITION*IN*YEARS* is happening on April
1st & 2nd, 1995, in TORONTO!! The ACE '95 Exhibitors List is
impressive ... and there are STILL a couple MORE to come!!

LLLL Gribnif Software (NEODESK 4, Geneva!)
LLLLL TOAD Computers (just your basic SUPERSTORE!)
LLLLLL Branch Always Software (GEMulator!)
LLLLLLL Cybercube Research (Cyrel!)
LLLLLLLL DMC Publishing (Calamus, Outline Art 3!)
LLLLLLLLL Scarborough Computers (*THE* Toronto Atari Dealer!)
LLLLLLLLLL Missionware Software (Flash II!
LLLLLLLLLLL ICD INC/4Play/Black Cat Designs!
LLLLLLLLLLLL It's All Relative!
LLLLLLLLLLLLL ABC Solutions!
LLLLLLLLLLLLLL Esquimalt Digital Logic (OMEN!)
LLLLLLLLLLLLLLL GEnie Information Services!
LLLLLLLLLLLLLLLL Suzy B's Software (& CDs!)
LLLLLLLLLLLLLLLLL chro_Magic (RAM Gizmo, Pianistics, Crawly Crypt!)
LLLLLLLLLLLLLLLLLL Clear Thinking (EditPlus!)
LLLLLLLLLLLLLLLLLLL Schauzmoll Software (The first GUI BBS)!
LLLLLLLLLLLLLLLLLLLL Anodyne Software (ExtenDOS)!
LLLLLLLLLLLLLLLLLLLLL Oregon Research Associates!
LLLLLLLLLLLLLLLLLLLLLL Computer Direct! (DirecTT030 & an
LLLLLLLLLLLLLLLLLLLLLLL enormous lineup of Atari products!)
LLLLLLLLLLLLLLLLLLLLLLL Binary Sounds (SMPTE, Edit Track!)
LLLLLLLLLLLLLLLLLLLLLL Fine Tooned Engineering (MIO2, Sweet 16)
LLLLLLLLLLLLLLLLLLLL Compuworld (Service, Parts, Upgrades!)
LLLLLLLLLLLLLLLLLLL Encore Music (Falcon MIDI systems!)
LLLLLLLLLLLLLLLLLL Wizztronics (The Falcon Rack, Barracuda!)
LLLLLLLLLLLLLLLLL Steinberg/Jones (everybody knows what they do!)
LLLLLLLLLLLLLLLL SKWare One Software (Seurat!)
LLLLLLLLLLLLLLL BEST Electronics (every Part imaginable!)
LLLLLLLLLLLLLL COMPO (That's Write 3, SpeedoGDOS 5!)

****
FEATURE EXHIBITOR > ABC Solutions of Toronto, Ontario
****
How'd you like to use the GROLIER'S CD-ROM
ENCYCLOPEDIA on your Atari .... hmmm? SARA-CD
for Grolier's will be debuting at ACE'95!
IT'S TRULY AMAZING! It will be up and running
in the ABC Solutions Booth (#5), and in the
It's All Relative Booth (#30)!! Replace three
shelves worth of Americana, Brittanica or
Funk & Wagnall's, with one little CD!! This
is truly marvellous stuff ... SARA for

Grolier's allows you to poke around inside an
incredibly useful CD: Search for information,
cross-reference maps and pictures, browse
definitions and research information, play
related sounds, and make wonderful use of
Multimedia on your Atari computer!! Howard &
Lianne will also have the complete ABC
lineup on-hand: Edith Professional, 1st Word
Plus, tbxCAD and MUCH more!!

=-=-=-=-=-=-
The ACE'95 SEMINAR/LECTURE SCHEDULE WILL BE POSTED SOON!!

****
Check our WORLD WIDE WEB pages: http://www.io.org/~schrist/taf.html
******* or http://www.io.org/~schrist/ace.html

(previous News Releases contained an incorrect address ... sorry!)

=-=-=-=-=-=-
MIDI, DTP, Wordprocessing, Graphics, Power Computing, Software
Libraries, Utilities, Accessories, Databases, Spreadsheets,
Custom Solutions, Games, Educational, Internet, BBS, Networks,
Accelerators, Emulators, 6502 support, 68000 support, 68030
support, 68040 support, JAGUAR Station, User Group Center,
INCREDIBLE SALE PRICES, Software, Hardware, Advice, Service
and EVERYTHING you need to get the VERY BEST out of your Atari!

==========
GETTING TO ACE'95 IS *EASY*. Toronto is directly
accessed by Highway 401 or the Queen Elizabeth Way,
or Highway 400/69. Crossing the US/Canada border
at Detroit, Buffalo, Niagara Falls, Ft. Erie,
Ogdensburg, Kingston, etc., will lead you directly
to Highway 401 or the Queen Elizabeth Way. Take the
Yonge St. Ramp north off the 401 and drive to 5110
Yonge St. (5 lights) If you take the Queen Elizabeth
Way, follow the signs to get to highway 401. *ANY*
AAA or CAA or other Motor League can provide you with
a map of Toronto, Ontario & Canada. Please call us
if you have any trouble! Pearson International
Airport is only 15 minutes away! Toronto Transit
subway access is direct, too - there's a subway
stop at the Civic Center!
==========
BOOK YOUR HOTEL & YOUR TICKETS IN ADVANCE! Call
or e-mail for info ... for INDIVIDUALS, USER GROUPS,
ORGANIZATIONS, DEVELOPERS & DEALERS! The Show Site
(North York Civic Center, Memorial Hall Exhibition
Facility) has hotel, shoppping, restaurants and more!
NOVOTEL HOTEL: $89 Cdn PER NIGHT
(single OR double occupancy)

** Call Novotel direct* @ 416-733-2929 and ASK FOR
A ROOM WITH THE TORONTO ATARI FEDERATION GROUP! **
ACE'95 TICKETS: $6 PER DAY
$10 WEEKEND PASS
*You can also call 416-752-2744 FOR HOTEL or TICKET RESERVATIONS
==========
Meet Dan Wilga, Darek Mihocka, Bob Luneski, Peter
Zalesak, John Trautschold, Craig Harvey, Nathan
Potechin, Mario Georgiou, Greg Kopchak, Al Fasoldt,
Rick Ladage, Jim Fouch, David & Jennifer Troy,
Michael Burkley, Roger Burrows, DARLAH, Craig
Carmichael, Tom Harker, Chris Krowchuck, Jim
Collins, Ralf Dowich, Shawn Tedder, Mike Wilhelm,
Mike Hohman, Christian Ernst, Michael Snape, Ray
Williams, Stuart Watt, Stephen Christian, Steve
Cohen, Jeff Neveu, Sonny Ang, Bill Annand, Brian
Koda, Robert Engberson and Muhamed Ali ... well you
never know, Ali *might* show up:
"ATARI *IS* THE GREATEST!"
==========

ACE'95 is being held at:
North York Civic Center
Memorial Hall Exhibition Facility
5110 Yonge St. (at Parkhome Ave.)
Toronto, Canada
April 1-2, 1995 *CALL US* 416-752-2744 or 416-225-5823 *CALL US*
Saturday 9AM - 6PM
Sunday 9AM - 5PM

~~ Howard Carson, ACE'95 Chief Organizer ~~~

E-Mail: GEnie - H.Carson1
Atarinet - Howard. Carson@51:5/6
Internet - h.carson1@genie.geis.com
howard.carson@canrem.com
hcarson@io.org
TAF Online - Howard. Carson

"HEY! ... We haven't been THIS EXCITED in YEARS!!"

... Quick! I see a moderator! Change the subject, FAST!
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

4248. Falcon Enhancement

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 10:20:24 UTC
From: jperez@uhunix3.uhcc.Hawaii.Edu
Message-ID: <D59u20.MJo@news.hawaii.edu>
Source record: 169537

Does anyone out there have any information or specifications for the
various Falcon accelerators and Emulators? I have heard of the following:

Eagle Sonic/Mighty Sonic 32mhz 030
Barracuda 20-33mhz 040
Power Up 2 32mhz clock doubler
Falcon speed AT emulator

I would like to know what kind of performance increase can be
expected from these (and other? accelerator boards). I am also
interested in hearing about PC emulation (Falcon Speed).
Did the Falcon 486 emulator ever get released?

News, advice, opinions? I just hate having an empty slot...

Thanks,
The Borg
jperez@uhunix.uhcc.hawaii.edu

4249. Re: Modem??? <I want to hook up>

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 10:29:13 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3jru1p$9vc$1@mhadg.production.compuserve.com>
Source record: 169538

The Atari ST can use any standard *external* modem.. it doesn't have to be one specifically for Atari.

The ST uses a standard IBM style modem cable (25 Pin DB25 male to female), so that should be easy to find too.

As for software, there are a small number of commercial terminal programs still available.. Flash II from MissionWare Software is a good one.

For ShareWare programs, try ConNect or STorm, both available from CompuServe or any of the Atari ftp archives on the net, or most likely any local BBS that has Atari files available.

You can download these Atari programs into an IBM PC compatible computer and transfer them to an Atari ST by using a floppy disk formatted *on the PC* and as a *720K* disk.

BobR

4250. Re: NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 10:33:50 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3jruae$hrt@golem.wcc.govt.nz>
Source record: 169541

In article <3jmq6s$p4s@m1.cs.man.ac.uk>, lais@cs.man.ac.uk (S94) writes:
>
>In article <3jjn5g$k0@olivea.ATC.Olivetti.Com>, grillo@olivea.ATC.Olivetti.Com
>(Savino Grillo AB) writes:

>because ST owners want a _quality_ magazine. That's why from the sound of Atari
>World and the support from around here it certainly will beat STF, and I for
>one

Yes we do need a desent Mag more in the line of ST-World, most people here
are just fed up with the format of ST-Review..

To much Falcon stuff, Falcons are not sold in this part of the world,
and the ones that I have seen are some 3-4 more than a good PC clone...

So BRING BACK THE ST-WORLD MAG FORMAT......!!!!

Fed up ST-Review Reader.......

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4251. Falcon 030 FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 10:36:31 UTC
From: fnjah@aurora.alaska.edu
Message-ID: <1995Mar11.013631.1@aurora.alaska.edu>
Source record: 169540

I have finally decided to sell one of my Falcon 030 computers. I have two.
4 Megs ram
80 meg internal ide hard drive
adaptor for svga monitor
adaptor for ST monitors
SCSI II cable to connect directly to an external scsi drive.

Lots of pd/shareware software on HD as well as AtariWorks and all that stuff.
Also includes Dr T's KCS Omega sequencer and
Xor Patch Editor, True Paint drawing program, and other misc games and stuff.

I also have a relisys monitor, but no original box for it.

Not sure what the going price for a Falcon is. E-mail me if you are interested.

FNJAH@AURORA.ALASKA.EDU

4252. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 10:39:54 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950311Z103954.164barheath@heathen.demon.co.uk>
Source record: 169539

In article <3jocm6iik7@mhade.production.compuserve.com>
76702.1466@CompuServe.COM "BobR" writes:

: >James made as many, if not more, cogent points than you did...
:
: Sorry, I wasn't keeping score of "points"... and that was part of the
: problem.. every time I'd try to make a "point", there'd be a shotgun of
: unrelated agruments.
:

You missed the point of what I was Saying. I wasn't -counting- points, merely noting that you didn't appear to have made your case as well as he did.
:
:
: Since you weren't contributing to the discussion anyway
: that will hardly matter, will it..?
:
A mite difficult to contribute to a discussion when I know nothing about one of the subjects. I have never used PCs; I've only ever had Atari hardware, so I couldn't make a valid contribution. I was reading the discussion in order to help me determine my next upgrade; do I buy a 486 or Pentium PC a big Mac (ouch) a Falcon, or stick with my ST and improve the OS,the keyboard etc, fit a floptical or CD-ROM etc.

I think the anti-PC brigade have made a better case than you as a pro-PC protagonist. Therfore from my point of view, you lost

bazza

--
+++++++ standard disclaimer applies +++++++ views are all mine ++++
* barheath@heathen.demon.co.uk - 0 0 0 0 0 0 *
| ------------------ ----------------- ____ o |
* | Barry Heath | |the spare room | _______) |__^__H_ *
| |_________________| |_____________| |_____| |_________| |
_________o_o___________o_o____o_o_________o_o___o_o_o__()_()_()_o_________

4253. Looking for an SC1224 monitor cable

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 11:09:17 UTC
From: James Kleist <jkleist@achilles.net>
Message-ID: <3js0ct$26l@hermes.achilles.net>
Source record: 169564

I need the cable that goes from the monitor to the computer
(SC1224 color monitor), these are really hard to find!

James

4254. Re: HSMODEM 6

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 11:29:39 UTC
From: harun@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3js1j3$6pq@mars.fb1.fhtw-berlin.de>
Source record: 169547

Brian Seburn (bseburn@vaxxine.com) wrote:

: I was actually looking for HSMODEM5 as I had heard there were
: apparent problems with 6. But took 6 when I found it. :-)

How often I shall repeat it?????????????
Only the MFP.PRG of HSMODA05 (ZERO FIVE) contains a bug in the
Fcntl TIOCCTLGET which causes it to respond with "RING always
activ". There are at the moment no known bugs of HSMODA06 (ZERO SIX).

harun@linux.fb3.fhtw-berlin.de

4255. HENSA WEEKEND ACCESS..

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 11:57:46 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3js37q$iiv@golem.wcc.govt.nz>
Source record: 169542

I just tried to access Hensa at miday on Saturday via Gopher Web and
it stated no access....

I thought you had week-ends there..???

Or did some one forget to program the computer...??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4256. Bad News: TOS 5

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 12:03:41 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3js3it$6jg@dux.dundee.ac.uk>
Source record: 169548

Atari have said that they will NOT be selling any more TOS upgrades!!
I presume this only applies to TOS 5. However they did say that
C-Lab can take over this market if they wish.

Hopfully c-lab will issue TOS 5!!

Rod

--
--
Rod McCall, President, Lip Theatre Company, Dundee University
WE NEED DONATIONS OR WE'LL HAVE TO CLOSE!!
rmccall@mcs.dundee.ac.uk | University (Term Time)
cdsales@cix.compulink.co.uk | Non term time and for info
info on CD-ROMS (PC&MAC), PC Hardware and Books
==

4257. Re: OMEn

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 12:08:49 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3js3sh$6jg@dux.dundee.ac.uk>
Source record: 169549

D.Bhabuta (efac001@alpha.qmw.ac.uk) wrote:
: Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: : Is their any news on the OMen operating system. For example is their
: : any apps comming out for it?

: There are apps available for it, from floppyshop. They sent me a disk
: for review, for the AW PD section. I will upload the contents to HENSA
: next week....

I have the Actual system, it is quite nice. If there is a market for it
I may start programming some apps myself.

Rod
--
--
Rod McCall, President, Lip Theatre Company, Dundee University
WE NEED DONATIONS OR WE'LL HAVE TO CLOSE!!
rmccall@mcs.dundee.ac.uk | University (Term Time)
cdsales@cix.compulink.co.uk | Non term time and for info
info on CD-ROMS (PC&MAC), PC Hardware and Books
==

4258. Student Discounts List!

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 12:13:47 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3js45r$6n0@dux.dundee.ac.uk>
Source record: 169552
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech,comp.sys.atari.advocacy

A rather small list I admot but here goes.

==========

LEXICOR SOFTWARE CORPORATION
36 Queensberry street, suite 6
(617) 437 0414 service@lexicor.com, info@lexicor.com
(617) 437 9413

(510) 848 7621
(510) 848 7613

PRODUCT INFORMATION:

Lexicor Software imports several products and developes several too,
discount rates for students only apply to some products that are not on
special sales.

DTP software/Graphics Hardware and Software such as NOVA Graphics Board,
Medusa Computer system, Phoenix 2.0 Object Renderer, Raystart, DA Picture,
DA Vector (and Pro), Metamorphosis 24, Chronos-3D, Utility Pack, CAD 3D
Design and Illustration Disk, Prism Paint plus more.

DISCOUNT RATES & MIN ORDER: Student
Educational

please call or email for information

RESTRICTIONS ON DISCOUNTS:

please call or email for information (U.S.A. only)

December 8th, 1994

==========

TEAM Software
POB 7332, Washington, DC 20044, USA
TEL 703-533-2132, FAX 703-538-4598

email address mlake@dgs.dgsys.com

PRODUCT INFORMATION: Entertainment, simulation of the horse racing track

DISCOUNT RATES & MIN ORDER: Student any quantity, $10 off list
which comes to $29.95 plus
shipping
Educational ditto

RESTRICTIONS ON DISCOUNTS: no restrictions

December 7, 1994

==========

Remember Hi-Soft also do discounts on non-special offers of upto 30%!!

Rod

--
--
Rod McCall, President, Lip Theatre Company, Dundee University
WE NEED DONATIONS OR WE'LL HAVE TO CLOSE!!
rmccall@mcs.dundee.ac.uk | University (Term Time)
cdsales@cix.compulink.co.uk | Non term time and for info
info on CD-ROMS (PC&MAC), PC Hardware and Books
==========

4259. Re: No. ST's Really Are Crap!

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 12:24:41 UTC
From: Craig@thebrink.demon.co.uk
Message-ID: <98695153wnr@thebrink.demon.co.uk>
Source record: 169545

In article: <077_9503090649@centron.com> Frank.Charlton@256-510-2.centron.com (Frank Charlton)
writes:

> Don't beat around the bush Craig, just say what you mean! :-))

You don't think I was TOO understated do you Frank?
--
Craig Oldfield | Dachshunds With Erections Can't Climb Stairs
craig@thebrink.demon.co.uk | (Les Barker)

4260. Re: No. ST's Really Are Crap!

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 12:24:45 UTC
From: Craig@thebrink.demon.co.uk
Message-ID: <600313246wnr@thebrink.demon.co.uk>
Source record: 169544

In article: <djs.794745906@gen-off-1> djs@jet.uk (David Stevenson) writes:

> I notice that Craig complained about childish behaviour, then responded
> in the above manner himself!

And quite right too, much better to reply in an above manner than a
childish manner but thank you for your concern.
--
Craig Oldfield | Dachshunds With Erections Can't Climb Stairs
craig@thebrink.demon.co.uk | (Les Barker)

4261. Re: Bio Hazard

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 12:24:45 UTC
From: Craig@thebrink.demon.co.uk
Message-ID: <33265669wnr@thebrink.demon.co.uk>
Source record: 169546

In article: <b33_9503090230@sherwd.fidonet.org> Rich.Tietjens@f6969.n106.z1.fidonet.org (Rich
Tietjens) writes:

> I appears to me that "Gabriel Logan-Wright" has made himself the least-popular
> member of this newsgroup. What do you suppose Roger will have to do to win
> back his title?

I'm sure Roger can think of something :)
BTW nice to see you on here Rich.
--
Craig Oldfield | Dachshunds With Erections Can't Climb Stairs
craig@thebrink.demon.co.uk | (Les Barker)

4262. Re: crippleware - how cri

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 12:51:45 UTC
From: m9174@abc.se
Message-ID: <3js6d1$f77@oden.abc.se>
Source record: 169550

cs93dlh@dcs.exeter.ac.uk wrote something like :

c> * Looking for a Falcon sample editor? Get SuperSam v1.08! *

How much is the shareware fee for your program?

Carl L. - Zero-X beta-tester.

---
* Kivi 1.30 *

4263. Re: Emagic Logic ?s

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 12:51:47 UTC
From: m9174@abc.se
Message-ID: <3js6d3$f78@oden.abc.se>
Source record: 169551

c> Currently 2.01 (2.02 for the Mac). However, version 2.5 is out soon w
c> has loads of new stuff, including a completely new manual.

That means that Emagic still supports Atari? Good. Do you know if
they are going to do a new manual for Audio? AFAIK the manual included
with the Atari package is the Mac manual, with a short addendum for
Falcon030.

Carl L. - Zero-X beta-tester.

---
* Kivi 1.30 *

4264. Wanted Atari Monitor

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 14:17:14 UTC
From: firefox@byron.apana.org.au
Message-ID: <3jsbdt$5j6@hack.byron.apana.org.au>
Source record: 169553

Hi Im wanting to buy a working Atari Moniter for my STE.

Contact me at firefox@byron.apana.org.au

4265. Re: Toad Computers - fast response

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 14:26:00 UTC
From: jim.gain@primetime.org
Message-ID: <1e3.2284.4071@primetime.org>
Source record: 169555

-> >I can beat that. I sent an Email regarding STraight FAX, and the
-> reply >came back WITHIN 10 MINUTES! Whilst I was still on-line. Then
-> I replied to >this mail, and another one came back just as quickly!
->
-> Yeah .. I guess I must check the time, I don't check my emails that
-> many times in a day.
->
-> Toad Computer responses are real fast, within half aday, everything
-> is available for a sale transaction.

Well... I can top that... for the S-L-O-W-E-S-T response time from
TOAD!

I have been reading all the hoopla re: how great TOAD is... and have
called them twice, written by snail mail once and just E-mailed them a
couple of days ago.... ALL to just get a catalog!!! How L-O-N-G have I
been trying to get this "PRECIOUS D*** CATALOG".............

..... would you believe TWO (2)... that's right TWO!!!! years!!!!

Needless to say... I am NOT impressed!

Internet: jim.gain@primetime.org (Jim Gain)
This message lovingly processed in beautiful Muskoka, Ontario, Canada by:
PrimeTime BBS - (705)689-1757

4266. Re: Ultima 2 hints/tips

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 14:32:22 UTC
From: jbaumgar@bronze.coil.com
Message-ID: <3jsc9m$e20@bronze.coil.com>
Source record: 169556

In article <D58oJ1.M1p@freenet.carleton.ca>,
Mark Montreuil <ai066@FreeNet.Carleton.CA> wrote:
>
>I have an old, original Ultima 2, with docs and map, that I've been
>playing around with. I'm looking for a few hints/tips, specifically:
>
>How much experience do you need to go up levels

I'm not too terribly sure about this, but I believe you gain one level for every 100xp. (You can check with the stats screen to be sure, that'll tell you what level you are). At any rate, levels are insignificant in Ultima II. They don't let you use weapons/armor and they don't increase your stats.

>How do you raise your stats?

You have to go the Hotel California and bribe the "merchant" near the front desk. The amount you give is equal to the stats you increase, although don't be too greedy, because 1) it doesn't always work and you wind up losing lots of money 2) if you go over 99, you wrap back down to 0. The Hotel is in San Antonio in 1990 A.D. You can get there either by the legends portal, or a couple others. San Antonio's nice, too, because if you have keys, a skeleton key, a brass button (and a coin is nice, too), you can steal a plane.

>mark m

Jim Baumgardner (jbaumgar@bronze.coil.com)
"Ah, I see you have the machine that goes `ping!'" - Michael Palin
--
Jim Baumgardner (jbaumgar@bronze.coil.com)
"Ah, I see you have the machine that goes `ping!'" - Michael Palin

4267. Re: Is Atari alive?

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 15:24:52 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FCLPCAUQUp@warpcon.ersys.edmonton.ab.ca>
Source record: 169554

In <3jolnu$m5l@cville-srv.wam.umd.edu> Wakko Warner wrote :

> This is a serious question, so no flames, please...
> Bear in mind that I heard this from a friend, who heard it from a
>friend...
> What I understand is that while Atari is still in business, they
>are no longer active at all in the computer world, just in the game
>world...
> Anyone know if this is true?
> I don't care either way, I just am curious...
> I'll never sell my ST... until I upgrade to a Falcon...
> Thanx!
> --Lunatic
>
Good choice for a name. Anyway, it is true that, at least for
the moment, Atari is focusing on the game system, presumably to
generate some loot. However, it has been said that there were
thoughts of making a Jaguar-based computer, and although that would
be a very long time away, it says that Atari is completely ignoring
the computer. Who knows? Perhaps Atari will re-surface with a new,
wicked computer! I, of course, intend to be here, just in case.

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?
-- --

4268. Differences in opinion about translating

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 15:44:14 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FCLPCAUSUp@warpcon.ersys.edmonton.ab.ca>
Source record: 169557

In <3jpef3$r32@osiris.wu-wien.ac.at> Alfred Radauer wrote :

>I do abaoslutely agree with Roger on that subject. A lot of German
>software companies could do commercially much better, if they would have
>English Docs, English .RSC files and English help files. As most of these
>people do know English, BTW, it is just out of commodity that they do not
>work on English versions. This maight be also due to the fact, that
>a) for many years we had tto distinctive ST worlds, one with B/W monitors
>(Germany, Austria, Switzerland, Holland) and one with Color monitors (the
>rest of the world).
>It is a shame that in the EU it is not posible to obtain aN English copy
>of Tempus Word, for example.

Personally, it gives me something to do to translate these programs and dox, and makes me feel good about contributing to the atari world in general. (Besides my programming, that is.) I would even like to get more people into translating, if they would be interested, as then there would be fewer programs that could not be used by everyone. Incidentally, I'm not just talking about translating to english. I cannot exactly translate documentation to other languages with any degree of accuracy, which is why I would like for other people to get in on it. There is, however, one problem. I don't know how the authors feel about me translating their programs. I would, however, welcome any authors to speak up and yell. Perhaps they could include a statement about not wanting their programs translated. I'm not saying that the onus would be on them to say no, although that would be nice to know if they support such an endeavor, as it does take a long time to translate software. Anyway, who better to translate a program? An author who learned business english/french/polish/etc. in school, or an actual english/french/polish/etc. speaking person who is willing to take the time to translate the program with a little work and a dictionary (or whatever gives you the edge).

I have no intention of translating any software I write to another language (except, perhaps, french canadian! Bonjour francophones! <grin>), but would be very happy to include translated .RSCs, programs, or text. (Heck! Everything I write is given out as freeware, including the source, just as long as my name remains in there somewhere!)

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?

-- --

4269. XFSs and other Mint questions

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 15:44:21 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95070.104421STIRRE31@MAINE.MAINE.EDU>
Source record: 169562

Well, in a futile attempt to learn all about Mint I have downloaded
quite a bit of software and crashed my Falcon quite a bit :-).
First of all, how does one use an XFS? I have set up a partition
for Minix, have gotten the Minix file selector, but I do not know
what to do with minix.xfs. Can someone clue me in?
Also, most programs that I have tried to run (atarimgr and mintbash)
have crashed. They do not run in a window as I might expect but
print garbage on my menu line and quit. Does anyone know why?
BTW, I am using MultiTOS/Mint 1.12. Thanks for any help. I want
to learn more about this system.
-scott tirrell
-stirre31@maine.maine.edu

4270. This guy needs to mellow. A lot.

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 15:49:08 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FCLPCAUUUp@warpcon.ersys.edmonton.ab.ca>
Source record: 169558

In <Pine.SUN.3.91.950310125638.24618D-100000@PEAK.ORG> James Wood wrote :

>Ha ha!!! Your egocentrism is entirely too laughable, Bob. ***OH...OK
>EVERYBODY.....BOBR SAYS ANYONE WHO ARGUES WITH HIM IS A TWIT, AND OF
>COURSE, HIS EGOCENTRIC OPINION IS THE ONLY ONE THAT COUNTS. Ok...gee,
>I'm sorry BobR....I forgot that your Atari-bashing opinion counts more
>than anyone elses....and that you somehow "own" comp.sys.atari, and that
>you're free to come in there and Atari bash, and it is your final word on
>"ST vs PC" that everyone respects. How silly of me to not know this.
>After all, WHY SHOULD I EXPECT YOU to post anything INFORMATIVE OR
>INQUISITVE ABOUT ATARI COMPUTERS in comp.sys.atari? No, that's not what
>comp.sys.atari is for. It was created for you, BOBR, to come in and
>trash Atari computers, and call Atari users twits, wasn't it? IN YOUR
>PEA-SIZED NOGGIN, LITTLE FELLOW.
>
>I STATE NOW, AND FOR THE RECORD, THAT YOU, BOBR ARE OUT OF LINE. YOU
>HAVE ***NEVER*** (IN WEEKS) POSTED SOMETHING INFORMATIVE ABOUT ATARI
>COMPUTERS, OR ASKED ANY QUESTIONS. WHAT THE HELL ARE YOU DOING HERE,
>THEN?? READING THE MESSAGES? I THINK NOT- YOU'RE POLLUTING THE PLACE,
>SPOUTING OFF, AND YOU ATTACK ATARI USERS WHEN THEY DEFEND THEIR CHOICE OF
>MACHINES??? Definite proof that you need to have your head examined.
>
>Thank you, Barry. My posts may not have been of the highest quality all
>along, but what can you expect in a flame war? I JUST WISH BOBR WOULD
>TAKE HIS FLAME WAR TO comp.sys.ibm.pc, and GET OUT OF HERE. I don't like
>to participate in general flame wars, but I can't let BOBR continue
>unopposed on what little turf of the net that I enjoy - comp.sys.atari.
>
>BOBR: Why do you resort to name-calling like "twit" to anyone who
>opposes you? You can't support your arguements, can you? Why don't you
>just POST ABOUT ATARI COMPUTERS, READ SILENTLY, or GET OUT? CAN YOU NOT
>SEE THAT NOBODY WANTS TO READ YOUR KIND OF POSTS HERE??? Find another
>"audience" to spout off to....you won't find it in comp.sys.atari.
>
>James
>
Ahem. <cough> Moo.

That is all.

Leslie
(I enjoy my atari. Period. All of them. Really and truly. I don't
care how the rest of you feel. Honestly.)

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?
-- --

4271. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 18:10:31 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <3jsp2n$63m@acmey.gatech.edu>
Source record: 169566

```
> >> Motorola will probably product 680x0-series chips for a LONG, LONG
> >> time;
> GO> Motorola announced it won't be making any MC68000 parts after mid
> GO> 1996. I expect the MC68010 to go next.
>This may be true but isn't 100% true (if you see my point?)

Availability doesn't end when production ends. I would guess that
Motorola will have at least a 3 years supply in stock at the time when
production stops.

--
David Forrai
Internet: gt1448b@prism.gatech.edu
```

4272. Atari Community E-mail List

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 18:17:36 UTC
From: sirsmedley@delphi.com
Message-ID: <5KxY2YI.sirsmedley@delphi.com>
Source record: 169572

The Atari Community E-mail Address Book
Revised 11-Mar-95

Hello all! This list has been compiled to provide Atarians worldwide with the addresses to contact other members of our ever-changing Atari community. The first half of this list is user groups. For those groups with multiple e-mail addresses, the first is usually the primary contact. The second half of this list is significant members of the Atari community.

Using this list -
I created this list to encourage communication between Atarians everywhere. If you have a question without an answer, or are moving soon and need to find a new user group, this list should help. It is also a great way to distribute Atari related press releases, such as upcoming Atari shows and new product announcements. And I would LOVE to see user groups sharing newsletter articles via these addresses! However, it SHOULD NOT be used as an advertising tool. If you are a retailer looking to advertise, please contact the individuals on the list and ask if they want to receive your mailings. Some people must pay for their e-mail by the character and would not want unsolicited commercial mailings.

If you have any changes, additions, or suggestions, please contact me via private e-mail. My addresses are listed under AUNT.

Dan Mazurowski, AKA Sir Smedley
Semi-official e-mail contact for AUNT

PS - This list may be printed and distributed at will, though I would like credit for compiling it. Please be sure to contact me for the latest update, as I won't post every minor change.

PPS - Any Atari gurus want to volunteer their addresses for the list? Not everybody has access to Usenet, ya know!

-=-=-=

ACEC Atari Computer Enthusiasts of Columbus (Columbus, OH)
msteve@magnus.acs.ohio-state.edu Michael Steve

ACE-HI Atari Computer Enthusiasts of Hawaii
jperez@uhunix3.uhec.Hawaii.Edu Juan Perez, President

ACE-NSW Atari Computer Enthusiasts, NSW (Sydney, Australia)
ianm@mpx.com.au Ian Mackereth

AKA-Frbg Anwender Kreis Atari, Freiburg (Freiburg, Deutschland)
werner_laass@traveller.fido.de Werner Laass

AUNT Atari Users of North Texas (Dallas, TX)
d.acklam@genie.geis.com David Acklam, Pres.
j.battey@genie.geis.com J. L. Battey, Editor
l.webb@genie.geis.com Lonnie Webb, Sysop
ah096@leo.nmc.edu Dan Mazurowski
fz695@cleveland.freenet.edu Dan's alternate
sirsmedley@delphi.com Dan's other alternate

CACE Canterbury Atari Computer Enthusiasts (New Zealand)
scotts@pointless.gen.nz Scott G. Stringer, Sec.

FOG-F Falcon Owners Group, Finland
peseb@cute.fi Peter Sebastian Bach

FOG-UK Falcon Owners Group, United Kingdom
requiem@bs47c.staffs.ac.uk Richard Davey

GCAGE Garden City Atari Computer Enthusiasts (Canada)
ua558@freenet.victoria.bc.ca Gordon Hooper, Pres.
ud264@freenet.victoria.bc.ca Ted Skrecky, ST Lib.

HBO-AUG Hamilton-Burlington-Oakville (Canada)
jondinga@io.org Jon Dinga

KCAC Kansas City Atari Connection
cysco@tyrell.net Jeffrey Krzystow, Pub Lib

NEOSTAG North East Ohio ST Atari Group
ab164@yfn.ysu.edo Tom Lamparty, Sec & Treas

NSACUG Nova Scotia Atari Computer User Group (Halifax, Nova Scotia)
brian.h@genie.geis.com Brian Harvey, Pres.
ab380@cfn.cs.dal.ca Len Mitchell, Sec & Treas

PAC Portland Atari Club
Martin.Crommie@f79.n105.z1.fidonet.org Martin Crommie, Sysop
Max.Denebian@f318.n105.z1.fidonet.org Max Denebian, Sec

PARATARI ParAtari Users Group (Valladolid, Spain)
explorer@luna.gui.uva.es Joaquin Ferrero, Pres.

SAGE Spectrum Atari Group of Erie (Erie, PA)
dpm@mpd.lord.com D. Mcguire, Pres & Sysop

SCAT Suburban Chicago ATarians
nickd@vpnet.chi.il.us Nick Dimasi, Pres
turbonick@delphi.com Nick's alternate address

TAF Toronto Atari Federation (Canada)
zaleska@io.org Peter Zaleska, Pres
schrist@io.org Stephen Christian, ST VP

WAACC Western Australia Atari Computer Club (Midvale, W. Australia)
Lance@perth.DIALix.oz.au Lance H. Barrett

WAUG Washtenaw Atari User Group (Washtenaw, MI)
molin@atari.archive.umich.edu Michael Olin, Treas

WMAUG W. Massachusetts Atari User Group (Springfield, MA)
arthurs@delphi.com Arthur Santos, Pres.

YAC Yolo Atari Club (Davis, CA)
szhays@dale.ucdavis.edu Eric Hays, VP

-=-=-=

tony@vtplace.idde.saci.org Tony Maxwell, list adm.
Jung, Robert A. rjung@netcom.com Lynx FAQ and game reviews
Keylard, Frans FKEYLARD@ewu.edu TT & Jag info source
Level 7 Software jschlich@ecst.csuchico.edu Jeff Schlicht
Lexicor info@lexicor.com Atari software/hardware
europasales@lexicor.com European sales
usasales@lexicor.com North American sales
support@lexicor.com Tech support
staff@lexicor.com The Lexicor staff
ysiu@lexicor.com Yat Siu
Photosurrealism ab@nova.cc.purdue.edu Al Braunsdor, Programmer
Pixel Satori DB@CHO004.CHO.GE.COM Duncan Brown, Programmer
Rainmaker Software rmaker@onramp.net Jaguar & PC developers
bkelsch@rainmaker.win.net K. Bryan Kelsch
Rebellion Software rebel@cix.compulink.co.uk Jaguar developer
Shiny Entertainment ccmshe!aastor@netcom.com Game developer
Sinister Dev mike@sindev.demon.co.uk Mike Watson, Programmer
Springer Spaniel Dave@davel.demon.co.uk Dave Lago
SWAT Pro magazine swatmail@iftw.com General mail for SWAT Pro
TEAM Software mlake@DGS.dgsys.com Marshall Lake, Developer
Toad Computers toad@charm.net Atari retailer
Ubi Soft 100072,661@compuserve.com Frank Slater
Vesperman, Andrew dancer@ozspace.brisnet.org.au Atari guru

4273. Re: NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 18:56:17 UTC
From: thopman@uoguelph.ca
Message-ID: <3jsroh$e0@ccshst05.cs.uoguelph.ca>
Source record: 169573

Adrian Bridgett (apb25@cam.ac.uk) wrote:
: Here are some ideas for articles in the new mag (definitely on the *MUST BUY*
: list):
: a) hardware DIY - wasn't PAK 030 a magazine project before it went commercial?
: b) Setting up complex programs/German programs (a summary would be helpful) eg.
: MiNT, GCC 2.6.1, Chimera...
I would also like articles like that...I never had the pleasure of
reading ST World or ST Log, and I find ST Format somewhat below my my
needs. I want technical articles, not pap ;-).

Anyway, how soon is Atari World to come out, and what is/will be the
ISSN, so I can order it easily from my friendly neightbourhood bookstore?

THeo

4274. Re: Translators..!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 19:31:42 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCLTEDVDUP@galaxy.teuto.de>
Source record: 169600

In <9503091630.AA09328@ilmen.lanl.gov> Hutch wrote:

>Yeh, boy... He's really rolling in the dough now, isn't he?
>Why, he should be able to retire in just a few short weeks from all
>those hundreds and thousands of registrations coming in at 5 pounds

You'd better call the IRS, Hutch.

With that kind of dough he could easily balcance the US-budget. Or pay for Mr Clintons McDonalds bills ;-))

--
/Hendr!K/

Hendrik Mylius |P| InterNet: neptune@galaxy.teuto.de
Phone/Facsimile |G| WWW: http://www.teuto.de/personen/hendrik
+49-5221-855545 |P| Maus: Hendrik Mylius @ PB2

4275. Re: HP550 Driver for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 19:40:14 UTC
From: lamarth@delphi.com
Message-ID: <xM76WkG.lamarth@delphi.com>
Source record: 169575

Sven Bornemark <Sven Bornemark> writes:

>There certainly are: For printing pictures, try *Imagecopy 3.5x*
>(commercial) or *GEM-View* (shareware). Both these programs (and
>there are others too) print your piccies, and in colour too!

I've got GEM-View- I wasn't sure if the driver that was included would run
a 550C (that's a typo in the subject header- should be 550*C*) or not.

Someone else recommended Imagecopy- is there a demo out there I can look at?
Also, would anyone know of a dealer that sells Imagecopy that I can get prices
from?

Thanks!

David (lamarth@delphi.com)

4276. Re: CeBit 95

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 19:40:20 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCLTEDVPUP@galaxy.teuto.de>
Source record: 169574

In <3jhitk$rfn@m1.cs.man.ac.uk> Anthony Jacques wrote:

>Didn't I hear in this newsgroup that Cebit started this weekend??

March 08 to March 15

>Has anyone been? wasn't there supposed to be something exciting happening?

Anything particular you'd be interested in? I just came back ;-)

--
/Hendr!K/

Hendrik Mylius |P| InterNet: neptune@galaxy.teuto.de
Phone/Facsimile |G| WWW: http://www.teuto.de/personen/hendrik
+49-5221-855545 |P| Maus: Hendrik Mylius @ PB2

4277. Atari ST equipment power supply for sale or trade

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 20:37:55 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <3jt1n3$2fb@ucsbuxa.ucsb.edu>
Source record: 169576

I have a Atari power supply I would like to trade or sell.

It is input 117C 60HZ 25VA
ouput 5VDC 0.72A
(oop output) 12 VDC 0.21A

I believe this is the one for the floppy disk drive.
I do know that it works fine.

I will sell or trade for Atari 8-bit or video game items

--

6500dtpt@ucsbuxa.ucsb.edu David Tipton

4278. where can I get Music Software?

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 22:11:48 UTC
From: jrg@cldc.howard.edu
Message-ID: <3jt774$9lg@sulu.cldc.howard.edu>
Source record: 169577

I'm looking for a store that sells music software.
Particularly Pianistics.

thanks

--
.....
. Julius R. Grant .
. .
. "Don't forget to remember, to remember never to forget!" .
; ;
,,,

4279. Atari World!

Newsgroup: comp.sys.atari.st
Date: 1995-03-11 22:24:00 UTC
From: sven.bornemark@p56.dada.ct.se
Message-ID: <ftn_2.200.136.56$fidonet.org_2f622349_Sven.Bornemark@p56.dada.ct.se>
Source record: 169578

I recently got this information from Joe Connor, and thought it might be a
good idea to let you all have a look.

Take it away, Joe:

```
==========================================================================
Atari World a NEW Atari magazine is born!!!
==========================================================================
```

Recently Atari ST Review was bought and closed by ST Format to silence the
best Atari magazine ever! The editorial team and the bulk of the
advertisers believe this wasn't in the best interests of either the
readers or the Atari marketplace.

Many Atari enthusiasts saw this as the final straw and the drift to other
platforms perceptibly increased. With the support of a new publisher and
advertisers we decided the Atari marketplace deserved better and after
months of hard work we're proud to announce Atari World.

Atari World will feature separate Pro and Beginner supplements designed to
attract ALL Atari enthusiasts. Drawing on the experience of the best
freelance team in the business we're confident you're going to like it!

We decided against a cover disk BUT to make it easy for readers to get
their hands on the best Atari software around an optional 'Reader disk'
for each issue will be available via our telephone hotline.

It's tough out here in Atari land, so instead of wishing us luck buy the
first copy, it's great to be back!...

The Atari World team.

```
---------------------------------------------------------------------------
Regards

Joe

--

---------------------------------------------------------------------------
Joe Connor Internet/Email to: jconnor@cix.compulink.co.uk
???????????????????????????????????????????????????????????????????????
```

Forwarded by:
Sven Bornemark Musik
Lergodsv 79, S-238 40 OXIE, Sweden. +46-40 54 54 54
sven@dada.ct.se | 2:200/136.56 | 90:1102/116.56
Hot software from the cold north

(UUCP Dialup connection)

4280. Re: NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 00:01:45 UTC
From: jwatkins@cix.compulink.co.uk
Message-ID: <D5Aw2y.D83@cix.compulink.co.uk>
Source record: 169579

>Yes we do need a desent Mag more in the line of ST-World, most people here
>are just fed up with the format of ST-Review..
>
>To much Falcon stuff, Falcons are not sold in this part of the world,
>and the ones that I have seen are some 3-4 more than a good PC clone...
>
>So BRING BACK THE ST-WORLD MAG FORMAT......!!!!

Since the editor is ex-ST-Review as are most of the writers, I don't
think you'll get your wish...

Most of the ST-World articles were about programs and systems I just could not afford (I then had a 2Mb STE). There were reviews of £400 hard-discs, £400 DTP programs, word processors that needed a Mono monitor just to run, etc, etc.

It didn't make the mag any less fun to read mind you.

At least with ST-Review there were enough programming articles that
could be of use to anyone (with cover discs, etc).

--
John Watkins.
jwatkins@cix.compulink.co.uk

4281. Re: Gasteiner

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 00:02:36 UTC
From: Frank.Charlton@256-510-2.centron.com
Message-ID: <e69_9503180747@centron.com>
Source record: 169586

In a message of 10 Mar 95 lais@cs.man.ac.uk wrote to All :

l> One guy already mailed me *directly* about this, and I will repeat
l> what I said to him, in a word, yes. The reason ? In the original post,
l> there was a large amount of valid information that is important for
l> the rest of the community to know - that a particular dealer is not up
l> to scratch when it comes to handling with customers. To cut any of it
l> would have made been hiding the truth, and my one line was also a

Admittedly, this is true. Maybe we should start a mailing list dealing with
this sort of thing... Any takers?

l> valid statement. Why not have a go at the idiots who come here
l> perpetually posting page upon page of crap that doesn't belong here ?
l> e.g. "PCs are better than STs, get a life..."

I don't bother digging at them because they're already too far gone :) It's
obvious from your postings that you *enjoy* your machine, unlike those sad
types.

l> Have a nice day

I did :>

Cheers,
Frank <frank@tachyon.demon.co.uk>
+--+
| Standard disclaimer: The views of this user are strictly his own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+--+

4282. Looking for educational...

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 02:58:46 UTC
From: hseldon@netcom.com
Message-ID: <hseldonD5B49z.K4A@netcom.com>
Source record: 169580

I'm a sixth grade teacher in Chicago who has been given a 1040ST for my classroom--but they didn't bother to include any software for it!

Does anyone know where I can find some inexpensive educational ST software for my classroom? Either public domain, shareware, freeware, or inexpensive commercial software would be fine.

Please write me back if you can help,

Thanks in advance,

David
hseldon@netcom.com

4283. Re: crippleware - how crippl

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 03:59:02 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCMDEIUZUP@dksoft.ping.dk>
Source record: 169485

In <199503102145.a38930@bi.maus.de> Dirk Michel wrote:

>Hi Hutch!
>
>H>That's just a question of semantics. 'A rose by any other name...' and
>H>all that rot. You seem to have lodged in your mind a very specific
>H>definition of 'shareware' as a fully-functional program. Eric and I
>H>tend to disagree.
>
>The point is that the original definition of shareware was s.th.
>like `nonlimited, commercial software, freely distributed'. This definition
>resulted in a very positive connotation of `shareware'. When authors realized
>that not all `customers' were to be trusted they redefined shareware into
>`crippleware' in order to conserve the positive attitude. Nice marketing
>trick.
>Personally, I wouldn't mind if authors looked for another attractive
>expression instead of eroding necessary standards. How about `testware'?
>

I'm glad someone finally agree with me 8-)

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

4284. Re: Atari ST Software for Sale

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 03:59:44 UTC
From: ekl@sdf.saomai.org
Message-ID: <D5B73M.DqA@sdf.saomai.org>
Source record: 169588

In article <3ji469$gpe@usenet.INS.CWRU.Edu>,
Sanjay Parker <sxp17@po.CWRU.Edu> wrote:
>
>
>Minix ST Prentice Hall Linux Clone $22 (8 disks)
>
>

What the hell? Why is it that everything available is somehow a clone of something on the PC? The Mac is NOT an MS-Windows clone, Unix is NOT a DOS clone, ST Mono is NOT a form of VGA, and Minix is NOT a Linux clone!! Minix was out years and years LONG before Linux. Minix is a Unix-like operating system available for just about every computer. The author published 99% of the source code in a book on operating systems! Linux is another Unix-like operating system, but Minix is NOT a Linux clone!! Not even close!

4285. Re: crippleware - how cri

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 04:03:20 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCMDEIVCUP@dksoft.ping.dk>
Source record: 169486

In <3jq8ss$gpn@prime.mdata.fi> Arto Jalkanen wrote:

>k> It's simply a principal matter. If you limit a program call it whatever you
>k> want, just not shareware. Infact, the best name i could think of right now
>k> is a demo. (Now i will probably be hang by alot of people in here 8-)).
>
>To add my humble opinion, I think Crippleware is a program that you
>cannot use reasonably without paying to the author. Shareware programs
>on the other hand can have some minor features disabled that aren't
>that important. For example, a program that has save disabled
>is in my opinion crippleware.
> I have written Kivi QWK, I call it shareware although it has few
>features available only for registered users. They are really minor,
>unregistered users can not use Taglines (who uses them anyway? ;-))
>and there was some other I can't remember. Otherwise fully functional.
>Is that crippleware? Or even better, a demo :-) ?
>

Thats doesn't matter. The point is, it's not shareware.
And who is in charge of saying when it's some minor features or when it's
alot ?

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

4286. Re: Looking for educational...

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 05:55:37 UTC
From: hellman@teleport.com
Message-ID: <3ju2cp$ipq@kelly.teleport.com>
Source record: 169582

David C. Lieb (hseldon@netcom.com) wrote:
: I'm a sixth grade teacher in Chicago who has been given a 1040ST for my
: classroom--but they didn't bother to include any software for it!

: Does anyone know where I can find some inexpensive educational ST
: software for my classroom? Either public domain, shareware, freeware, or
: inexpensive commercial software would be fine.

Before going long distance, I bet there are homes right in your
school district that have great ST software just sitting around. Do you
have a district mailing which goes to parents? Can you put a notice in
it? You might also put a small classified in your local paper under the
computers section. I bet people would have stuff for you.
I'm a teacher too and know parents want to help.

Walter Hellman
--
hellman@teleport.com Internet Public Access User Hillsboro, Oregon USA

4287. Re: ST`s are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 05:58:47 UTC
From: kulabocca@aol.com
Message-ID: <3ju2in$gij@newsbf02.news.aol.com>
Source record: 169583

Carl Lofgren said:
>Isn't that the purpose of computers? To put it staight, _I_ didn't buy
>a computer to play Doom or watch porno animations CD's.

Yeah, but doesn't playing PONG get boring on your Atari after awhile? :)

4288. Re: J-Office Fax...

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 06:26:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCMHBFVGUP@galaxy.teuto.de>
Source record: 169584

In <1995Mar9.184630.13160@bradford.ac.uk> Steve Taylor wrote:

>I had this problem, becaus my modem (US Robotics 14K4 Sportster) only
>supports FAX classes 1, 2.0, and 3. And Junior Office only supports Class
^

Er? I hope it is a typo, only. No Faxclass 3 whatsoever. 1, 2, and 2.0 are
used within (Fax)modems.

>With the permission of TKR, the copyright owner, I am able to make this
>publicly available. As it stands, I have their permission to download it

There should be no problem re. the (c), as the *drivers* of the TeleOffice
package are available on BBS'ses here, too.

--
/Hendr!K/

Hendrik Mylius |P| InterNet: neptune@galaxy.teuto.de
Phone/Facsimile |G| WWW: http://www.teuto.de/personen/hendrik
+49-5221-855545 |P| Maus: Hendrik Mylius @ PB2

4289. Re: Problems with no|Desk

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 07:36:48 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <AA634D50mrn@albemuth.equinox.gen.nz>
Source record: 169585

sturm@ost1.ping.de (Oliver Sturm) writes:

>Hi folks...

>I've recently tried out the no|Desk-package. I was quite delighted to
>see what I can do with my poor old Atari...

>But I have a problem using UPoint light for UUCP-polling. UPoint will
>do the polling alright, but it doesn't manage to unpack a single file.
>I always get error messages saying something like the file wasn't
>found. Once back on my normal desktop with UPoint up again, I had no
>problems unpacking all the files which previously just hadn't been
>there ... any ideas???

I would guess that you are running out of memory, specifically there is probably not enough memory for compress or gzip to unpack the news packets. If your provider/host site is sending packets compressed with gzip or compress with 16-bit compresssion, see if you can persuade them to send you 12-bit compression instead. There with 12-bit compression compress needs less than 64k of buffer space, with 16-bit it probably needs over 400k.

Cheers,
John

-=-=-=-=-=-=-=-=-=-=- John Collis at home -=-=-=-=-=-=-=-=-=-=-
john@albemuth.equinox.gen.nz or john@southern.co.nz
John Collis at 3:770/105.7@fidonet or 51:801/1.7@atarinet

4290. Re: Graphics editor for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 08:15:56 UTC
From: lamarth@delphi.com
Message-ID: <J4zbeUc.lamarth@delphi.com>
Source record: 169594

Simon Williams <simon@bassland.demon.co.uk> writes:

>I have TruePaint by Hisoft. I paid 29 Ukpounds for it. It can load in
>many different kinds of picture formats, including those you listed.

I don't suppose they have a demo around that I can look at and also get
Hisoft's address from?

David (lamarth@delphi.com)

4291. Re: AV Protocol Docs in ENGLISH

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 09:41:08 UTC
From: dietz@lirmm.fr
Message-ID: <3jufjk$h0p@lirmm.lirmm.fr>
Source record: 169593

In <Pine.ULT.3.91.950310083708.11957A-100000@joy>, Jens Andreasen wrote:

>On 6 Mar 1995, Roger Sheppard.. wrote:
>
>> Dan this seems to be a Big problem with Germany, Germans seem to think
>> that Germany = the World and every one speeks German...
>>
>> Come on you Germans if you wish others to use and accept your standards
>> Please post them in a Language that most people in the World can understand..
>
>
>Most people in the world understands 2 - 3 languages except for the
>ignorant minority that calls themselves "most people in the world".
>
>/Jens M Andreasen

I perfectly agree with this opinion. English speaking people seem to believe that there is a sort of natural law which says that other people also have to use the English language. Things are not that simple. I wonder what would happen if all other people would refuse to accept English as the standard language for international communication and agree upon the use of an artificial language or a dead language, for example, Latin, for this purpose. I would happily learn this language. (By the way, it is a pity that I do have to write this in English...)

Please do not misunderstand me: I do not have anything against English speaking people. I just don't see why they should have the advantage to do international communication in their mother language.

Andreas

4292. Re: Not a word about MacMagic

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 09:42:00 UTC
From: Volker_Ricke@hh2.maus.de
Message-ID: <199503121142.a63682@hh2.maus.de>
Source record: 169587

Hi Uwe,

Uwe Martin @ BM schrieb am 09.03.95 in der Msg A63478@BM (Gruppe CS.ATARI):

UM>What Mac is he running it on?! MagiCMac isn't the fastest thing,
UM>believe me!

Sorry??? It really has at least TT speed on less powerfull Macs (Powerbook 150 for example). Look at MagiCMac on a Performa 630 and you may forget your TT...

bye, Volker

4293. Hensa's Week -Ends..

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 10:05:36 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3juh1g$t8v@golem.wcc.govt.nz>
Source record: 169589

I am trying to find out when Hensa's week-ends start as I was led to believe
that we had full access on week-ends..

Have they moved them in the UK or what..??

I know week-ends have changed a lot, they all most don't exist here,
we have 7 day a week shopping and no week-end wage rates now...??

Thanks.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4294. RUFUS 1.41 COMMS Program...

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 10:07:22 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3juh4q$t8v@golem.wcc.govt.nz>
Source record: 169590

I see that Rufus is now updated to version 1.42,
well woth a look, pity not in English....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4295. M_STONES GAME...!!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 10:08:58 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3juh7q$t8v@golem.wcc.govt.nz>
Source record: 169591

PLEASE Can any one help...

M-STONES what is needed to run this game..

Will not run on a ST or a STE....

Thanks.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4296. Re: Persistance Of Vision

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 10:25:00 UTC
From: magnus.kollberg@f0.n200.z2.ct.se
Message-ID: <ftn_2.203.221$fidonet.org_2f62cbfe_Magnus.Kollberg@f0.n200.z2.ct.se>
Source record: 169489

```
* (QW|{ 2.6 *

( UUCP Dialup connection )
```

4297. Email.

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 12:04:34 UTC
From: m9174@abc.se
Message-ID: <3juo0i$eef@sparc2.abc.se>
Source record: 169592

Does Richard Karshmarkers (UVK) have an Email-address?

Carl.

4298. Hardware problem

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 13:10:12 UTC
From: Radoikovich.Nenos@adlib.centron.com
Message-ID: <e67_9503180747@centron.com>
Source record: 169457

Hello Mr. All :-)

Dear somebody i realy need help !!!

I have a hardware problem that goes like this :

I have an AT-Once Plus PC emulator card for about 2-3 years and
everything
was just fine until i decided to by a TOS 2.06 card with a hardware
switcher and the most important an AT-Bus socket that exepts common
PC's AT-Bus hard disk drive, so i went out and bought a 260MB 3.1/2 inc.
hard disk, and here is were the problem arise... the hard disk works just

fine and so does the AT-Once but the AT-Once does not recognaise the
hard disk.

Some tech stuff... the TOS card as well as AT-Once fits on the CPU
this is acomplished as the TOS card has a thru socket made just for
such cases as AT-Once and other emulators and accelerators.

I think that the hard disk works in a similar way (if not exactly the
same)
as on the MEGA STE, i have a STFM (1MB).

Is there something that can be done ?

(P.S. this is a mail from Greece :-) only English answers please)

Friendly Nenos.

```
+-------------------------------------------------------------------+
| Standard disclaimer: The views of this user are strictly his own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+-------------------------------------------------------------------+
```

4299. SARA runs TOTAL BASEBALL

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 13:15:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <5de_9503130513@tor250.org>
Source record: 169458

All you people on here who own and use ABC Solution's SARA CD-ROM driver programs for accessing PC-based CD-ROMs will be pleased to know that another CD has been found that will work!

A member of TAF recently saw a title by CMC on sale called TOTAL BASEBALL. Remembering that CMC makes the SHAKESPEARE, SHERLOCK HOLMES ON DISC! and THE FAMILY DOCTOR CDs that can be accessed by the SARA_DP.PRG in the SARA suite of drivers, he decided to take a chance on it and buy it.

Lo and behold, it WORKS!

TOTAL BASEBALL is a CD dedicated to the history of the sport, containing many photographs and illustrations as well as text about the history of the game. It also contains writeups of the many World Series playoffs - relive the Toronto Blue Jays' WS wins in '93 and '94.

Just thought I'd let you guys know about THIS!

... ... I am Pentium of Borg. You will be approximated.
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

4300. Re: Atari Web Browser

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 14:05:36 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.wWY4dc_BEYw@semprini.waterloo-rdp.on.ca>
Source record: 169459

In <wmpeen.794501626@asterix.urc.tue.nl>, Erlend Nagel writes:
>cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>
>>HTML can be pretty hairy to parse (I intend to use CERN's WWW library to
>>handle it; I've already got that ported).
>
>Uhm, there is no need to parse HTML. Parsing the HTML file is something
>the author of the web pages should have done. A simple stage changer
>would be enough to mark font changes and such.

By using CERN's WWW library, all _I_ need to do is come up with a stylesheet and implement a formatted text window; I get proper image support (OK, so I have to build IJG's JPEG library and some NetPBM tools) and URL parsing for "free".

HTML also allows sloppy documents; by using an existing library that handles them, I don't have to worry about anything nasty. Even a simple state changer would be more code than I currently need to write (I've done enough porting that it's a no-brainer).

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

4301. Griff's email address

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 14:08:00 UTC
From: sven.bornemark@p56.dada.ct.se
Message-ID: <ftn_2.200.136.56$fidonet.org_2f63010e_Sven.Bornemark@p56.dada.ct.se>
Source record: 169595

Hi Folks,

Does anyone out there in cyberspace know the email address of Martin Griffiths,
aka "Griff"?

He's the author of Pro Tracker Replay, and is currently working on a new
wonderful utility for the Falcon.

Please, someone - help!

Yours sincerely

-Sven-
Sven Bornemark Musik
Lergodsv 79, S-238 40 OXIE, Sweden. +46-40 54 54 54
sven@dada.ct.se | 2:200/136.56 | 90:1102/116.56
Hot software from the cold north

(UUCP Dialup connection)

4302. Re: Chimera - Tried It, Liked It.....

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 14:09:34 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.NiZRxzaLJQA@semprini.waterloo-rdp.on.ca>
Source record: 169460

In <3j8r68$mno@DGS.dgsys.com>, Marshall Lake writes:
>>Chimera WWW browser for MiNT-X ...
>>
>>Verdict: Recommended, the best WWW browser available for the Atari.
>
>Are there other WWW browsers available for the Atari?

AFAIK, only Lynx, a text-mode WWW browser. I've also ported www (CERN's text-mode browser), but I haven't uploaded it anywhere... lynx seems to be more capable (or nicer at any rate), and I built it mostly to test my port of CERN's WWW library.

There is at least one GEM WWW browser in development now, and I'll probably have a GEM HTML viewer running at some point; dunno if I'll extend it into a full WWW browser though (depends on time; it won't be much work).

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

4303. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 14:23:58 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.djh9hoKCr5Y@semprini.waterloo-rdp.on.ca>
Source record: 169461

In <199503022317.a4469@gi.maus.de>, Martin Reitzlein writes:
>MS>Do you think IBM will show such a thing ???
>
>no. but let's discuss this oracle at the next "stammtisch" (sorry for that,
>no-german-speaking-people, but my dictionary only gives: "table reserved for
>regular guests". is beeing german really that kind specific, that you don't
>have a peculiar expression for this?).

How about "conference"?

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

4304. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 14:28:00 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.nI8UzbN0cuw@semprini.waterloo-rdp.on.ca>
Source record: 169462

In <1995Mar7.072702.28554@rhrk.uni-kl.de>, Uwe Seimet writes:
>gd63@vision.hrz.uni-giessen.de (Martin Schmidt) writes:
>
>>But we all probaly won't see such a machine at the fair, because Atari
>>won't be there. Do you think IBM will show such a thing ??? :-((
>
>Believe it or not, some people think IBM will do this, indeed. :-)

Yah, sure. IBM can't even get their PowerPC "personal" systems out
there... they're too busy arguing with Apple over the "common" platform.
You think they'll release/announce somebody else's computer? Especially
a dead platform like ours?

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

4305. Re: Why Mint?

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 14:37:04 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.SHmg0Vh5Fb6@semprini.waterloo-rdp.on.ca>
Source record: 169463

In <mattkD54D40.6sq@netcom.com>, Matt Koundakjian writes:
>Hi all...
>
>I just had a thought...why do people want to run Mint on a Falcon or TT
>when Linux and other Unix clones can run on it....

1) MiNT's been around a whole lot longer; Linux just became usable.

2) MiNT doesn't require an FPU; Falcons without one are pretty common.

3) MiNT _adds_ functionality to TOS/GEM; Linux _replaces_ it. If you
"need" to run a TOS or GEM application, chances are MiNT will work
with it.

4) MiNT is easier to set up.

5) MiNT runs on my ST (ok, that wasn't part of your question; but what
if you had an ST and a TT, and wanted sort-of the same setup on each
one?).

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

4306. Why Mint?

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 15:22:00 UTC
From: Martin_Schaller@r.maus.de
Message-ID: <199503121722.a27123@r.maus.de>
Source record: 169488

D.L.Hastings wrote:

> > I just had a thought...why do people want to run Mint on a Falcon or TT
> > when Linux and other Unix clones can run on it....

> 1) Linux requires an FPU
Thats true. And maybe this won't change.
> 2) Linux doesn't work on falcons with mixed IDE and SCSI drives
Not yet. There is a little problem with the shared Interrupt. We could make it
like TOS, but this would give away the advantage of background i/o and
multithreaded filesystems.
> 3) Linux doesn't run TOS or GEM programs
Not yet. But we are planning an emulator.
> 4) Linux uses about 4 times the disk space
A compareable setup with MiNT requires more memory than Linux since there
are no shared Libraries under MiNT.
Just one example:
Linux (X11R6):
-rwxr-xr-x 1 root wheel 107524 Dec 5 10:03 twm
-rwxr-xr-x 1 root wheel 13316 Dec 5 10:04 xclock
-rwsr-xr-x 1 root wheel 107524 Dec 5 10:08 xterm
-r-xr-xr-x 1 root wheel 431108 Dec 5 09:27 libX11.so.6.0
-r-xr-xr-x 1 root wheel 177156 Dec 5 09:46 libXaw.so.6.0
-r-xr-xr-x 1 root wheel 279556 Dec 5 09:38 libXt.so.6.0

1116184

MiNT (X11R5):
-rwxr-xr-x 1 root wheel 309255 Nov 22 21:12 twm
-rwxr-xr-x 1 root wheel 418027 Nov 22 21:12 xclock
-rwxr-xr-x 1 root wheel 547857 Nov 22 21:12 xterm

1275139

Already for this few programs Linux take less disk space than MiNT.
(xclock isn't an error. The MiNT binary is really over 30 times as big as the
Linux binary)

> 5) MiNT is source level compatible with UNIX anyway.

But not very well: Only 32 file descriptors (Linux: 256), blocking fork,
fixed stack, no swapping, shared Libraries or demand loading (isn't an
incompatibility, but a serious limitation)
--
Martin (Martin_Schaller@r.maus.de)

4307. Graphing, Charting etc for sale

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 15:52:40 UTC
From: japolis@boulder.earthnet.net
Message-ID: <japolis-1203950852400001@199.45.146.101>
Source record: 169596

Hello! I have a program for sale that does 3D charts and Graphs (or flat)
for your BUSINESS PRESENTATIONS. A Very comprehensive Business Graphics
package for the Atari ST/TT/Falcon line. It's Called "Mini Office
Professional" from Database software
$40 (cheap)
Thanks, Jeff

--
"Always remember: Wherever you go...there you are!"
Jeff Apolis
japolis@boulder.earthnet.net
JeffApolis@aol.com

4308. Re: Looking for an SC1224 monitor cable

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 15:52:58 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <Z05Ymma.mindbomb_bbs@delphi.com>
Source record: 169597

James Kleist <jkleist@achilles.net> writes:

>I need the cable that goes from the monitor to the computer

Yep... they are hard to find, I ended up calling TOAD and paying $14.95 for a one, the only place I could find that sold them. Their number is (800)4488623

Andy

4309. FAx software for USR s

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 17:52:45 UTC
From: hallvart@oslonett.no
Message-ID: <1E6C906D.hallvart@oslonett.no>
Source record: 169598

```
--
ATARI STe Hallvard Tangeraas, Oslo, Norway
Connect 2.46 Internet: hallvart@oslonett.no
USR Sportster 14400 fax/modem
SOUP-read offline reader
```

4310. Re: FAx software for USR s

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 18:19:44 UTC
From: hallvart@oslonett.no
Message-ID: <3jve00$mna@hasle.oslonett.no>
Source record: 169451

Oops! Something went wrong there...

I was just wondering if anyone knew about any software that allows
me to send/recieve fax with my StE and US RObotics 14400 Sportster modem?
Thanks.

Hallvard

4311. Okami SOUP- where?

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 18:21:26 UTC
From: hallvart@oslonett.no
Message-ID: <3jve36$mt7@hasle.oslonett.no>
Source record: 169452

Where can I find the SOUP offline reader "Okami"?
I've downloaded it from Hensa (I think) but something
was wrong with it- the checksum didn't turn out right.
I'd also like to get some pointers on how to get started etc.
Thanks.

Hallvard, Oslo, Norway

4312. New mag - Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 18:44:32 UTC
From: awright@stamford.win-uk.net
Message-ID: <1@stamford.win-uk.net>
Source record: 169476

In article <341_9503110255@ship.net>, Doug Byfield (Doug.Byfield@miramax.ship.net) writes:

>Andrew-where would my Atari dealer send for information about
>receiving regular monthly shipments of Atari World? (This is in
>Vancouver, British Columbia, Canada.) Might as well start bugging
>them now! :-)

Doug
I've spoken to Vic about it today and it's still up in the air to
some extent. That doesn't mean we're umming and aahing - I'm hard
at work subbing and passing stuff to the designer who's laying them
out as we speak. In fact I think my modem's going to overheat soon
<g>.
We just haven't got round to sorting it out properly yet.
I'll post something as soon as I have it.

Regards
Andrew

Atari World a NEW Atari magazine is born!!!
==========
Mail me at andwright@cix.compulink.co.uk and I'll send you details
personally when I know.

4313. Re: NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 19:08:58 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D5CD6z.7I1@cix.compulink.co.uk>
Source record: 169454

> To much Falcon stuff, Falcons are not sold in this part of the world,
> and the ones that I have seen are some 3-4 more than a good PC clone...
So should PC mags use 8086 mahines to review software on? They are sold
in the US and Europe. The magazine is intended for sale in the UK, most
of the people who write for it will be Falcon owners so they can't really
do much other than do the screen shots on a Falcon.

> Fed up ST-Review Reader.......
Ermmm, STR ceased publishing several months ago...

Iain

4314. Re: [Q] RSC ed. for Colou

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 19:12:13 UTC
From: artoj@mits.mdata.fi
Message-ID: <3jvh2d$1tr@prime.mdata.fi>
Source record: 169599

```
m> I already know of Zoom, but if I am going to buy a commercial Editor, I
m> will save up and get Interface 2. I was hoping there might be a PD or
m> Shareware one around.

If you are talking about Colour Icon editor, there are some
as PD/Shareware. I think ICDRAW was the best one I came
up with.

---
* Kivi 1.30 *
```

4315. Re: HENSA WEEKEND ACCESS..

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 19:18:27 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3jvhe3$55h@golem.wcc.govt.nz>
Source record: 169453

```
] I just tried to access Hensa at miday on Saturday via Gopher Web and
] it stated no access....
]
]
] I thought you had week-ends there..???
]
]
] Or did some one forget to program the computer...??
]
```

I'm surprised they haven't gotten sick of you complaining and shut it down altogether :)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

4316. Re: CD ROMs to give you fits

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 19:28:27 UTC
From: trek@usgp2.ih.att.com
Message-ID: <D5CE3G.3yM@ssbunews.ih.att.com>
Source record: 169468

In article <3job0liik5@mhade.production.compuserve.com>,
BobR <76702.1466@CompuServe.COM> wrote:
>Re: Other graphics formats on CD-ROMs
>
>If a disc mentions "wallpaper" or "bitmaps", the files are likely in
>Windows .BMP format.. (is that how the files on that CD-ROM were named.)

They are .bmp format - but not the usual .bmp format. There are two
identically named files for every file in the same directory.

>I'm not sure if the latest GEMview program can handle BMPs or not.
>
>As for having duplicate named files, were there any differences in the sizes
>of the files..?
Yep, one small ~8K (probably a color map or a text description) and a
130K file. Or maybe one is a thumbnail sketch of the larger - but
both have identical names in same subdirectory.

>Some discs offer two (or more) resolutions of the same picture.. the higher
>resolution files would be a lot bigger.
>
>Even a PC wouldn't be able to handle files with exactly the same name, in
But they must have some way of doing it or these cdroms would be useless
to everyone.
>the same directory. Usually the different resolutions are grouped in
>separate directories... the Atari file system should be able to read
>them this way... was the problem different..?
>
>BobR

4317. Re: ICD Utils..

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 20:39:14 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCMVCIVDUP@galaxy.teuto.de>
Source record: 169455

In <3jp007$5dj@golem.wcc.govt.nz> Roger Sheppard.. wrote:

>ICD Utils normal or Pro...
>Does any one know the latest version of these Utils...

In Germany 6.5.5 is the latest version of the pro-level utilities.

AFAIK, there is a 6.6.x in the making, to support machines with two IDE-drives connected.

But I am not aware of this version being shipped, yet. Not here anyway.

--
/Hendr!K/

Hendrik Mylius |P| InterNet: neptune@galaxy.teuto.de
Phone/Facsimile |G| WWW: http://www.teuto.de/personen/hendrik
+49-5221-855545 |P| Maus: Hendrik Mylius @ PB2

4318. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 20:45:34 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCMVCIVGUP@galaxy.teuto.de>
Source record: 169456

In <FCLCDEURUP@dksoft.ping.dk> Kim Andersen wrote:

>>Well, we could always jump in and accuse BobR of 'Atari bashing' or
>>'PC-Promoting' and of course, there's always good ol' Roger.
>Poor Roger. I'm starting to feel sorry for him 8)

NOT ;-)

OTOH, he doesn't get any other attention apart from the occasional bashing
around here ;-)

Hendr!K

4319. Re: Logo Program Wanted

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 22:07:27 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3jvrav$h31$1@mhadf.production.compuserve.com>
Source record: 169464

Atari uploaded revisions of their LOGO language to GEnie, and I'd imagine to other online services (I'll have to check to see if we have it on CompuServe.. I don't remember seeing it, probably because no one has accessed it in years).

It's also possible that the files might be found on atari ftp archives.

While Atari seldom, if ever, actually released anything into the public domain, they did have a policy of freely distributing many of their files.

I don't believe they ever repackaged LOGO to sell separately, so this one may just possibly be freely distributable too.

I'll try to remember to ask Atari's Don Thomas about it.

BobR

4320. Re: Need a RCS

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 22:24:06 UTC
From: paul@xciv.demon.co.uk
Message-ID: <795047046snz@xciv.demon.co.uk>
Source record: 169482

In article <FCJLAGUSUp@elrond.Simplex.NL>
henk@elrond.Simplex.NL "Henk van der Griendt" writes:

> > Is there anyone out there who knows where i can find a RCS ?
> >
> ORCS at Hensa ?

ORCS is Otto's Resource Construction Set, for editing RSC files, the files
that specify all the GEM stuff in GEM programs.

RCS is Revision Control System, for managing source code versions/revisions,
at least I guess that's what Geir was after.

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk (home), paul@xexos.com (work) */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* "The smoke cleared, the dust settled, no-one knew how many had died, */
/* all around were broken men, they'd said it was safe, they'd lied." */

4321. Re: NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 22:24:20 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3jvsak$9t@dux.dundee.ac.uk>
Source record: 169465

John Watkins (jwatkins@cix.compulink.co.uk) wrote:
: >Yes we do need a desent Mag more in the line of ST-World, most people here
: >are just fed up with the format of ST-Review..
: >
: >To much Falcon stuff, Falcons are not sold in this part of the world,
: >and the ones that I have seen are some 3-4 more than a good PC clone...
: >
: >So BRING BACK THE ST-WORLD MAG FORMAT......!!!!

: Since the editor is ex-ST-Review as are most of the writers, I don't
: think you'll get your wish...

ST Review may have been a bit 'Falconised' but if you think about it
its almost excactly the same as PC Mags. The last time I looked at
the the 486 was king, and this was still when most home users still had
a 386 or below.

At the end of the day, the Atari computer platform can only survive if
people upgrade their machines either to a Falcon, Medusa etc or
modify their ST to make it super fast. You simply cannot expect programmers
to squeeze huge amounts out of the same old hardware indefinately.

However I do agree, perhaps a bit less Falcon stuff would be better, and
bear in mind I am a Falcon owener!

Rod

--
--
Rod McCall, President, Lip Theatre Company, Dundee University
WE NEED DONATIONS OR WE'LL HAVE TO CLOSE!!
rmccall@mcs.dundee.ac.uk | University (Term Time)
cdsales@cix.compulink.co.uk | Non term time and for info
info on CD-ROMS (PC&MAC), PC Hardware and Books
==

4322. Lattice C Upgrades

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 22:28:23 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3jvsi7$9t@dux.dundee.ac.uk>
Source record: 169466

How much does Hi-Soft Usualyl charge for Upgrades?

Say lattive C 5 to the latest version?

Rod

--
--
Rod McCall, President, Lip Theatre Company, Dundee University
WE NEED DONATIONS OR WE'LL HAVE TO CLOSE!!
rmccall@mcs.dundee.ac.uk | University (Term Time)
cdsales@cix.compulink.co.uk | Non term time and for info
info on CD-ROMS (PC&MAC), PC Hardware and Books
==

4323. I need help on IRC & Flash

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 22:30:12 UTC
From: gripman@netcom.com
Message-ID: <gripmanD5CMID.79M@netcom.com>
Source record: 169467

--
gripman@netcom.com

4324. Re: Why Mint?

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 22:49:21 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D5CnEA.5IJ@cix.compulink.co.uk>
Source record: 169473

In message <mattkD54D40.6sq@netcom.com>, mattk@netcom.com said:

> I just had a thought...why do people want to run Mint on a Falcon or
> TT when Linux and other Unix clones can run on it....

Lots of reasons.

I run MiNT because its been around a lot longer than Linux on the Atari -
and is well developed. Its also compatible with my old STM. I fully intend
to install Linux some time - but I'm in no hurry.

:-)

Roland.

4325. Re: Atari Portfolio

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 22:59:59 UTC
From: jperez@uhunix3.uhcc.Hawaii.Edu
Message-ID: <D5Cnw0.4Mx@news.hawaii.edu>
Source record: 169469

: Hmmmm, where could I get a Portfolio if I wanted one ? Silica don't
: stock them anymore. Can the be found for under fifty quid ? Has anyone had a
: bad experience with a second-hand machine ?
: Have fun,
: Giles.
Toad computers till has the portfolio in their catalogs but you'd have to
give them a ring to find out if they still have them and at what price.
Toad Computers (US) 1-800-448-8623

Portfolios are reasonably delicate in that the screen mylar is
prone to failure after a few years of use. Replacement mylar ribbons for
the port are available at Best electronics (always good to have a spare)
but it is probably in anyone's best interest to find a new portfolio if
possible.

Borg

4326. Re: Atari Customer Service Phone

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 23:01:54 UTC
From: jperez@uhunix3.uhcc.Hawaii.Edu
Message-ID: <D5Cnz6.4qL@news.hawaii.edu>
Source record: 169470

BobR (76702.1466@CompuServe.COM) wrote:
: The phone number I have for Atari Customer Relations is:

: (408) 745-2367 FAX: (408) 745-2088

: The main switchboard number at Atari is:

: (408) 745-2000

And don't forget 1-800-GO-ATARI - you can get help one anything from the
2600 to the Jaguar (including all computers).

Borg

4327. Installing HTML/LYNX

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 23:03:48 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3jvukk$9t@dux.dundee.ac.uk>
Source record: 169471

Right,

What programs do I need to install Lynx (or a graphic browser)
on my Falcon?

Presumeably I need Lynx & MiNT but what else? :)

Thanks in advance.

Rod

The Man With Many Questions

--
--
Rod McCall, President, Lip Theatre Company, Dundee University
WE NEED DONATIONS OR WE'LL HAVE TO CLOSE!!
rmccall@mcs.dundee.ac.uk | University (Term Time)
cdsales@cix.compulink.co.uk | Non term time and for info
info on CD-ROMS (PC&MAC), PC Hardware and Books
==

4328. Re: Installing HTML/LYNX

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 23:05:59 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3jvuon$9t@dux.dundee.ac.uk>
Source record: 169472

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: Right,

: What programs do I need to install Lynx (or a graphic browser)
: on my Falcon?

Oh, before I forget, it will be via a dialup connection!

Rod

--
--
Rod McCall, President, Lip Theatre Company, Dundee University
WE NEED DONATIONS OR WE'LL HAVE TO CLOSE!!
rmccall@mcs.dundee.ac.uk | University (Term Time)
cdsales@cix.compulink.co.uk | Non term time and for info
info on CD-ROMS (PC&MAC), PC Hardware and Books
==========

4329. Re: Verdict on AtariWorks

Newsgroup: comp.sys.atari.st
Date: 1995-03-12 23:14:44 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D5CoKK.7uy@cix.compulink.co.uk>
Source record: 169474

I use Atari Works on a 4 Meg Falcon printing to an Epson dot matrix at 360 DPI and don't have problems printing. I sometimes get minor screen corruption when I'm blocking text (it leaves black lines on the screen) but thats more to do with NVDI and the TrueType fonts than Works as it never did it with Speedo GDOS.

Steve

4330. Re: NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 00:00:20 UTC
From: popemerlin@delphi.com
Message-ID: <hS662Cc.popemerlin@delphi.com>
Source record: 169475

Hi,

Atari World will be around in April, you should be able to order it in Canada,
but if you can't there are subscription setups.

Bye

4331. Re: WANTED: ATARI VT52/VT100/ANSI CODES

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 00:33:27 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3k03sn$6io$1@mhadg.production.compuserve.com>
Source record: 169477

Matti, the ST uses the standard VT52 codes to control the screen... this is
a list of the most common ones I could find...

ESC A Cursor Up
ESC B Cursor Down
ESC C Cursor Forward
ESC D Cursor Backward
ESC E Clear Screen, Home Cursor
ESC H Home Cursor
ESC I Return to same position on previous line
ESC J Erase to end of page
ESC K Clear to end of line
ESC L Insert line
ESC M Delete line
ESC Y row col Position cursor at row,column

ESC bc Set foreground color to c
ESC cc Set background color to c
ESC d Erase to beginning of display
ESC e Make cursor visible
ESC f Make cursor invisible
ESC j Save cursor position
ESC k Restore cursor position
ESC l Erase line
ESC o Erase from beginning of line to cursor
ESC p Enter reverse video mode
ESC q Exit reverse video mode
ESC v Wrap text at end of line
ESC w Discard text at end of line (don't wrap)

Hopefully that will get you started...

BobR

4332. Re: Verdict on AtariWorks

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 00:40:05 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D5CsIu.EMI@cix.compulink.co.uk>
Source record: 169480

```
>Is there an alternate package, or at least word processor, that will
>allow the mixing of text and graphics on-screen??

Papyrus - the best WP for the Atari - IMHO.

------------------------------
Ofir ogal@cix.compulink.co.uk
------------------------------
```

4333. SC1224 pinouts?

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 00:44:50 UTC
From: haines-jeremy@cs.yale.edu
Message-ID: <3k04i2INNks0@JAGUAR.ZOO.CS.YALE.EDU>
Source record: 169481
Cross-posted to: rec.games.video.atari,comp.sys.atari.st

Could someone please email me the pinouts for the SC1224? I hear
that they're in the ST manual, but I don't have an ST or know anyone who
does. Any help would be appreciated...thanks.
- Jer

"Now therefore kill every male among the little ones, and kill every woman
that hath known a man by lying with him. But all the women children that have
not known a man by lying with him, keep alive for yourselves."

- Numbers 31:17-18, the "Lord" speaking to Moses

4334. Re: I need help on IRC & Flash

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 00:47:55 UTC
From: abstract@wam.umd.edu
Message-ID: <3k04nr$2tg@cville-srv.wam.umd.edu>
Source record: 169478

James M. Cochran (gripman@netcom.com) wrote:

: --
: gripman@netcom.com

Apparently, you do...

--Lunatic

4335. Searching for Hydra

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 01:03:55 UTC
From: mitala@utu.fi
Message-ID: <D5CtMK.Jr@utu.fi>
Source record: 169479

As somebody mentioned there is this bidirectional protocol named Hydra existing for Atari. I have seen the same mentioned in the document of Amiga's version too. So, the only problem is where to find it. I have looked for it from several ftp places and couldn't find anything. If somebody owns it could (s)he please upload it to some place? That only if it is not commercial stuff of course. Thanks!

4336. Xv 3.10/Xdvi/Gnuplot (for X)/Chimera fix

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 02:20:29 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D5Cx65.9Is@watserv3.uwaterloo.ca>
Source record: 169484
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hello all,

I have managed to compile the following for MintX with 68030/FPU options:

1. Xv 3.10 (the latest version). This is the latest gif/jpeg/tiff/etc
viewer for Xwindows - it even has cut and paste! I compiled for
68030+FPU, if there is enough interest I can try compiling
ST (68000) and Falcon (68030 nofpu) versions and upload to an ftp
site. Picture manipulation with an FPU is incredibly fast!

2. Gnuplot 3.5 - Also for 68030/FPU - plots into a window - also very
fast with FPU. I still have a file loading bug to fix on this.
Allows output in many different latex formats.

3. Xdvi - this is great - it works with any currently existing CS-TeX setup
so that you can use the files currently on your TOS partitions without
copying anything to a Minix partition. The way it looks for fonts is SO
flexible with an environment variable that any existing Tex setup for
Atari should work with this as is. I can use use CS-TeX under GEM
or X windows just as easily.

4. Chimera fix - (1.36) The mintLIbs pl44 has a function to generate a
unique name for a temporary file, unfortunately is uses backslashes
for the filename. If the shell used to execute a command with this
filename neeeds forward slashes or two backslashes for filenames (such
as tcsh or the sh from MintOS 1.4.1) then you're won't be able to use
an external viiewer. I patched it to used forward slashes always so
if anyone (besides me) really needs this, let me know. There is a
problem, though. When the viewer is called, the system() function is
used and Chimera waits until the external viewer is exited before
taking control again. You cannot run the external viewer in the
background because the temporary file is deleted by CHimera as soon
as it regains control. Anyway, when it gets back control it reports
'pexec - wait error' It doesn't cause any harm but it annoying. AS
well, a second copy of the chimera process runs while the external viewer
is running - this takes a lot of memory - does anyone know of a better
more mint specific call to fix this (as opposed to the standrd system())
call?

5. I am currently working on Ghostview 1.5/Ghostscript and then maybe I'll
take a crack at Motif and Xmosaic.

If there is enough interest for nonFPU/non68030 versions I will compile
them as well. Most of these programs do require a fair bit of memory.
(I think you can still run any on a 4 meg machine though)

Sam

+--+
| Samy Mesbah "Dharma can only be apportioned by the cosmos" |
| EE Grad Student -Homer Simpson |
| University of Waterloo (sasmesba@kingcong.uwaterloo.ca) |
+--+

| But me, I'm not stopping there I've got my own row left to hoe / Just |
| another line in the field of time / When the thrasher comes I'll be stuck |
| in the sun / Like the dinosaurs in shrines / Then I'll know the time has |
| come to give what's mine |
| - Neil Young, _Thrasher_ |
+--+

4337. .GZ files?

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 02:50:19 UTC
From: darmok@leland.Stanford.EDU
Message-ID: <3k0btb$r0v@elaine35.Stanford.EDU>
Source record: 169483

What is a .gz file and how do I uncompress it?
(specifically, I want to uncompress the crown.tos.gz file I downloaded
off of umich).

4338. Toad Computers - fast

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 03:37:00 UTC
From: bseburn@vaxxine.com
Message-ID: <D5D0po.E6u@vaxxine.com>
Source record: 169487

```
j > Well... I can top that... for the S-L-O-W-E-S-T response time
j > TOAD!
j >
j > I have been reading all the hoopla re: how great TOAD is... and
j > called them twice, written by snail mail once and just E-mailed
j > couple of days ago.... ALL to just get a catalog!!! How L-O-N-
j > been trying to get this "PRECIOUS D*** CATALOG".............
j >
j > ..... would you believe TWO (2)... that's right TWO!!!! years!
j >
j > Needless to say... I am NOT impressed!

Hmmm must be somthing about us Canadians Jim, I sent a couple
Emails to Toad looking for a catalogue as well, back in Sept. I got
a nice ... ahem ... quick? email back from thier Toad "Mailbot" (two
days later) that said they were "too busy" to respond personally,
but if I was looking for a catalogue, to consider it in the mail...
well I still havn't seen one. :-)

Brian

===========================================================================
Brian Seburn + Internet address' + Gadgets BBS
St. Catharines, Ont. + bseburn@vaxxine.com + 905-687-9041
Canada + bseburn@freentnet.niagara.com + 14.4 v.32/.42
===========================================================================

___ Mountain Reader II - #00000039
```

4339. Atari ST 4 sale

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 04:22:47 UTC
From: firefox@byron.apana.org.au
Message-ID: <3k0hba$mj2@hack.byron.apana.org.au>
Source record: 169429

FOR SALE - Atari STFM 520.

Total upgraded to TOS 2.06 with tos switch to TOS 1.4,2.5meg memory,ext power supp,40 meg IDE HD with controler and drivers.

Sell for $500 ono (Aust)

Contact me on (08) 49 2436 or E-Mail me at firefox@byron.apana.org.au

4340. Re: Falcon internal HD swap?

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 04:30:38 UTC
From: Rob <robo28@delphi.com>
Message-ID: <5gyaGsW.robo28@delphi.com>
Source record: 169492

<lamarth@delphi.com> writes:

>Has anyone done any internal hard-drive swapping on a Falcon030? I was
>wondering what was involved in doing something like this, what types/brands
>hard drives were suitable, if any driver software was required, etc. as I
>am considering installing a larger capacity drive in mine.

Well I haven't done any "Swapping" exactly but I did add a used 80 MG
drive to my Falcon. I bought it with no HD so I thought I cound get one
cheaper.
Well I got the drive for $80 and I called Toad computers to see about
mounting hardware.. During this call I found out that the internal HD is
a 2.5" device (usually used in laptops) and the one I bought was a 3.5"!!!
Well after a lot of searching I found a converter cable that would
allow me to hook it up (the 2.5" has 44pins, and the 3.5" has 40, the extra
pins are for power) it was only $10. I hooked the drive into an external
case, carved a hole in the back of the Falcon for the cable, hooked
the drive to the external powersupply and formatted it and it worked!!
No special drivers needed. Just plug and plaly
Now I just gotta geta get a tower case to neaten it all up ..
To my experience ANY IDE device will work but the 2.5" are
hard to find and expensive!

--
*** | Rob Oslund |
*** | Atari Falcon 030 |
* * * | 4MG/52m SCSI/80m IDE | I want a TOWER CASE (cheap!)
* * * | Acer Multiscan |
* * * | |

4341. Any News from CEBIT show in Germany??

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 04:44:18 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <JoXV2c1w165w@sys6626.bison.mb.ca>
Source record: 169443

Anyone having access to the CEBIT show in Germany??
I would sure like to hear what Atari had to offer to show and any other tidbits.
Did they deliver on any new hardware that have been rumouring for quite some time??

Thanks to all.

Eva Crouse
redhead@sys6626.bison.mb.ca

4342. Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 05:25:28 UTC
From: lamarth@delphi.com
Message-ID: <5m46+8Y.lamarth@delphi.com>
Source record: 169493

Can anyone tell me what Atari computer magazines (in English) exist nowadays? I'd like to get a subscription to one, but the last last time I had subscribed to any Atari magazine was when STart was out- and you all know how long THAT's been....

David (lamarth@delphi.com)

4343. Re: Geumlator demo video

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 06:11:07 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3k0nlr$9vn@golem.wcc.govt.nz>
Source record: 169490

In article <67@offoff.win-uk.net>, johncoll@offoff.win-uk.net (John COLLOFF) writes:
>Just a little question for Hutch, Butch, Nobody et al.
>What video system are you on in NZ?
>UK videos need converting for the US.
>Or did you cover that and I missed it? jC.
>

UK Videos will not work in the USA at all. UK videos
have limitted use here in NZ, the sound has to be changed
from 6mhz to 5.5mhz the othere problem is that our TV channels
are VHF I-III and UHF, its far better to just get a VCR here...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4344. *** TOWERS II FTP SITES

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 06:44:18 UTC
From: gaghon@nevada.edu
Message-ID: <3k0pk2$4d6@news.nevada.edu>
Source record: 169495

Towers II has been u/led to the folling ftp sites.

ftp.uni-kl.de
ftp.cnam.fr
micros.hensa.ac.uk
ftp.isbiel.ch

and many more.....

4345. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 07:21:09 UTC
From: diehl@r-node.io.org
Message-ID: <3k0rp5$su9@ionews.io.org>
Source record: 169491

John COLLOFF (johncoll@offoff.win-uk.net) wrote:

: How does my experience tally with other users?
: Four queries, no replies. Four payments, one response, but that of
: good value, outweighing the others.

Whenever I register something, I do not usually expect a reply. Of course, I usually do not post lengthy letters in with my fee -- usually just notes of praise. I prefer to do my correspondance through E-Mail, and I always answer my E-Mail. Anyone who registers my programs always gets a promopt and usually lengthy (if occasionally littered with typos like this message is :-) responses through E-Mail. I will, if requested, respond through regular mail for whatever reason, but that (obviously) takes longer. So, speaking for myself, I would always respond to any queries sent to me, E-Mail or otherwise, but I do not always expect replies from people whose softwawre I register.

: Greetings to you all. jC.

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

4346. Re: Eagle Power II

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 07:29:45 UTC
From: diehl@r-node.io.org
Message-ID: <3k0s99$su9@ionews.io.org>
Source record: 169494

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:

: No Have some Brains and THINK...

Have you ever considered taking your own advice?

: There is no hope in the world, even NeXt dropt out of none
: standard computers and from what I have read here about German products
: they are way over priced....

NeXT died because, unlike Atari, the NeXT did not have a long history of computers behind it. Sure, Steve Jobbs made the computer after he left (or rather, was tossed out of) Apple. But the computer was compatible with nothing, and there wasn't a great deal of software for it. It was a nice machine, but there was no marketing apart from word of mouth and the occasional mag advert. Additionally, NeXT was far, far too expensive, even over and above the highest priced Mac or PC of the time. ($8,000 Canadian minimum) Even NeXTStep was a flop.

: Also Atari is no longer into Computers....

Atari no longer makes ST, STE or TT models. They still manufacture Falcons.

: So wake up People the Atari is DEAD.....

Quick! Someone tell the Atari developers! They havn't caught on to Roger's obviously superior inside information yet! Wait a minute, I'm one...

: Take the Pill and move to a real Computer, or how to live with the Bomb...

Define "Real." Do you mean a computer with an ancient architecture that keeps trying to patch holes in their OS and cover it with pretty blankets to make you _think_ it's getting better, but in reality is only getting prettier and slower? Myu idea of an OS is _not_ one that takes two minutes to boot up. I timed my friend's 486 DX2-66 booting up OS/2 ... from start to finish, two minutes, ten seconds. This is progress? What happened to "Faster?"

: **
: * R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
: * +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
: **

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

4347. Re: .GZ files?

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 07:31:34 UTC
From: diehl@r-node.io.org
Message-ID: <3k0scm$su9@ionews.io.org>
Source record: 169496

Philips Dilworth Patton (darmok@leland.Stanford.EDU) wrote:
: What is a .gz file and how do I uncompress it?
: (specifically, I want to uncompress the crown.tos.gz file I downloaded
: off of umich).

It is a GNU-Zip file. Note that GNU-Zip is _not_ compatible with regular zip. You can get a port of GNU-Zip for the Atari ST, or alternatively, if you're on a unix system, just type 'gunzip <filename>' at the unix prompt.

--

_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

4348. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 08:58:51 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-1303950858510001@ngalm099.gal.nt.com>
Source record: 169497

In article <794719274.0@mettav.exnet>, Spencer.Davies@mettav.exnet.com
(Spencer Davies) wrote:
>
> Motorola will still offer the 68000 for custom ASIC designs and its new 68516
> which is really just a 68000@16 Mhz with built in DSP chip.
>
> So allthough you might not be able to get the 68000 you can still get
the 68000

O.K , but if you need a MC68000 for your atari, you have to try
distributers & stockists;watch the price jump up after a few years.

I have seen this happen to old Texas CPU's (TMS9909,anyone), used to cost
around £12, now selling (when you can get them) for £79.

In reality, the MC68000 should be alright for a long time.

While we are on the subject, why is there such a high price on Atari
custom chips (DMA,Shifter,Glue,etc)? Some of these are advertised in the
UK from £20 upwards. A fully populated Motherboard (STFM) can be got for
around £49.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

4349. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 09:06:21 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-1303950906210001@ngalm099.gal.nt.com>
Source record: 169498

In article <3jsp2n$63m@acmey.gatech.edu>, gt1448b@prism.gatech.edu (David Paul Forrai) wrote:

> > >> Motorola will probably product 680x0-series chips for a LONG, LONG
> > >> time;
> > GO> Motorola announced it won't be making any MC68000 parts after mid
> > GO> 1996. I expect the MC68010 to go next.
> >This may be true but isn't 100% true (if you see my point?)
>
> Availability doesn't end when production ends. I would guess that
> Motorola will have at least a 3 years supply in stock at the time when
> production stops.

Production ends when there are no more orders, & the last time buy will be a call for final orders. These will be shipped by a specified date. No further orders will be accepted.

Distributers of Motorola parts will carry stocks for a while, Motorola will not keep any, except for their own needs.

Should be lots available for a good few years, depending on the demand.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

4350. Re: I'm a brand new mega ST owner: Help!

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 09:24:46 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <795086686snz@chowgar.demon.co.uk>
Source record: 169367

In article <3jp3n4$jau@m1.cs.man.ac.uk> lais@cs.man.ac.uk "S94" writes:

> |> ST Tour would also help; it's a program by Atari that just shows you the
> |> basic operation and lets you play around with the mouse and window gadgets.
>
> I still play with this occasionally, for fun !

Does anybody know where I can get this from ??

--

Simon Moore
smoore@chowgar.demon.co.uk

4351. Swap

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 09:28:14 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <795086894snz@chowgar.demon.co.uk>
Source record: 169368

Does anybody want to swap my Data Pulse 170 MB external SCSI hard disk with
the Link adapter and ICD Pro. utilities for their external CD-Rom unit ??

--

Simon Moore
smoore@chowgar.demon.co.uk

4352. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 09:36:04 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950313004912.23584H-100000@PEAK.ORG>
Source record: 169499

On 11 Mar 1995, BobR wrote:

> One last time, James.. then I'm done wasting any time at all on you...

Thank you for making it the last post, Bob. Conversely, I find it has
been my time which was wasted. I only post through my irritation of your
incidious pro-PC postings which you bathe in such glory, here in
comp.sys.atari.

>
> >YOU HAVE ***NEVER*** (IN WEEKS) POSTED SOMETHING INFORMATIVE ABOUT ATARI
> >COMPUTERS...
>
> James, I hesitate to call you a liar in front of everyone.. but it's really
> a tossup... do I really want the flamewar, or do I call it like it is..?

That's OK, Bob....I don't hesitate to call you one. I really don't have
time for the flamewar either....but there comes a time when you, BOBR,
need to ask yourself... "Gee....aren't I the one promoting PCs in the
Atari forum?"

>
> Either you simply don't know how to READ (and no, folks, this isn't any kind
> of slam.. James has simply demonstrated that he ignores anything I've typed
> without reading it, for whatever reason), or you simply don't know how to
> comprehend what you read.

HA HA HA HA!!! Au contraire! I'd ignored your posts for months, and it
was only through my BEGINNING to read them that I felt inspired to post.
I got tired of you polluting this area with your Atari criticisms, and
pro-PC postings.

My reading comprehension is quite excellent, thank you very much.
However, when the arguements are specious (like yours) and the logic is
flawed (like yours), I sometimes have difficulty.

>
> DO YOU EVEN READ THE ANSWERS TO THE QUESTIONS _YOU YOURSELF_ HAVE POSTED..?

Funny....I remember a while back we argued about the price of a "no eject
button" floppy drive, and you never answered that question. That is
immaterial now, but the point that you never answered remains, especially
when you point an accusational finger at me in regards to questions.

>
> Folks, I really don't want to take the time to go back and quote all the
> messages just because of one twit (and yes James qualifies as a "twit"..

> not everyone , as he claims, does qualify. Most people here are worth having
> a discussion with because they can read, and can hold an intelligent
> conversation. James is something special.)

BOBR, you have demonstrated that you are **REALLY DUMB** for the
following reasons:

1) First and foremost, you Atari bash and litter the newsgroup with
"pro-PC" (IBM) postings. If you think your opinions in this regard
are going to fly in comp.sys.atari (and evidently you do), you are
so lacking of intellignece that I pity you'll never amount to anything.

2) You lack of maturity is clearly demonstrated in the above quoted
paragraph. After instigating a flamewar that was out of place to
begin with (should have been in comp.sys.ibm.pc), your arguements have
been full of holes, you've only replied selectively to those which were
easy (i.e. required NO thought of research), and completely ignored
those which may have presented you with a challenge. What's easier for
you is to resort to CHILDISH NAME CALLING, as you do again. Let that
part speak for itself, and for your immature character. DISPUTE THAT!

[big deletion where BOBR repeatedly questions my ability to read (yawn)]

>
> This is a real waste of time, folks... James doesn't seem to like being
> labelled as a "twit"... but one has to wonder why he tries so hard to fit
> the profile.

Yes, it has been a waste of time. However, I am tickled in reading your
reply and the general tone. You were obviously a little riled about it -
GOOD!!! You now understand how irritating your Pro-PC messages are to me
(perhaps others).

One has to wonder why I try so hard to fit the profile? No, back up a
couple of steps. One wonders (1) Why you cannot contain your emotions
and resort to name calling, (2) Why you cannot suppress your egocentrism
as you feel that somehow YOUR calling me a "twit" is of any significance
whatsoever. From my perspective, YOU are one, but I haven't stated it
thus far.

>
> James likes Atari computers... cool.. so do I.

Well GOOD!!! One has to wonder why you argue so vehemently for OTHER
platforms, and in THIS newsgroup.

>
> James apparently has a lot of trouble working with IBM compatible computers
> That's really too bad.. I don't.

I suppose in your little noggin, I'm the total dumbass who can't
understand a C: prompt, and you are "Super BobR" who codes x86 assembly
singlehandedly, like it's going out of style! HA HA HA!!!

No, I am an experienced PC user. I'm no expert, but I can probably navigate my way around a DOS machine quicker than you can. However, just because *I* can doesn't mean it's "easy" for everyone - like your little sister or your dad who never touched a computer. I believe it's more of your egocentrism....if it's "easy" for BOBR, it's truely "easy." Anyone who can't edit a CONFIG.SYS file (I certainly can) must be a dumbass according to you, BOBR. Likewise for PC memory juggling. I, on the other hand, am experienced with both and it presents no problem to me, yet I realize it's not a desirable arrangement. The fact that BOTH of those afflictions are saught to be eliminated (along with DOS) in the PC world qualifies my contentions in this regard. Yet YOU disagree, and instead argue that it's easy - as PCI busses (which eliminate tedious IRQ setting), Win95 (which eliminates all the CONFIG files, memory juggling) is promised to be in the wind..... looks like you're alone in your opinions, BOBR.

You erroneously assume that because I do not LIKE a DOS machines, that the only reason for that is because I don't understand them, or that I am inexperienced. Through your well-maintained egocentrism, this is the only way you can treat a viewpoint alternative to your own. You use and like MS-DOS computers, and you just can't understand how anyone in the world could not like them. You just can't figure that....so I must be a "twit" because of it....an egocentric limitation of YOUR understanding.....HA HA HA!!!

> James seems to have trouble equating that with anything other than "Atari
> Bashing".. that's pretty sad.

You've repeatedly spouted off that an MS-DOS machine is as easy to use as an Atari. As I have exposed WELL KNOWN FACTS in the shortcomings of the PC (1) CONFIG FILES, (2) IRQ CONFLICTS, (3) JUGGLING SEGMENTS OF MEMORY. These are known disadvantages to the system that are known UNIVERSALLY. Yet, there you are all by your lonesome, contending that these are not problems, while the entire PC industry works to "advance" and conquer these drawbacks...with WIN95 and PCI, for example. As I mentioned these 3 disadvantages YOU WOULDN'T EVEN ADMIT THAT THEY ARE DRAWBACKS, yet tried to fabricate equivalent drawbacks to the ST. I stick a blank floppy in the ST and turn it on and I'm at the desktop. HA HA HA!!!!

>
> James missed the point of most everything I tried to say in this exchange.
>
Nope....BOBR interprets everything from ONE egocentric point of view. No other viewpoints matter, and opposing viewpoints must come from "twits" in his opinion. Such name-calling is how he deals with the situation, in all his childishness.

>
> That certainly isn't going to stop me from helping Atari users every day,
> and stating my opinions.

I cheer you on in your "helping Atari users every day." I suppose you help them with your pro-PC postings (as another user mentioned, this

ISN'T THE FIRST TIME YOU'VE DONE IT), and try to make up Atari difficulties on the order of PC config files, IRQ conflicts, and memory juggling. I hope you have a different kind of "help" in mind for the future. I also hope that when you state those opinions, you realize that your own are no more significant than mine. (can that egocentrism, buddy)

>
> As I said before... goodbye, James.
>
> BobR

YES!!!! GOODBYE!!! Finally...less time wasted at the terminal!

James

4353. Re: Why Mint?

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 10:09:32 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <SCHWAB.95Mar13110933@issan.informatik.uni-dortmund.de>
Source record: 169500

In article <199503121722.a27123@r.maus.de>, Martin_Schaller@r.maus.de (Martin Schaller) writes:

|> D.L.Hastings wrote:
|>> > I just had a thought...why do people want to run Mint on a Falcon or TT
|>> > when Linux and other Unix clones can run on it....

|>> 1) Linux requires an FPU
|> Thats true. And maybe this won't change.

On comp.sys.m68k someone recently wrote that he is working on an fpu emulator for NetBSD (?), so there may be a good chance to get one for Linux as well.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

4354. Re: HENSA WEEKEND ACCESS..

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 10:20:53 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3k16a5$5hj@epsilon.qmw.ac.uk>
Source record: 169406

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
: I just tried to access Hensa at miday on Saturday via Gopher Web and
: it stated no access....

Gopher and WWW have the same restrictions as at weekends....no non ac.uk logins from 8am-8pm. The rest of the time, there are no restrictions...GMT I should add.

Surely, Roger, you can easily get in at the appropriate times, seeing as you live on the other side of the world, 12 hours ahead of us. :-)

: I thought you had week-ends there..???

Yup, we sure do, and that is why no one is here in the office at weekends. We may log in from time to time, using our modems at home, but we all do have a life too. :-)

: Or did some one forget to program the computer...??

Aw, come on...

Danny
--
.signature.signature

4355. Re: HSMOD06

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 10:27:53 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3k16n9$5hj@epsilon.qmw.ac.uk>
Source record: 169409
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael Olin (molin@cxc1.cl.msu.edu) wrote:
: I know this subject is getting beaten to death, but I've got a question
: that I can't seem to answer myself... Can someone tell me what settings
: have given them the most success when using DRIVEIN and SCC .PRGs? I
: keep getting ZModem re-positioning errors when doing uploads to various
: local BBSs. I've confirmed that other callers have successfully ZModem-ed
: files to these boards, so I can only presume I have my settings wrong.

Actually, I get the same now. This is weird. I didn't think it was
HSModem. I always thought it was the Hardware handshaking which was
not switched on (RTS/CTS).

Please mail me or post here, with responses.

Cheers
Danny
--
.signature.signature

4356. Re: Address For Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 10:29:31 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3k16qb$5hj@epsilon.qmw.ac.uk>
Source record: 169410

Doug Byfield (Doug.Byfield@miramax.ship.net) wrote:
: If, as I understand it, Offir Gal, Vic Leonard, and Andrew Wright

It's Ofir Gal, Vic Lennard

Just correctin'

Danny

--
.signature.signature

4357. Gemdos file at 75%

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 10:31:41 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.104.000A8784@lobby.ti.com>
Source record: 169424

Try defragmenting your harddisk.
Something like Diamond Edge or other should improve your HDD speed.

William
+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

4358. Re: ST Conference?

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 10:42:23 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3k17if$5hj@epsilon.qmw.ac.uk>
Source record: 169411

John COLLOFF (johncoll@offoff.win-uk.net) wrote:
: Haydock Park, as a racecourse, has unlimited parking; and adjacent

Yes, Haydock Park is good, but I still think that Birmingham, or
somewhere thereabouts will be best all-rounder.

: Oh, and it is on Danny's doorstep. [i.e. near Lancaster]

:-)
Actually, I only work there. I live in Manchester...

: Come to think of it what could Lancaster Uni. lay on for a low key
: taster?
Hmmm...

: My thanks for reading this, my first posting, right to the end. jC.
And welcome to Usenet. :-)

Danny
--
.signature.signature

4359. Re: Toad Computers - fast response

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 10:43:17 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.105.000AB90D@lobby.ti.com>
Source record: 169425

In article <1e3.2284.4071@primetime.org> jim.gain@primetime.org (Jim Gain) writes:

>Well... I can top that... for the S-L-O-W-E-S-T response time from
>TOAD!

>I have been reading all the hoopla re: how great TOAD is... and have
>called them twice, written by snail mail once and just E-mailed them a
>couple of days ago.... ALL to just get a catalog!!! How L-O-N-G have I
>been trying to get this "PRECIOUS D*** CATALOG".............

Well, I did ask for a catalog, by using TOAD's WWW page. I am still waiting
for it. Replies to my enquires for specific products are must faster via
email, I guess writting a reply via email is faster than packing up a catalog.

William
+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

4360. Ethernet Riebel Card

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 10:52:14 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <3k184u$2l1@ccpnws.in2p3.fr>
Source record: 169401
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I am deseperatly looking for informations on the Ethernet RiebelCard.
This card was made in Germany (I think) and can be plugged into a MegaST
computer (a different version exists for the VME but I only have a MegaST)

What I am looking for : the names of the chips used (Ethernet controller,
Ram used, etc...), the different addresses of the card, the way the Ethernet
number is stored, is there a private memory (is so, how much) or is there a
DMA access made.

If anyone can help me, he will be welcomed.

Thank you.

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+--------------------------------+
I don't like Patrick Bruel, I like le bruit ... TOUT POUR LE TRASH

4361. Re: TrueType for NVDI 3.01

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 11:57:58 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950313125625.5434B-100000@bull.mimuw.edu.pl>
Source record: 169402

And what about the PS fonts on NVDI 3.01? What kind of PS fonts (eg. what extension?) I can use with NVDI 3.01?

regards,

Simon.

4362. Re: Xv 3.10/Xdvi/Gnuplot (for X)/Chimera fix

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 12:08:52 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3k1ckk$ajm@lyra.csx.cam.ac.uk>
Source record: 169403
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

sasmesba@kingcong.uwaterloo.ca (Samy Mesbah) writes:
>If there is enough interest for nonFPU/non68030 versions I will compile
>them as well. Most of these programs do require a fair bit of memory.
>(I think you can still run any on a 4 meg machine though)

I am interested in non-FPU 030 versions...

Not that I have X working reliably at the moment but it shouldn't be too
long now :)

Phil

--
[E-mail pd@mole.bio.cam.ac.uk]

A penny saved is ridiculous

4363. Re: Falcon w/IDE & SCSI -ICD

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 12:22:19 UTC
From: contacts@mits.mdata.fi
Message-ID: <3k1ddr$4ug@prime.mdata.fi>
Source record: 169404

In article <D4zH9q.5Es@crash.cts.com>,
Richard John Kelsch <richcsst@crash.cts.com> wrote:
>Hey, I really fouled up this time. I just bought myself this nifty new
>Falcon system. I used to have a 2.5 meg ST with ICD Host, Adaptec 4070,
>and two RLL HDs using the ICD Link II drivers. When I connected them to
>my preinstalled IDE HD Falcon, it booted the HD's, the IDE and only SCSI
>device 0 LUN 0, but ignored my HD on SCSI device 0 LUN 1 (Yes, I removed
>the host adapter and connect straight to the Adaptec). The software on
>my IDE was HDX 6.x. I was not pleased with losing my last hard disk. So
>I stuck the ICDBOOT.PRG into the C AUTO folder. It worked decent, but
>was redundant as the HDX autobooted. I couldn't set the ICD to autoboot
>because the HDUTIL.PRG needs to have an ICD host adapter in order for it
>to function (dirty trick). So, I whipped out my old version of Pro
>Utilities that I had and all hell broke loose. I totally trashed my IDE
>(with Atari Works, Sound Manager, Audio Fun Machine, and HDX utilities)
>drive and have absolutely no way of using my hard drives without booting
>them from floppy. Remember, I can't make it autoboot without HDX or
>HDUTIL.PRG.

It's best to re-format the drives with AHDI (latest) or ICD SCSI pro
utilities. You seem to have overlapping drivers (drivers need to be
uninstalled with the installer-program before putting in a new one).
What's the Adaptec 4070? Connecting SCSI drives to a Falcon does not
need anything but the SCSI-2 cable and a power supply (& case).

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/MAG17"MultisyncMonitor/SMP-II/FDI/2Mixers(32ch)
CubaseAudioForFalcon(CAF)2.03/LotsOfMidistuff/200YearOldBass/Beer!!!!
PfretzschnerBow/AnOldVolksvagenGolf/aBigBedWithFuton/&LivesInHelsinki
---

4364. Re: WWW-Browser for ATARI (esp. Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 12:31:20 UTC
From: richcsst@crash.cts.com
Message-ID: <D5DpG9.3JM@crash.cts.com>
Source record: 169417

jmayer@mzdmza.zdv.uni-mainz.de wrote:
: Is there anybody, who knows, where I can find an WWW-Browser for my FALCON? There is
: such a big net (WWW), but no chance to use it.
: If you know such a program, please write me a little Email.
: Thanks a lot and BYE-BYE
: Jens Mayer

If someone could write a good TCP/IP interface for the ST, then I would be most happy to code a great Falcon WWW browser with GIFs and all. However, I do not have a clue as to network protocols and PPP or SLIP packet switching. So, until someone standardizes a TCP/IP (much like Mac has), there will be no WWW browser.

All that would be required in a desk accessory or at least a concurrently running process in MiNT or MagiC where other porcesses can communicate via pipes or GEM event messages. This would allow true multitasking and allow for others to develop software for Email and News and such without being "proprietary". If someone can make a REAL TCP/IP for the ST, then many beautiful programs would appear.

I am aching to make a www browser, but it would be a useless project without a way to communicate with the outside. I could make a www interpretor that only works locally (no network accesses) and will show files like the web, but what use is that without having to download every possible file first?

Good luck!

Rich

4365. Any DA's Layout Users???

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 12:31:25 UTC
From: mtaylor@perth.DIALix.oz.au
Message-ID: <3k1dut$j59$1@perth.DIALix.oz.au>
Source record: 169407

Hello

I was wondering if there are any Digital Arts Layout users out there. Preferably English speaking. I am wondering what the latest version is and if it is any good and worth upgrading. Any problems or experiences I would be interested in. Perhaps you could let me know any good dealers as the current one I have had dealings with in the UK are absolutely useless.

Look forward to any replies..
Mark

--

Mark Taylor || INDELIBLE DESIGN - General Printing
Western Australia || InterNet: mtaylor@perth.dialix.oz.au

4366. Re: RUFUS 1.41 COMMS Program...

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 12:39:19 UTC
From: koehne@katmandu.informatik.uni-dortmund.de
Message-ID: <3k1edn$gp1@fbi-news.informatik.uni-dortmund.de>
Source record: 169408

In article <3juh4q$t8v@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz
(Roger Sheppard..) writes:
|>
|> I see that Rufus is now updated to version 1.42,
|> well woth a look, pity not in English....

Did anyone ever asked the author if he could translate the RSC-File in
English??

Bye

...Patrick

4367. Re: *** TOWERS II FTP SITES

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 13:14:37 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3k1gft$fe3@m1.cs.man.ac.uk>
Source record: 169412

```
In article <3k0pk2$4d6@news.nevada.edu>, gaghon@nevada.edu (GEORGE GAGHON)
writes:
|> Towers II has been u/led to the folling ftp sites.
|>
|> ftp.uni-kl.de
|> ftp.cnam.fr
|> micros.hensa.ac.uk
^^^^^^^^^^^^^^^^^^

I thought Hensa didn't take games....

|> ftp.isbiel.ch
|>
|> and many more.....
|>

Gunna d/l it in a minute...

Anthony
```

4368. Re: NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 13:15:17 UTC
From: lais@cs.man.ac.uk
Message-ID: <3k1gh5$fg3@m1.cs.man.ac.uk>
Source record: 169413

In article <D5Aw2y.D83@cix.compulink.co.uk>, jwatkins@cix.compulink.co.uk ("John Watkins") writes:

|> Most of the ST-World articles were about programs and systems I just
|> could not afford (I then had a 2Mb STE). There were reviews of £400
|> hard-discs, £400 DTP programs, word processors that needed a Mono
|> monitor just to run, etc, etc.

Ooh, that does sound nice :) Wish there was still that much new stuff to review though...

S.Lai

4369. english gemini

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 13:17:30 UTC
From: vosst@ubaclu.unibas.ch
Message-ID: <1995Mar13.131730.44581@yogi.urz.unibas.ch>
Source record: 169405

i remember somone asking if there was an english version of gemini. i
didn't know of any, so i translated GEMINI.RSC myself. if anyone is
interested in it, just let me know and i'll upload it to any ftp server
of your choice. i could also email it to you. just ask =)
peace, i'm out!
toby

the chinese government is committing genocide. it kills the tibetan people.

4370. Re: *** TOWERS II FTP SITES

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 14:14:39 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3k1k0f$m23@epsilon.qmw.ac.uk>
Source record: 169376

Anthony Jacques (jacquesa@cs.man.ac.uk) wrote:

: |> micros.hensa.ac.uk
: ^^^^^^^^^^^^^^^^^^
: I thought Hensa didn't take games....

Correct, we don't. Funder's policy....although a couple have crept
in...I am officially not allowed to place any games on the
system...even Educational ones!!!

Got the word from above last month to remove *all* games from the
system.

Danny
--
.signature.signature

4371. Atari 520ST System Software Needed

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 14:26:51 UTC
From: slavey@laserpower.com
Message-ID: <slavey-1303950626510001@slavey.cts.com>
Source record: 169422

My brother was just given an Atari 520ST and he asked for my help to get it set up. Since I am a Mac type, I have no idea where to get any software for this machine.

To start with, we need system software to get the thing up and running. Any sources of info and software would be greatly appreciated.

4372. Re: MagiCMac Demo -- ReadMe in English

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 14:33:21 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503131327.AA00737@ilmen.lanl.gov>
Source record: 169414

G'day Mark,

Many thanks for translating the MagiCMac readme file.

I really appreciate it as I know many others will.

-Hutch- @ Fair Dinkum Tech

4373. Re: Why Mint?

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 14:34:39 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <D5Dv5r.F38@exeter.ac.uk>
Source record: 169418

In article <D58nG4.9Dp@cs.vu.nl> gerco@cs.vu.nl (Ballintijn GC) writes:

> > 3) Linux doesn't run TOS or GEM programs
> This shouldn't be a problem with all the free UNIX programm's. You only
> have a problem with very specific (hardware) tasks.

It is a problem. What linux programs are there out there that use the
Falcon's sound system to the full? None, I'd say.

> > 5) MiNT is source level compatible with UNIX anyway.
> This is not true, think about the semantics of the unix fork() call.

I don't know the details, since I am not (yet) a UNIX programmer. But I
can ftp UNIX source, type make and get a working program. So as far as
I am concerned, there is source level compatibility.

--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT 1.12h2 * MiNT-OS 1.4.1 * MiNT-NET 0.70 * Minixfs 0.60pl11 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

4374. Re: NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 14:36:35 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.193.00099C5F@cfcsc.dnd.ca>
Source record: 169415

popemerlin@delphi.com writes:
>Remember the magazine needs your support and input to win, so why not buy a
>copy in April.
>Any more info will be posted here as and when I receive some.
>MERLIN
But a copy?
No thanks.
How can I subscribe?
any e-mail addresses to go to for more info?
thanks/merci
-ken

4375. New WWW pages....

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 14:54:30 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3k1mb6$hgj@m1.cs.man.ac.uk>
Source record: 169416
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I've now worked out HTML, and my WWW pages should now be operative. The
URL is :-

http://www.cs.man.ac.uk/~jacquesa/

If you have any suggestions, mail me....

Anthony

4376. Re: crippleware - how cri

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 15:04:31 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <D5DwJK.HBM@exeter.ac.uk>
Source record: 169419

In article <3js6d1$f77@oden.abc.se> m9174@abc.se (Carl Lofgren) writes:

> c> * Looking for a Falcon sample editor? Get SuperSam v1.08! *
> How much is the shareware fee for your program?

The shareware registration fee for SuperSam is 15 uk pounds. This
entitles you to a key file to enable all features, free upgrades to
new versions, notification by email and/or post of new versions and
the right to tell me off for the bugs. :)
--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT 1.12h2 * MiNT-OS 1.4.1 * MiNT-NET 0.70 * Minixfs 0.60pl11 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

4377. Re: Eagle Power II

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 16:06:50 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3k1qiq$fe9@whitbeck.ncl.ac.uk>
Source record: 169420

In article <3k0s99$su9@ionews.io.org>, diehl@r-node.io.org (Eric March) writes:
>NeXT died because, unlike Atari, the NeXT did not have a long history of
>computers behind it. Sure, Steve Jobbs made the computer after he left (or

Steve Jobbs WAS NeXT, and he certainly had a long history of computers
(he created Apple Corp in his garage remember).

>rather, was tossed out of) Apple. But the computer was compatible with
>nothing, and there wasn't a great deal of software for it.

Have you ever used a NextStation? They are wonderful. The quality of the
apps that came with them was high enough that many folks wouldn't want any
others for quite a while. Steve Jobbs & co did a wonderful job on the machine,
and to be honest, had they continued to make them I would have bought one
myself. I would consider getting a PC to run NextStep on if the cost of NextStep
wasn't so ridiculous (ie. almost the same as the hardware it runs on).

> It was a nice
>machine, but there was no marketing apart from word of mouth and the
>occasional mag advert. Additionally, NeXT was far, far too expensive, even
>over and above the highest priced Mac or PC of the time. ($8,000 Canadian
>minimum) Even NeXTStep was a flop.

In the workstation market it was aiuming for, the Next machines were very
competitively priced - remember, they were competing against the likes
of Sun & HP, not your average PC clones.

>prettier and slower? Myu idea of an OS is _not_ one that takes two minutes
>to boot up. I timed my friend's 486 DX2-66 booting up OS/2 ... from start
>to finish, two minutes, ten seconds. This is progress? What happened to
>"Faster?"

Erm....my falcon takes quite a while to boot as well, ('coz of all the
patches I use to get a nice comfy system), and even longer if I'm
using MiNT-X.

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

4378. Re: Graphics editor for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 16:10:00 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3k1qoo$fei@whitbeck.ncl.ac.uk>
Source record: 169421

GodPaint by 'Reserviour Gods' is quite nice (and very fast) but does lack
several power user features (and doesn't use GEM at all). It's PD though....

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

4379. Atari St MIDI SysEx program

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 16:31:42 UTC
From: ac381@detroit.freenet.org
Message-ID: <3k1s1e$fat@detroit.freenet.org>
Source record: 169423
Cross-posted to: comp.sys.atari.st,alt.music.midi,comp.music,rec.music.makers.synth

I am looking for a program to send and receive MIDI System Exclusive messages (SysEx) for my 1040 ST. I found one program in the umich archives, STMIDIEX.LZH, but I have been unable to get it perform correctly.

The program reports that it has received SysEx messages when none have been sent to it, or even when no MIDI cables are even connected to the ST!

I use my ST extensively for MIDI, and have detected no problems with other applications, so I don't believe this is a hardware problem.

I would like to know if anyone else has downloaded this program and was able to get it to work, or knows of any other programs, preferrably PD but I may be willing to purchase, that can perform this function?

BTW- the main device I am trying to dump info from is a Roland R-8. I don't know if that could be a factor.

Thanks in advance,
Mike

--

Michael Marson ac381@detroit.freenet.org

"The fun you've demanded is now mandatory" -Jello Biafra

4380. Re: Why Mint?

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 17:14:26 UTC
From: gerco@cs.vu.nl
Message-ID: <D5E2K3.IGC@cs.vu.nl>
Source record: 169427

cs93dlh@dcs.exeter.ac.uk (D.L.Hastings) writes:

> In article <D58nG4.9Dp@cs.vu.nl> I wrote:
>
> > > 5) MiNT is source level compatible with UNIX anyway.
> > This is not true, think about the semantics of the unix fork() call.
>
> I don't know the details, since I am not (yet) a UNIX programmer. But I
> can ftp UNIX source, type make and get a working program. So as far as
> I am concerned, there is source level compatibility.

So you haven't compiled a program yet which fork()'s and then lets the
two processes do something together (for instance kermit does this).
This will not work because the parent is suspended till the child exits.
If you don't believe me, look at the MiNT sources...

Gerco.
--
----------v----------
G.C. Ballintijn | Oh, Fortuna
Email: gerco@cs.vu.nl | Velut luna
http://www.cs.vu.nl/~gerco/ | Statu variabilis.....

4381. Re: Not a word about MacMagic

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 17:20:56 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCNSCAURUP@galaxy.teuto.de>
Source record: 169426

In <199503091910.a63478@bm.maus.de> Uwe Martin wrote:

>BH>: Maybe this is not the best place for this, but I've downloaded the :
>What Mac is he running it on?! MagiCMac isn't the fastest thing, believe me!

Could you possibly elaborate this one?

--
/Hendr!K/

Hendrik Mylius |P| InterNet: neptune@galaxy.teuto.de
Phone/Facsimile |G| WWW: http://www.teuto.de/personen/hendrik
+49-5221-855545 |P| Maus: Hendrik Mylius @ PB2

4382. Re: WWW-Browser for ATARI (esp. Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 17:26:17 UTC
From: sourada@iastate.edu
Message-ID: <sourada.795115577@las1.iastate.edu>
Source record: 169428

In <D5DpG9.3JM@crash.cts.com> richcsst@crash.cts.com (Richard John Kelsch) writes:

>If someone could write a good TCP/IP interface for the ST, then I would
>be most happy to code a great Falcon WWW browser with GIFs and all.
...
>All that would be required in a desk accessory or at least a concurrently
>running process in MiNT or MagiC where other porcesses can communicate
>via pipes or GEM event messages.

I don't get it. What's wrong with the socket interface of MiNTNet, other
than the fact that it's only available under MiNT (try to write a
network daemon for plain TOS :-). It's a very widespread, well
documented, standard interface.

Later,
Steven

--
release me",she says "From your notthere

Steven Ourada --- sourada@iastate.edu

4383. Re: AV Protocol Docs in ENGLISH

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 18:16:50 UTC
From: ralunsfo@uncc.edu
Message-ID: <3k226i$kbp@news.uncc.edu>
Source record: 169430

In article <3jufjk$h0p@lirmm.lirmm.fr>, Andreas DIETZ <dietz@lirmm.fr> wrote:
>In <Pine.ULT.3.91.950310083708.11957A-100000@joy>, Jens Andreasen wrote
>
>I wonder what would happen if all other people would refuse to accept
>English as the standard language for international communication and
>agree upon the use of an artificial language or a dead language, for
>example, Latin, for this purpose.

I would guess that the world would be thrown into a state of chaos and confusion, world trade would stop (effectively), wars would start, and people would just be plain unfriendly :)

Why the national pride about an international language...I know you cited a dead language being a good option, buy why not one that is already in place (mostly ;)

Ganbatte Kudasai!

Russ

> Andreas

--
****
"Let yourself go with the disease, be with it, keep company with it - this is the way to be rid of it." - Bruce Lee
ralunsfo@unccsun.uncc.edu

4384. HD+TopLink+M-ST1 Problem

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 18:42:40 UTC
From: Antoine Martin <am14@doc.ic.ac.uk>
Message-ID: <3k23n0$dks@frigate.doc.ic.ac.uk>
Source record: 169397

I can't format my QUANTUM ELS127S from my Mega-ST1 using the TopLink
adaptor.
Here is what works:
_ The drive (I've been using it on PCs/MACs/FALCONs, it has been
formated/partitionned many times without any problem). It doesn't
have any bad sector.
_ The Mega-ST1 seems to work, at least with floppies.
Here is the problem:
I can't run programs from the hard-drive (formated with my falcon),
programs crash, files written are corrupted (they appear in the
directory but their contents is usually corrupted: cross linked files
wrong file size, the FAT is usually a mess after a few write attempts)
So i decided to reformat the Hard drive with HDX 5.xx (last version)
but it says "Cannot format... Check connections" (Of course
connections are OK, I have tried with and without terminator).
Then i took scsitool and tried to format it again: the format process
works but when it gets to the partitionning the program gives an
error (something like sector -1...).
Then i tried to read the previous partitions i had (i thought this
wouldn't work as the drive was supposed to be formatted) and it
worked... The files and directories were still there. Tough.
It looks like the drive refuses to format !
My question is: Where does this come from ?
Could it be the toplink adaptor ?
"It's only mistery and i like it...", I Don't.
I need to use this machine for my work !
Any help appreciated.

Antoine Martin

4385. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 19:02:40 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503131757.AA00869@ilmen.lanl.gov>
Source record: 169438

In a previous article, barheath@heathen.demon.co.uk (Barry Heath) wrote:

> In many cases the author is in one country, the user in
>another, and the currencies are not common. Registration is therefore
>resisted as the charges made by the moneychangers raise the *effective* fee
>beyond reasonable levels.

This very problem has been discussed here before with no 100% solution
(is there ever one of those?). Probably the best choice is for shareware
authors to band together and to 'license' one another to collect fees for
each other and then forward those fees on once they have reached an amount
which makes the exchange and/or bank fees worthwhile. Of course, this does
entail a certain amount of trust amongst the shareware authors themselves.

International Reply Coupons, available at most post offices, is another
potential source of payment for small amounts.

MasterCard and Visa are ideal but few shareware authors can qualify to
accept them. Those of us that _do_ accept credit cards is usually only
because we have qualified with our banks based on some other venture.

Any other _feasible_ ideas for registering shareware from other countries?

-Hutch- @ Fair Dinkum Tech

4386. Re: MagiCMAC & GFA

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 19:16:51 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503131807.AA00877@ilmen.lanl.gov>
Source record: 169431

In a previous article, vegard@henry.interlink.no (Vegard Hofsoey) wrote:

> There was a post in this conferance stating that compiled GFA programs do
> not work on the Mac/MagicMAC. This is, I am happy to say, *not* true.

I'd be happy to say that, too, Vegard, but my somewhat limited testing
with the MagiCMac -demo- has shown otherwise.

I could not get that GFA 3.5 interpretor nor any programs written and
compiled with GFA 3.5 to run under the MagiCMac demo. Perhaps the *full*
version of MagiCMac now supports this?

If you CAN run GFA under MagiCMac, tell us how.

Thanks,

-Hutch- @ Fair Dinkum Tech

4387. ACE'95 - TAF

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 19:24:35 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.194.000E695E@cfcsc.dnd.ca>
Source record: 169432

I noticed that two www pages were posted on the TAF ACE'95 show(1-2/4/95) notices in this newsgroup but I couldn't get through to them. For those who had the same difficulties, try this address:

http://www.io.org/~schrist/taf.html, or http://www.io.org/~schrist/ace.html
regards,
-ken

4388. re:ACE'95 -TAF

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 19:31:20 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.195.000E862B@cfcsc.dnd.ca>
Source record: 169433

OOOppppssss!
My mistake on the www page for ACE'95 it is NOT http://www.io.org/ace.html
it IS http:/www.io.org/ace95.html
I've, no more excuses
-ken

4389. Re: FAx software for USR s

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 19:39:30 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Mar13.193930.7269@bradford.ac.uk>
Source record: 169434

On 12 Mar 1995 19:19:44 +0100, Hallvard Tangeraas wrote:

: I was just wondering if anyone knew about any software that allows
: me to send/recieve fax with my StE and US RObotics 14400 Sportster modem?
: Thanks.

I will post again... Try and read this if you are thinking of FAXing ever.

US Robotics 14,400 Sportster modems support FAX classes 1, 2.0, and 3

Out there there is:

CoMa (2.70) supporting FAX classes 2 and 2.0, which will drive your USR
However demo version only sends 500 _pixel_ lines, and it is 45
UKP to register.

HackFax: Seems to require Zyxel modems

StarFax (part of Starcall) may work, but is not fully GEM compliant, so I
gave up on it.

STraight FAX is a commercial offering, probably the best overall, but is
too dear for my requirements. Email toad@charm.net for more info.

Junior Office - Cutdown of Tele-Office
The package in the PD will only drive FAX class 2 modems (ie not
yours) BUT you can download from a German BBS a class 1 driver.
This program has a brilliant modular design, and handles sending
and receiving Faxes containing IMG's and Text.
IMHO: the best way is to ignore the docs, and just experiment -
Especially if you don't read German!

Hope this helps,

Steve Taylor.

4390. Re: Geumlator demo video

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 19:41:22 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503131834.AA00887@ilmen.lanl.gov>
Source record: 169435

IN a previous article, johncoll@offoff.win-uk.net wrote:

> Just a little question for Hutch, Butch, Nobody et al.
> What video system are you on in NZ?
> UK videos need converting for the US.
> Or did you cover that and I missed it?

Er... yes, you must have missed it.

I commented that the Gemulator video I had was VHS NTSC format.

While I'm not in KiwiLand, they use PAL format down there. Are there two different PAL formats or is that SECAM? I forget. Ah, a single, standardized international system _would_ be nice, wouldn't it?

-Hutch- @ Fair Dinkum Tech

4391. Re: Translators..!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 19:43:15 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503131837.AA00890@ilmen.lanl.gov>
Source record: 169436

In a previous message, S.P.Taylor@bradford.ac.uk (Steve Taylor) wrote:

> Not what I'm saying. I was just countering your point that thecost of
> disk+postage+packing does not come to nearly a fiver.

Nope, that was not MY point, Steve. Somebody else made that comment.

But regardless, it's not the cost of the materials that counts, it's
the shareware author's TIME that is the most expensive component. I
can't speak for others, but MY time is very valuable... at least to me. :)

-Hutch- @ Fair Dinkum Tech

4392. Re: Mac does ST!

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 19:54:40 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503131849.AA00894@ilmen.lanl.gov>
Source record: 169437

In a previous article, macdonald@cfcsc.dnd.ca (Ken Macdonald) wrote:

> I am curious. What hardware could you get for the Mac that you couldn't
> use on the Atari, and vice-versa? I can't think of anything?!@?#@?

Well, while you can generally hack almost _anything_ together so it will work, the ease of use of real 'plug and play' is seldom as easily obtainable as it is on the Mac. For example, flat bed scanners and digital cameras are two plug-and-play toys that come to mind. And any hardware item that uses the Mac's non-standard serial ports, of course, would be more difficult to connect to the Atari or other platforms.

Not that you couldn't if you were determined enough, of course. :)

-Hutch- @ Fair Dinkum Tech

4393. STacy For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 20:26:38 UTC
From: Bruce.Sarte@f616.n266.z1.fidonet.org
Message-ID: <943_9503140906@nisc.fidonet.org>
Source record: 169383

Atari STacy Laptop for sale

TOS 1.4, 4 megs RAM, 540 meg internal HD, internal floppy and all the ports

Asking $600 or best offer

Reply to GALAHAD160@AOL.COM if interested.

4394. Re: crippleware - how cri

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 20:44:49 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503131939.AA00919@ilmen.lanl.gov>
Source record: 169441

In a previous article, Dave.Thorson@starlinx.damar.com wrote:

> I still think shareware is a viable marketing alternative, although I did
> _much_ better when Antic sold one of my programs through their magazine. I
> only got $2.00 per copy sold, compared to $10 on my shareware stuff

Really? You had a _royalty_ based payment deal with Antic? Was this for
published programs in the magazine(s) or for software that they sold
through the magazine? Just curious as all I ever got was a flat rate
sale of my software to Antic (for Antic or Start mags) and Analog.

Ah... those were the days, eh? :)

-Hutch- @ Fair Dinkum Tech

4395. Re: SC1224 pinouts?

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 20:49:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950313124216.19978F-100000@PEAK.ORG>
Source record: 169310
Cross-posted to: rec.games.video.atari,comp.sys.atari.st

On 12 Mar 1995, Jeremy Haines wrote:

> Could someone please email me the pinouts for the SC1224? I hear
> that they're in the ST manual, but I don't have an ST or know anyone who
> does. Any help would be appreciated...thanks.
> - Jer
>

My manual says this:

```
/---------\
4 | x x x x | 1
8 | x x x x | 5
12 | x x x x | 9
| x |
\---------/
13
```

(pinout diagram from external port view)

1- Audio Out
2- Reserved
3- General Purpose Output
4- Monochrome Detect
5- Audio In
6- Green
7- Red
8- Ground
9- Horizontal Sync
10- Blue
11- Monochrome
12- Vertical Sync
13- Ground

This information comes from the "520ST Owner's Manual" - page 75,
appendix D.

Don't know what "Reserved" and "General Purpose Output" are. Any
speculation?

James

4396. GNU C++ binaries

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 20:57:00 UTC
From: klelong@innet.be
Message-ID: <klelong.1.0014F37A@innet.be>
Source record: 169439

Hi,
I'm new at this so forgive my mistakes.
Since it seems that Pure-C is unavailable (is this true ?) I am looking for an other C-compiler. I wanted the GNU C++ compiler, which should be available at ftp.uni-muenster.de. However, I can't reach the proper directory (/share/public3/atari/gnustuff/...). I can go to /share/public3, but when I try to go to the atari directory I get an error message from PPP. Is this a common problem (with other words, has anyone experienced the same), or has anyone an idea what is happening?
If there exists a "mirror" site for the GNU C++, I would like to know.
Thanks.

4397. Calamus?

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 21:41:42 UTC
From: rickbeau@netaccess.on.ca
Message-ID: <NEWTNews.22897.795134610.rickbeau@slipb04.netaccess.on.ca>
Source record: 169440

Does anyone know where I can purchase a copy of CALAMUS, CALAMUS FONT EDITOR, and, OUTLINE ART.

4398. Re: NVDI How to configure?

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 22:14:07 UTC
From: pl4266@u.cc.utah.edu
Message-ID: <3k2g3f$68n@news.cc.utah.edu>
Source record: 169446

Michael May (michaelm@cogs.susx.ac.uk) wrote:
: In article <3itn25$243@news.cc.utah.edu> Paul Luscher (pl4266@u.cc.utah.edu) wrote:
: : I bought a 4meg Falcon used and I found files for NVDI on the C:
: : drive. I have now idea how to configure this to run. I would like to use
: : it to speed up graphic redraw in Cubase Audio. Can anyone instruct me in
: : how to set this up? I am not terribly familiar with how falcon uses
: : assign.sys etc.
: : Thanks for any help,
: : Paul Luscher

: If you did not purchase the original disks of NVDI with the falcon, then
: you are breaking the law by using it. To configure it you need a program
: on the installation disk which configures NVDI's internal switches for
: mouse accelerator/GEMDOS accelerator/etc. The assign.sys is the same as for
: an ST (unless you use speedo) except that fonts prefixed by an s are loaded as
: system fonts inthat res by NVDI. I suggest you purchase a legal copy of NVDI
: (its now at v3.0 with its own speedo).

: --
: Michael May, michaelm@uk.ac.susx.cogs
: University of Sussex, Brighton, E Sussex, England michrm@uk.ac.susx.central
: - ATARI Falcon030 4/65/FPU --
Thanks a lot for presuming that my NVDI is pirated! I bought my
Falcon from a defunct ATARI dealer so if I didn't get disks or books for
anything I suppose I should delete my whole DAMNED hard drive!? If you
smug cheese-heads would like to sell me a second legal copy of NVDI you
could atleast give me the # to Toad or another source for ATARI stuff, as
there is no ATARI dealer within 500 miles of my house! Show me how I'm
breaking the law by buying software from an ATARI dealer who sold it with
my system pre-installed.
People think they are so wise and govern their whole lives with
hazardous presumptions instead of examining the evidence! This is the
source of all the destructive 'isms in society.
-Paul.Luscher@m.cc.utah.edu

4399. Re: uncompressing .Z files

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 22:15:14 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.DkC7LpTcWDQ@icon.pp.se>
Source record: 169442

In <wongck.101.0009D02A@lobby.ti.com>, wongck@lobby.ti.com (William Wong) writes:
> In article <fc6_9503060344@tor250.org> David.Schreiber@balmybeach.gryn.org (David Schreiber) writes:
>
>
> >Is there a utility that will uncompress Unix files with the .Z
> >extension?
>
> It's a Unix compression. On ST, there is a compress.ttp that is the same but
> you need to watch out for the number of bits used in compressing as ST can
> only go up to 12-bits and most Unix is 16-bits.

You can also use the superior GNU zip (gzip) to uncompress .Z-files.

Also available from atari.archive...

--
| Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
| Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
|"Peacekeeping - it's not a job for soldiers, but only soldiers can do it!"|

4400. VideoMaster Falcon for $ale

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 22:19:52 UTC
From: em129@cleveland.Freenet.Edu
Message-ID: <3k2ge8$e1e@usenet.INS.CWRU.Edu>
Source record: 169444

FOR SALE: VideoMaster Falcon, the real-time video digitizer for Falcon computers. Integrated audio/video digitizer that plugs into the cartridge port of the Falcon and captures either audio or video from any line source componant. Works great with VCRs and video cameras for image capture and manipulation. Includes a stereo audio digitizer as well, so recording sounds and video is easy. Included software makes it easy to build animations from screen captures or already existing pictures. This package delivers on the promise of multimedia for the Falcon.

Will sell for $100 + shipping fee of $10. Includes TRUEPAINT art software and all is in EXCELLENT condition w/original disks, manuals, and box.

Contact me via e-mail if interested:

em129@cleveland.freenet.edu (Thomas Main)

4401. Fax software for USR

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 22:23:00 UTC
From: herve@thebbs.freenix.fr
Message-ID: <8A5657B.00AD001ACF.uuout@genesis8.frmug.fr.net>
Source record: 169445

```
In a message of <12 Mar 95 19:19:11>, Hallvard Tangeraas (2:320/220) writes in
area 'SYSATARIST':
HT> I was just wondering if anyone knew about any software that allows
HT> me to send/recieve fax with my StE and US RObotics 14400 Sportster
HT> modem? Thanks.

Yes TOSFax Pro can do that ...
For Class 2, 2.0.

Herve - Herve@thebbs.freenix.fr

--- JetMail 0.99beta18
* Origin: --==> THE BBS for ATARI <==-- Paris, France (FidoNet 2:320/107)
```

4402. Transarctica for Falcon for $ale

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 22:29:55 UTC
From: em129@cleveland.Freenet.Edu
Message-ID: <3k2h13$ef2@usenet.INS.CWRU.Edu>
Source record: 169447

FOR SALE: Transarctica for Falcon game. Adventure game which takes advantage of the true-color palette of the Falcon.

Will sell for $25 + $5 shipping. Comes in original box, with original manuals and disks. For an extra $5 will also include FIVE Infocom text adventures, all in original boxes w/original disks:

WISHBRINGER
BUREAUCRACY
MOONMIST
BEYOND ZORK
STATIONFALL

4403. GFA BASIC 3.5E for $ale

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 22:32:33 UTC
From: em129@cleveland.Freenet.Edu
Message-ID: <3k2h61$ek6@usenet.INS.CWRU.Edu>
Source record: 169448

FOR SALE: GFA BASIC 3.5E for Atari computers. Includes Antic manual, special 3.6 TT (030) version. Plus THE GFA BASIC TOOLKIT book and disk, and several PD GFA utilities.

Will sell for $40 + $5 shipping.

If interested contact me via e-mail:

em129@cleveland.freenet.edu (Thomas Main)

4404. Atari Falcon030 for $ale

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 23:03:49 UTC
From: em129@cleveland.Freenet.Edu
Message-ID: <3k2j0l$h8n@usenet.INS.CWRU.Edu>
Source record: 169449

FOR SALE: Atari Falcon030/4/84. EXCELLENT condition, includes all original disks, manuals, and box. AtariWorks, SpeedoGDOS, and other Atari software included. Loaded HD and over 100 floppies of quality PD and Shareware files culled from the internet.

Will sell for $950 + $25 shipping.

If interested, e-mail me @:

em129@cleveland.freenet.edu (Thomas Main)

4405. Calamus SL for $ale

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 23:08:07 UTC
From: em129@cleveland.Freenet.Edu
Message-ID: <3k2j8n$hth@usenet.INS.CWRU.Edu>
Source record: 169450

FOR SALE: Calamus SL (October '94 Release). Excellent Condition.
Original manual and disks.

Will sell for $300 + $10 shipping.

If interested, contact me via e-mail at:

em129@cleveland.freenet.edu (Thomas Main)

4406. Re: Falcon DSP mod player routine

Newsgroup: comp.sys.atari.st
Date: 1995-03-13 23:21:51 UTC
From: sshifter@ophelia.waterloo.net
Message-ID: <3k2k2f$so2@ophelia.waterloo.net>
Source record: 169372

Rich Tietjens (Rich.Tietjens@f6969.n106.z1.fidonet.org) wrote:
: In a message of 27 Feb 95 10:19:45, Mike Pelletier wrote:

: MP> of all) automatically scans any floppy you put in the drive and loads

: And you also seem to have neglected to provide support for hard drive users,
: judging from the "scans floppies" note...

I love the way your mind works. OBVIOUSLY any software that has
added support for floppies CAN'T POSSIBLY also give the standard level of
support for hard drives. The level of technical difficulty would be just
overwhelming!!
If you have any further comments, I'd really apprecieate it if you
made them constructive ones.

: --
: | Fidonet: Rich Tietjens 1:106/6969
: | Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
: | Standard disclaimer: The views of this user are strictly his own.
: | This message has been brought to you by the letter S and the number 8.

Hmm...

4407. Re: Falcon internal HD swap?

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 00:47:30 UTC
From: lamarth@delphi.com
Message-ID: <ZKwbeli.lamarth@delphi.com>
Source record: 169351

Rob <robo28@delphi.com> writes:

> Well I haven't done any "Swapping" exactly but I did add a used 80 MG
>drive to my Falcon. I bought it with no HD so I thought I cound get one
>cheaper.
>Well I got the drive for $80 and I called Toad computers to see about
>mounting hardware.. During this call I found out that the internal HD is
>a 2.5" device (usually used in laptops) and the one I bought was a 3.5"!!!
>Well after a lot of searching I found a converter cable that would
>allow me to hook it up (the 2.5" has 44pins, and the 3.5" has 40, the extra
>pins are for power) it was only $10. I hooked the drive into an external
>case, carved a hole in the back of the Falcon for the cable, hooked

Yea, I'm afraid I discovered the easy way what you discovered the hard way :)
My old Mega 4 has a 80 meg hard drive and I had originally planned on swapping
it with the 65 meg drive in the used Falcon I got. But when I popped open
the Falcon I found the notebook HD staring me in the face :) So much for
that idea...

>To my experience ANY IDE device will work but the 2.5" are
>hard to find and expensive!

Hmm- well, compared to their 5.25" counterparts, yes they are more expensive.
But I've been digging thru the misc.forsale.computers.storage group and
you can find 150M 2.5" drives for around $125....

David (lamarth@delphi.com)

4408. Re: TrueType for NVDI 3.01

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 00:58:00 UTC
From: simon@bassland.demon.co.uk
Message-ID: <795142680snz@bassland.demon.co.uk>
Source record: 169313

In article <D54nAG.Bow@muster.hrz.uni-giessen.de>
gd63@vision.hrz.uni-giessen.de "Martin Schmidt" writes:

> Hi *
>
> I recently bought NVDI 3.01. It comes with Vector Font capability and -
> to enable the user to proof it - with eight Speedo fonts.
>
> You can use TrueType fonts as well.... but:
>
> I tried some Fonts from a PC (oh yes, with WIN..... :-( )
> but I get the message "TrueType font without ID !".
> I am able to display texts on the screen with these fonts, but I cannot
> use it for printing (I wasn't able to use the Speedo Fonts either :-(( )
>
> So, please, what do I have to do to use some TrueType Fonts with my NVDI ??
>
> Thanks in advance
>
>
> Martin
> ---
> martin.schmidt@physik.uni-giessen.de
>
Actually, I've done almost what you've done. At my college we have
a large PC network. In one of the windows directories on the server,
there are loads of TrueType fonts. They all had the extender '.TTF'. So
having just bought NVDI 3 for my Falcon, I copied loads off and put
them in the 'BTFONTS' directory on my harddisk. But I have no ID problems,
or printing problems. (BTW - This was allowed, as students are allowed
copies of progs to help with their courses :-))

Don't forget to use the "scan fonts" button one of the NVDI CPXs.

So basically I'm not sure what the problem is. Try using one font at
a time. Maybe some don't work for some reason?

Simon.
--
/\
| Simon Williams |
| simon@bassland.demon.co.uk |
| ATART STF-2.5Mb/52Mb, ATARI FALCON-4Mb/127Mb, Macintosh 4Mb/20Mb |
\/

4409. Re: XFSs and other Mint questions

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 01:00:58 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D5Eo5M.D3I@cix.compulink.co.uk>
Source record: 169352

In message <95070.104421STIRRE31@MAINE.MAINE.EDU>, STIRRE31@MAINE.MAINE.EDU
said:
> Well, in a futile attempt to learn all about Mint I have downloaded
> quite a bit of software and crashed my Falcon quite a bit :-). First
> of all, how does one use an XFS? I have set up a partition for Minix,

Bung the .XFS file in C:\MULTITOS or C:\MINT. It should then load when you
reboot. You will need to use MINIT on the partition to set it up as a MINIX
one - but watch out as it will zap all existing data on it.

> I have tried to run (atarimgr and mintbash) have crashed. They do
> not run in a window as I might expect but print garbage on my menu

atarimgr is a port of the AT&T MGR windowing system. Won't run under MTOS.

Don't know about mintbash - but its probably config file related. Otherwise
what file extension dos it have? If its not a .ttp or .tos then MINIWIN
doesn't know to run it in a TOS window.

:-)

Roland.

@CiX

4410. Re: OMEn

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 02:45:41 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3k300l$k9p@golem.wcc.govt.nz>
Source record: 169353

] Is their any news on the OMen operating system. For example is their
] any apps comming out for it?

I think it's a lost cause, if people are going to develop multi-platform
stuff, stick to unix or something standard..

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

4411. Korg synth

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 03:27:20 UTC
From: ckormos@delphi.com
Message-ID: <ZQz62Eo.ckormos@delphi.com>
Source record: 169354

Wanted to buy:
Edit - 8000 ST by Savant Audio (c) 1987 by Rich Hickey

Can anyone help out a poor fellow who still plays the old Korg DW-8000?

4412. Re: Atari 520ST System Software Needed

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 04:24:47 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3k35qf$q5n$1@mhadg.production.compuserve.com>
Source record: 169355

The Atari ST operating system is contained on ROMs in the machine, thus NO "system software" is needed to get it up and running.

Just turn on the computer and the OS will boot.

The desktop is very similar to the Mac, so it should be easy to learn to operate, especially if your brother has any familiarity with the Mac.

As for other software, there is are very good archive sites on the 'net. You can ftp from atari.archive.umich.edu or one of its mirrors to get started.

If you have the Mac file system that allows you to read and write IBM style disks you can format a floppy to 720K (the Atari cannot read 1.44 Meg High Density disks) and download files onto it, and your brother's ST will be able to read the disks directly. (The Atari ST and IBM PC use almost exactly the same floppy disk format)

The atari archives contain PD and shareware terminal programs you can get for your brother so he can get online himself. The ST will use any standard PC style EXTERNAL modem with a standard 25 pin cable. One good terminal program to look for is called CONNECT.

BobR

4413. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 04:36:45 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3k36gt$q5n$2@mhadg.production.compuserve.com>
Source record: 169356

Drool on, James... when you're done inventing fantasies in your head, the fact remains that I've never had to resort to lies...

If you're the best representative the Atari community, then God help us all.

BobR

4414. Re: Modem??? <I want to hook up>

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 04:41:03 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3k36ov$l1r@golem.wcc.govt.nz>
Source record: 169361

] I have the basic 1 meg. 1040 ST with no hard drive.
]
] Where can I get software and a modem (in the U.S.)?

Modem: Call Microwarehouse on 1-800-367-7080 and order an external Magnum modem from them. Last time I looked a 14400 was $89.95. These are perfectly good reliable modems, and overnight delivery is $7, normal comms software for the ST is most easily gotten from a local user group, or if you can get at an FTP site and stick the programs onto a standard MS-DOS format disk, you get FTP to atari.archive.umich.edu and grab something like Uniterm or FZDSTerm from the ./atari/Telecomm/ directory (these are two of the simpler to use comms programs for the beginner as Uniterm has just the necessary, and FZDSterm has pretty much everything but requires very little done by the user, however, it's unsupported shareware, but the only limits are downloading a max' of 3 files a session IIRC.

The magnum modem is item #MM4746 (Catalogue number P49B11). This is quite an old catalog, and apparently they've dropped the price even further, so just ask them, most of their operators are quite pleasant and helpful. It has fax as well, and comes with various online offers as well as Comms & fax software for Windows and MS-DOS (which ain't much use to use ST'ers :)

Hope that's some use to you.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

4415. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 04:56:37 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3k37m5$q5n$3@mhadg.production.compuserve.com>
Source record: 169357

.. you didn't appear to make your case as well as he did.

In that case, you've missed the point of what I was trying to say.

This was never about "making a case" for any particular brand of computer.

The discussion started with Atari owners trying to make their system look better by running down other platforms.

I was never trying to make this a "point by point" debate on the individual features of "Atari vs. PC" or "Atari vs. Mac". Others here who can't seem to see the world in any other terms than "Us vs Them" tried to do that.

What I was trying to point out is that EVERY computer system has its own problems and it's pointless to try to ignore them by yelling louder about the problems some other computer has.

Computers are just computers. What's important is how you use them and how well you enjoy them.

As for deciding between upgrading an Atari system and moving to another platform, what's most important is to decide how you use the sytem NOW, and how you plan, or want, to use the system in the future.

Compare the applications for what you want to do that are available on both (or all) platforms, compare the cost to you of upgrading, either by way of buying new hardware on a different platform or by upgrading what you already have versus the benefits you can expect (realistically) to receive from the platform in the future.

Look at the ease of upgrading the system if you need to do that in the future, and the availability of support, both for the hardware and for any software applications you use now, or will want in the future.

Basic technical numbers often don't make very much differerence in the long run. What's most important is how well the system works for YOU, and how well you end up using IT.

And finally, I'm not a "pro-PC protagonist".. I'm a "pro-Computers" and "anti-bigotry" advocate.

BobR

4416. Question: Value of ST

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 05:11:36 UTC
From: jhall@helix.net
Message-ID: <jhall-1303952209440001@dookie.helix.net>
Source record: 169364

I don't know if this is the right group for this but it's the best one I could find. I don't know about Atari and I need some info. Sorry for the boo-boo if it is one.
Anyway...

My mother has an Atari computer that she doesn't have much use for anymore. What would it be worth if she wanted to sell it. It's about 5 or six years old but hardly used.

The whole setup consists of:

Atari 1040 STf
Monochrome monitor SM125
2 button mouse
Roland DG PR-1012 printer
First Word (word processor)
Magic Sac (for Mac compatability)
PC Ditto (for PC compatability)
Misc. Games, drawing program and spreadsheet

Built in GEM OS. There is 1 meg of ram and no hard drive.

Any idea what it's worth, any offers? Responses very much appreciated.
Mention Canadian or US dollars please.

thanx :->
-Jason
jhall@helix.net

4417. Re: SC1224 pinouts?

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 05:12:33 UTC
From: jschlich@ecst.csuchico.edu
Message-ID: <3k38k1$igq@charnel.ecst.CSUChico.EDU>
Source record: 169363
Cross-posted to: rec.games.video.atari,comp.sys.atari.st

James Wood <jamesw@PEAK.ORG> wrote:
>
>My manual says this:
>
> /---------\
> 4 | x x x x | 1
> 8 | x x x x | 5
> 12 | x x x x | 9
> | x |
> \---------/
> 13
>
>(pinout diagram from external port view)
>
>1- Audio Out >2- Reserved >3- General Purpose Output
>4- Monochrome Detect >5- Audio In >6- Green >7- Red
>8- Ground >9- Horizontal Sync >10- Blue >11- Monochrome
>12- Vertical Sync >13- Ground

My 1224 sc manual says this:

1- Audio
2- Not Connected
3- not connected
4- not connected
5- +15 V
6- Green
7- Red
8- Ground
9- H Sync.
10- Blue
11- not connected
12- V Sync.
13- Ground.

This is from my sc1224 Version 2 manual.

Jeff

4418. Re: CD ROMs to give you fits

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 05:15:00 UTC
From: Julian_Reschke@wi2.maus.de
Message-ID: <199503140715.a6034@wi2.maus.de>
Source record: 169358

In article <3job0liik5@mhade.production.compuserve.com>, BobR
(76702.1466@CompuServe.COM) writes:
>If a disc mentions "wallpaper" or "bitmaps", the files are likely in
>Windows .BMP format.. (is that how the files on that CD-ROM were named..?)
>
>I'm not sure if the latest GEMview program can handle BMPs or not.

It does (has been doing it for a long time).

>As for having duplicate named files, were there any differences in the sizes
>of the files..?

These might be 'associated' files, sometimes used to encode special
Mac information. A properly written CD-ROM driver won't show these
files.

4419. Re: Bad News: TOS 5

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 05:15:00 UTC
From: Julian_Reschke@wi2.maus.de
Message-ID: <199503140715.a6036@wi2.maus.de>
Source record: 169359

In article <3js3it$6jg@dux.dundee.ac.uk>, Rod McCall
(rmccall@mcs.dundee.ac.uk) wrote:
>Atari have said that they will NOT be selling any more TOS upgrades!!
>I presume this only applies to TOS 5. However they did say that
>C-Lab can take over this market if they wish.
>
>Hopfully c-lab will issue TOS 5!!

There is no TOS 5 (only a beta release called TOS 4.92). I don't think
that Atari will supply anyone outside Sunnyvale with the sources
needed to finish it. In addition, I doubt that C-Lab would be capable
to do it.

4420. Re: AV Protocol Docs in ENGLISH

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 05:15:00 UTC
From: Julian_Reschke@wi2.maus.de
Message-ID: <199503140715.a6035@wi2.maus.de>
Source record: 169360

In article <3jpef3$r32@osiris.wu-wien.ac.at>, Alfred Radauer
(h9250467@idefix.wu-wien.ac.at) wrote:
>I do abaoslutely agree with Roger on that subject. A lot of German
>software companies could do commercially much better, if they would have
>English Docs, English .RSC files and English help files. As most of these
>people do know English, BTW, it is just out of commodity that they do not
>work on English versions. This maight be also due to the fact, that

Hey, translating a text file or a resource once isn't that bad, but
maintaining them is a *lot* of work.

>I also think that some do not see the need, as most of those programmers
>actively discuss only in the Mausnet, a networked BBS system, and not in
<the usenet. Very few regularly read comp.sys groups.
>However, if people want to discuss on that subject, you can force those
>programmers to do that, as some of the important newsgroups are also
>crossposted in the usenet, such as

You can't *force* people. You might try to convince them, but history
tells me that even programs that have been available with english
interface and documentation didn't pay off.

>to name just a few.
>Kick them into their asses :-)

Or perhaps better: offer to do and *maintain* translations?

4421. Re: FAx software for USR s

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 05:36:25 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3k3a0p$lgm@golem.wcc.govt.nz>
Source record: 169362

In article <1995Mar13.193930.7269@bradford.ac.uk>, S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>On 12 Mar 1995 19:19:44 +0100, Hallvard Tangeraas wrote:
>
>: I was just wondering if anyone knew about any software that allows
>: me to send/recieve fax with my StE and US RObotics 14400 Sportster modem?
>
>CoMa (2.70) supporting FAX classes 2 and 2.0, which will drive your USR
> However demo version only sends 500 _pixel_ lines, and it is 45
> UKP to register.

I would rate this as the best thier is and give it a +10, but it looses out as it locks you name into it, it diplays Faxes as they are recieved, has a built in Text Editor and is very very Fast, also has a optional DTE/DCE log to help with modem problems, and can run as a FTP site and supports Voice.....

NOTE: Now with English docs

>HackFax: Seems to require Zyxel modems

I thought this was BBS Fax software...

>StarFax (part of Starcall) may work, but is not fully GEM compliant, so I
> gave up on it

Again BBS Fax software...

>STraight FAX is a commercial offering, probably the best overall, but is
> too dear for my requirements. Email toad@charm.net for more info.

I have played with version 2.0 and found it very very slow, has none of the nice features that COMA has, no text editor, no voice or FTP option...

>Junior Office - Cutdown of Tele-Office
> The package in the PD will only drive FAX class 2 modems (ie not
> yours) BUT you can download from a German BBS a class 1 driver.
> This program has a brilliant modular design, and handles sending
> and receiving Faxes containing IMG's and Text.
> IMHO: the best way is to ignore the docs, and just experiment -
> Especially if you don't read German!

No Text editor and compicated to use, did not like our Fax back service..

I would buy COMA if it came with out the name lock...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *

* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4422. Graphing, Charting etc for sale

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 05:37:38 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <fe3_9503141226@flight.org>
Source record: 169308

```
How can you be contacted voice?
---------------------------- -//- ----------------------------
Internet: Michael.Fitzpatrick@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------
```

4423. Re: ST's are dead!

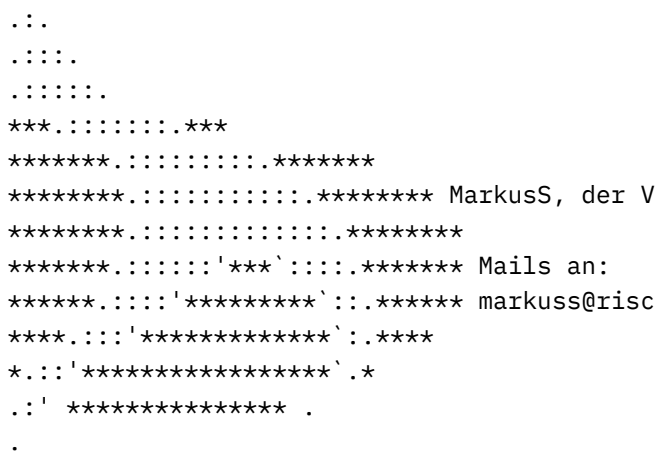
Newsgroup: comp.sys.atari.st
Date: 1995-03-14 06:14:44 UTC
From: markuss@risc.techem.ruhr-uni-bochum.de
Message-ID: <3k3c8k$m2b@rubb.rz.ruhr-uni-bochum.de>
Source record: 169371

[A few lines deleted]

: Now, let's see the ST trying to run a network without even half as much
: hassle?
: Are there actually any ethernet cards for the ST? I know of a cartridge
: port device, but is that one ethernet?? And I picked up my network cards
: at 5 pounds each, and I'm sure that the ST equivalents are a bit more
: than 5 pounds.

: [snip]

Yes, there are Ethernetcards for the Atari-computers. In an normal ST, which
you must compare to an XT (because it is developed in 1986) it is very
expensive to install one. But thats not because of the hardware. The software
(TCP/IP) is very expensive. On the newer Atari computer or clones it is much
easier because they have a Mega-ST-Bus or a VME-Bus. The developers of Linux
told me on the ProTos last autumn, that they have soon a card finished, that
connects a normal Ethernetcard for the PC to the Mega-ST-Bus. So it's not
more expensive than with a PC.
On the other side we have here a network with PC's, one ST, a few Macintosh's,
and a 386 with Linux (as host), a HP9000 (as host) and two IBM 6000 (also as
host). So it's a very heterogen network. My ST and the Macintosh's work good
with the host, having no problem at all. The PC's have much problems. Our Sysop
must configure at least one PC per day new, because of trouble. So that's
the few hassle you mean ?

Ciao, Markus
--


4424. Re: Atari Falcon030 for $ale

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 06:53:13 UTC
From: abstract@wam.umd.edu
Message-ID: <3k3egp$hv7@cville-srv.wam.umd.edu>
Source record: 169365

Thomas Main (em129@cleveland.Freenet.Edu) wrote:

: FOR SALE: Atari Falcon030/4/84. EXCELLENT condition, includes
: all original disks, manuals, and box. AtariWorks, SpeedoGDOS,
: and other Atari software included. Loaded HD and over 100
: floppies of quality PD and Shareware files culled from the
: internet.

: Will sell for $950 + $25 shipping.

You can buy a brand new Falcon with these specs for less than that!

--Lunatic

4425. Re: Atari Falcon030 for $ale

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 07:06:14 UTC
From: ba186@freenet.buffalo.edu
Message-ID: <D5F52F.L05@freenet.buffalo.edu>
Source record: 169366

In a previous article, abstract@wam.umd.edu (Wakko Warner) says:

>Thomas Main (em129@cleveland.Freenet.Edu) wrote:
>
>: FOR SALE: Atari Falcon030/4/84. EXCELLENT condition, includes
>: all original disks, manuals, and box. AtariWorks, SpeedoGDOS,
>: and other Atari software included. Loaded HD and over 100
>: floppies of quality PD and Shareware files culled from the
>: internet.
>
>: Will sell for $950 + $25 shipping.
>
>You can buy a brand new Falcon with these specs for less than that!
>
> --Lunatic
>

Where? I always see this config new for $1299 around here. That's why I
don't have a Falcon at this point it time...
Theron

4426. Re: Eagle Power II

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 07:34:18 UTC
From: diehl@nudge.io.org
Message-ID: <3k3gtq$6na@ionews.io.org>
Source record: 169309

Craig Graham (Craig.Graham@ncl.ac.uk) wrote:

: Steve Jobbs WAS NeXT, and he certainly had a long history of computers
: (he created Apple Corp in his garage remember).

But NeXT was not Apple. Nor was it the giant Apple Corp turned in to.
NeXT, for all its popularity, might as well have been back in his garage.

: Have you ever used a NextStation? They are wonderful. The quality of the
: apps that came with them was high enough that many folks wouldn't want any
: others for quite a while. Steve Jobbs & co did a wonderful job on the machine,
: and to be honest, had they continued to make them I would have bought one
: myself. I would consider getting a PC to run NextStep on if the cost of NextStep
: wasn't so ridiculous (ie. almost the same as the hardware it runs on).

Yes, I have used a NeXT, and it was a _very_ nice machine ... for apps. But
its uses were limited to busines ... perhaps that is the market it was
aiming for, but it didn't get popular in that market. A market dominated
even then by IBM and to a lesser extent Apple.

: In the workstation market it was aiuming for, the Next machines were very
: competitively priced - remember, they were competing against the likes
: of Sun & HP, not your average PC clones.

They might as well have been competing against clones; it got them just as
far.

: Erm....my falcon takes quite a while to boot as well, ('coz of all the
: patches I use to get a nice comfy system), and even longer if I'm
: using MiNT-X.

My system takes about 1 minute to boot up from switch on to sitting at Neo
4. That's with about 10 AUTO programs, all but one of which are
enhancements; the other is the TOS 1.4 patch.

: Craig.
: __ _
: | \ | | / | Makers of CLA Logic
: |_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
: ------------------------------- o ---------------------------
: Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
: WWW: http://www.ncl.ac.uk/~n08z7

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___

```
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

4427. C-LAB FALCON MK II here !

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 08:08:38 UTC
From: m9003@abc.se
Message-ID: <3k3iu6$4tc@oden.abc.se>
Source record: 169369

Hi Folks...I'm sitting here with the first non Atari F030, namely
the C-LAB Falcon MK II wich I got from the swedish general agent
yesterday. I haven't got a full tech-spec. on it yet but it has a
500 Quantum Daytona SCSI drive internally and 14 Mb of Atari RAM
and looks very much like a Sunnyvale F030 except for the new sign
up to the right saying (in green against grey) "C-LAB FALCON MK II"
The internal SCSI is set up with ICD and I've got some problems booting
my IGb Micropolis with it, but I think this is because my hot-rod
Syquest SCSI-case seems unwilling to change ID nr. from 0, wich of
course makes it collide with the internal drives SCSI 0 ID.
But I'll get that fixed today. So what's new more than SCSI internal ?
I jes don't know, folks, but i reckon' they've done the audio fixes
and maybe something else....expect to get more specs. from C-LAB soon
though and I will of course test it in my studio and compare the
internal audio handling to that of my Atari F030.
More Later
Martin R.

4428. Re: Emagic Logic ?s

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 09:24:52 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.795173092@iver>
Source record: 169391

m9174@abc.se (Carl Lofgren) writes:

>c> Currently 2.01 (2.02 for the Mac). However, version 2.5 is out soon w
>c> has loads of new stuff, including a completely new manual.

>That means that Emagic still supports Atari? Good. Do you know if

Yes.

>they are going to do a new manual for Audio? AFAIK the manual included
>with the Atari package is the Mac manual, with a short addendum for
>Falcon030.

Yes, the audio manual should follow the style of the main manual (more
like the old NSL manual). However, if you're looking for loadsa
documentation about Falcon Audio forget it - Falcon audio is not a
priority, due to low sales of the Falcon.

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk

4429. Internet on LAN for F030?

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 09:55:20 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950314103359.17845A-100000@bull.mimuw.edu.pl>
Source record: 169370
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone have an idea if is it possible to connect F030 to Internet via
LAN port and how to do that? In my mind it is possible. I just have to
find system connected to Internet with the LAN port and with apriopriate
software (comm protocols for LAN). Then I have to look for the same
software for my F030 and I' at home (I meen in Internet :). Can anyone
tell me something about this problem?

regards,

Simon.

4430. MacMagic What can It Run

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 10:13:26 UTC
From: cc103@city.ac.uk
Message-ID: <1995Mar14.101326.10785@city.ac.uk>
Source record: 169393

Firstly does anyone have a list of tested software for MacMagic.

Secondly does anyone know when a Power Mac version may be available?

Thanxs for any help.

Steve

--
_ _
| \ | | ___ __ _ ___ Stephen Norman - Nogssoft Software
| \| |/ _ \ / _` / __| E-mail: cc103@fred.cs.city.ac.uk, cc103@city.ac.uk
| |\ | (_) | (_| __ \ WWW: http://web.city.ac.uk/~cc103
|_| _|___/ __, |___/ I said 9 o'clock I thought you'd be naked, errm ready
|___/ - Teri Hatcher

4431. Re: *** TOWERS II AVAILABLE ***

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 11:06:00 UTC
From: christian.andersson@tnogobl.ct.se
Message-ID: <ftn_2.203.611.5_2f6578f3_Christian.Andersson@tnogobl.ct.se>
Source record: 169315

> Where can i get it at internet?

Try ftp.cna.fr or ftp.uni-kl.de or ftp.isbiel.ch or micros.hensa.ac.uk!

I picked it up at ftp.unil-kl.de!!!!

/Chris./ (*Falcon /030/* _4/580_ /32Mhz/)

(UUCP Dialup connection)

4432. Re: GNU C++ binaries

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 11:41:47 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3k3vdr$6k3@epsilon.qmw.ac.uk>
Source record: 169373

K. Lelong (klelong@innet.be) wrote:
: other C-compiler. I wanted the GNU C++ compiler, which should be available
: at ftp.uni-muenster.de. However, I can't reach the proper directory
: (/share/public3/atari/gnustuff/...). I can go to /share/public3, but when I
: try to go to the atari directory I get an error message from PPP. Is this a
: common problem (with other words, has anyone experienced the same), or has
: anyone an idea what is happening?
: If there exists a "mirror" site for the GNU C++, I would like to know.

You ca also get it from HENSA... micros.hensa.ac.uk. Best access via
gopher/WWW, but for ftp, login, and grab the index file from
micros/atari/tos/ browse through it off line, to find the specific
paths for the files you want...then go on-line and download.

Danny
--
.signature.signature

4433. Re: Atari 520ST System Software Needed

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 11:42:57 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3k3vg1$6k3@epsilon.qmw.ac.uk>
Source record: 169374

Robert Slavey (slavey@laserpower.com) wrote:
: To start with, we need system software to get the thing up and running.
: Any sources of info and software would be greatly appreciated.

The system software is built into ROM. Just switch on...and that's it. :-)

Danny
--
.signature.signature

4434. Re: Lattice C

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 12:00:02 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Mar14.120003.153@genrad.co.uk>
Source record: 169377

In message <795141265snz@xciv.demon.co.uk>, Paul Civati wrote:

]> HiSoft are on record as saying that there is very little chance of seeing
]> another release of Lattice C for the Atari.
]
]What direction are they going in, staying with the Amiga and going PC?

I had a conversation with them a month or so ago, in which I expressed
the opinion that it was hardly worth their trouble bothering with the Falcon
considering how many had been sold (a silly thing for a Falcon owner to say
I know), and they said "Oh no, we're fully behind it, and we're still
developing stuff for the Atari."
It's a little reassuring, but I'll believe it when I see it (and can
afford it :-).
PAH

4435. Re: Atari Falcon030 for $ale

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 12:00:31 UTC
From: abstract@wam.umd.edu
Message-ID: <3k40gv$n17@cville-srv.wam.umd.edu>
Source record: 169375

Theron Eduardo Ross (ba186@freenet.buffalo.edu) wrote:

: In a previous article, abstract@wam.umd.edu (Wakko Warner) says:

: >Thomas Main (em129@cleveland.Freenet.Edu) wrote:
: >
: >: FOR SALE: Atari Falcon030/4/84. EXCELLENT condition, includes
: >: all original disks, manuals, and box. AtariWorks, SpeedoGDOS,
: >: and other Atari software included. Loaded HD and over 100
: >: floppies of quality PD and Shareware files culled from the
: >: internet.
: >
: >: Will sell for $950 + $25 shipping.
: >
: >You can buy a brand new Falcon with these specs for less than that!
: >
: > --Lunatic
: >

: Where? I always see this config new for $1299 around here. That's why I
: don't have a Falcon at this point it time...
: Theron

4436. Re: Eagle Power II

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 12:35:04 UTC
From: chainxor@kom.auc.dk
Message-ID: <3k42ho$dau@news.iesd.auc.dk>
Source record: 169378

In article <3jk5oa$j8b@h20-hrze.uni-duisburg.de>, sm001pe@unidui.uni-duisburg.de (Pereira Martins) writes:
> The Atari Inside (Germany), the ST Format & two Atari Mags from France
> are going to make an postcard to ask Sam Tramiel to produce the Eagle
> as an oficial Atari Computer !
>
> If in Germany we could convince 5.000 people to send a postcard to the
> WDR (German TV channel) to show News about the Falcon by sending a
> postcard, we could try it with the Eagle, too !!!
>
> Let's try it...
>
> Best regards, Filipe :)

Good idea. Especially if GE-soft makes a Falcon030-compatible card.

:-)

Keep Cool and Flying...

ChainXOR...

4437. Re: *** TOWERS II FTP SITES

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 13:07:08 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3k44ds$4g3@whitbeck.ncl.ac.uk>
Source record: 169379

In article <3k1k0f$m23@epsilon.qmw.ac.uk>, efac001@alpha.qmw.ac.uk (D.Bhabuta) writes:
>Got the word from above last month to remove *all* games from the
>system.
>
>Danny

That's a shame, 'coz I sat playing Towers2 for 4 hours last nite, and it's
the dog's b*llocks....VERY fast, great sound, excellent graphics, playable...
This is the sort of game that really does show that the falcon is a great
games machine......

Anyone else gonna back me up here? I've managed to reach the third floor,
but I'm a bit stuck now. I've got the armour, bow & arrows (but I used them all
:( ), got the Axe Spell & Food Spell, found the secret passage on the
second floor with the flying eyeballs in it. Got the boots from the toilet
and the silver & gold keys by killing the janitors on the first level -
but there is one door on the first level that these keys don't open.
Does anyone know where the third key is? Also, what does pulling the chain
on the first level do?

Craig (lost in the Tower, and getting ready to pay for the rest of the game).

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

4438. Re: FAx software for USR s

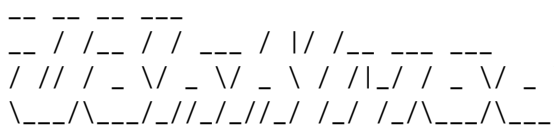
Newsgroup: comp.sys.atari.st
Date: 1995-03-14 13:11:40 UTC
From: johnmoon@pyromania.apana.org.au
Message-ID: <3k44mc$msl@eplet.mira.net.au>
Source record: 169380

>>STraight FAX is a commercial offering, probably the best overall, but is
>> too dear for my requirements. Email toad@charm.net for more info.

>I have played with version 2.0 and found it very very slow, has none of the
>nice features that COMA has, no text editor, no voice or FTP option...

Roger! you are a bit behind the times, STFAX is now up to vers. 2.1 and
it is quite a bit faster etc. than vers 2.0.

--



johnmoon@pyromania.apana.org.au

4439. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 13:33:55 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3k4603$c9j@epsilon.qmw.ac.uk>
Source record: 169381

John COLLOFF (johncoll@offoff.win-uk.net) wrote:
: I accepted, until now, the explanation suggested to me by The
: Upgrade Shop; that they could spend all day replying to letters,
: and get no work done.
: (incidentally, unsolicited testimonial; first rate service, low
: rates, good advice; they were not one of the offenders).
: However having read the continuing debate over "crippled", I can
: see how much time the programmers can spend on topics of interest
: to themselves.

Yes, I can vouch for TUS. I know Dave quite well, and he does provide
a very good service. I was at his place this weekend, exchanging Atari
gossip. :-)

Just have a look at their new hard drives...very very nice...

And if you order one from them, then tell 'em who sent ya. I
definitely recommend their drives.

Danny
--
.signature.signature

4440. Searching for ST games : Elite

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 14:17:26 UTC
From: phydta@caledonia.hw.ac.uk
Message-ID: <1995Mar14.141726.13007@zippy.dct.ac.uk>
Source record: 169382

Hello there folks I've got a Atari STFM 520 (with no upgrades) and I'm looking for a copy of Elite.

If anyone can point me in the right direction I'd be very happy.

Thanks.

Douglas T. Adamson
:- In the process of becoming someone they base an episode of 'The X-Files' on.

4441. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 14:48:16 UTC
From: rtor@ansa.co.uk
Message-ID: <3k4abg$3ge@plato.ansa.co.uk>
Source record: 169384

BobR (76702.1466@CompuServe.COM) wrote:
: The discussion started with Atari owners trying to make their system
: look better by running down other platforms.

The message that started this thread was abusive to ST owners and users, and promoted the PC. In fact it seemed to be a PC owner attempting to make his system look better by running down the Atari ST. My memory of it is that it claimed that the PC was vastly superior to the ST in every way, and that anyone who did not immediately dump their ST and buy a PC must be a totally clueless moron. The final line of the original message was "Get a life, get a PC." I remember this quite clearly because I made a joke about needing the extra life to create boot discs so that my daughters can run games on it.

Owen Rees <rtor@ansa.co.uk>

4442. Re: Not a word about MacMagic

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 14:52:39 UTC
From: sonicsin@aol.com
Message-ID: <3k4ajn$14b@newsbf02.news.aol.com>
Source record: 169385

I just downloaded this file also. I must say that my one semester of German in college is not helping me much to decipher the docs or menus. Is there an English version of this program?

4443. For Sale : Atari Hardware & Software

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 15:04:50 UTC
From: rahin@scs.leeds.ac.uk
Message-ID: <rahin.66.000F1662@scs.leeds.ac.uk>
Source record: 169389

I have the followings for immediate & quick sale. Please make your
offer if you are interested. All sensible offers will be considred.

a. 20 MB SCSI external hard disk. This is Rodime 20 MB HDD originally
taken from Apple Mac external drive. The solid metal casing was
made by me. ICD host adapter. If you are interested only with
the ICD adpater, I can arrange that too.

b. Prospero Pascal compiler for Atari GEM. An integrated Pascal
developement system with debugger. Great documentaion.

c. Hyper Draw GEM-based vector drawing program.

d. A number of GEM/TOS programming books. Mail me if you are
interested.

Please reply via e-mail.

- Rahin
(rahin@scs.leeds.ac.uk)

- Rahin
---------------------------------------|---------------------------------------
_ _ _ __ _ __ | Janet : rahin@uk.ac.leeds.scs
'))) /) ')) / | Internet : rahin@scs.leeds.ac.uk
/ / / /--/ /--' __. /_ o ____ |_____________________________________
/ ' (_/ (_ / _(_/|_/ /_<_/ / <_ | Phones :
M.A. Rahin | Office : (0113) 233 5480
School of Computer Studies | (0113) 233 5485
University of Leeds, Leeds LS2 9JT, UK	Home : (0113) 262 9452

4444. TeraDesk 1.40

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 15:09:06 UTC
From: thopman@uoguelph.ca
Message-ID: <3k4bii$sg3@ccshst05.cs.uoguelph.ca>
Source record: 169386

Where can I get TeraDesk 1.40? In AEO 0403, Michael Burkley says he found it at ftp.uni-kl.de, but I am unable to find it there. So...where can I find it?

Thanks...

THeo

4445. Help with STE memory

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 15:15:29 UTC
From: firefox@byron.apana.org.au
Message-ID: <3k4bv4$bn1@hack.byron.apana.org.au>
Source record: 169387

Hello all,

I really need some help here with my STE.
It seems I have a STE with 2 sipps and 2 simms for memory and I want to upgrade the memory,to explan better the diagram shows how it looks.

```
------------------------------
| sipp |
1 | _ _________________________ _ | this one is solded to the board
| simm |
2 | _ _________________________ _ | this one you can take out
| sipp |
3 | _ _________________________ _ | same as 1
| simm |
4 | _ _________________________ _ | same as 2
|_______________________________|
```

I like to know if I place 1 meg simms into slot 2 and 4 will I have 2.5 megs or do I have to hard wire somthing else.

If any one can help please as I would like more than 1 meg of ram.

E-mail me at firefox@byron.apana.org.au.

Thanks,Mike

4446. Falcon Developers List

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 15:19:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3k4c54$nv3@dux.dundee.ac.uk>
Source record: 169394
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

If you develop (or no of anyone who does) ANY product for the
Atari falcon please email me details in the following format.

please put SD: Falcon List in your subject header.

Cheers

Rod

==========

NAME
ADRESS
TEL/FAX email address (if any)

PRODUCT INFORMATION: (e.g MIDI, DTP not a huge description, max 10 lines
for example: D_PLUS: Colour DTP, T_SCANNER: TC Hand Scanner
)

DISCOUNT RATES & MIN ORDER: Student
Educational

RESTRICTIONS ON DISCOUNTS: (e.g applies to UK only, certain products)

DATE OF POST

==========

ALSO please send me a message in that format with the subject header

SD: <company name>

Note: I will ONLY post articles which conform to above layout.

--
--
Rod McCall, President, Lip Theatre Company, Dundee University
WE NEED DONATIONS OR WE'LL HAVE TO CLOSE!!
rmccall@mcs.dundee.ac.uk | University (Term Time)
cdsales@cix.compulink.co.uk | Non term time and for
info on CD-ROMS (PC&MAC), PC Hardware and Books
==========

4447. MiNT/MiNTOS/MiNTNet/MiNTX

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 15:24:07 UTC
From: thopman@uoguelph.ca
Message-ID: <3k4cen$sou@ccshst05.cs.uoguelph.ca>
Source record: 169388

Where is the best place to get X for MiNT and the assorted packages it needs? I've got a Mac partition just wasting space on my hard drive, and I want to do something "useful" with it ;-).

The filenames for the most recent/bug-free versions would be appreciated.

Thanks...

THeo

4448. FS: 1040STE, colour mon., Lattice C++, VIDI ext.card +more

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 15:33:36 UTC
From: Vladimir Jancarek <vjancare@magi.com>
Message-ID: <3k4d0g$ns0@crchh327.bnr.ca>
Source record: 169392

I have some ST HD/SW for sale:

1040 STE (1 MB)
20 Mb HD
1224 Colour monitor
VIDI ST(e) video digitizer
Lattice C++ (Falcon support)
PC emulator (softw.)
2400 Ext. modem
mouse master
games, software

Make me an offer. Some iterms may be sold separately.

vjancare@magi.com

4449. Re: NVDI How to configure?

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 15:42:22 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503141436.AA01212@ilmen.lanl.gov>
Source record: 169390

IN a previous article, pl4266@u.cc.utah.edu (Paul Luscher) wrote:

> Thanks a lot for presuming that my NVDI is pirated! I bought my
>Falcon from a defunct ATARI dealer so if I didn't get disks or books for
>anything I suppose I should delete my whole DAMNED hard drive!?

Unfortunately, 'yes.' Even though you purchased your computer (and the
software which came installed upon it in good faith), it is still pirated
software unless you have the original floppy or a license to use it.

>If you smug cheese-heads would like to sell me a second legal copy of NVDI
>you could atleast give me the # to Toad or another source for ATARI stuff,
>as there is no ATARI dealer within 500 miles of my house!

'Cheese-heads!' Hahahaha.... I like it. :) Anyway, welcome to the Atari
club. :) Here's how to reach Toad Computers which I wholeheartedly endorse:

800-448-TOAD orders
410-544-6943 info
410-544-1329 FAX
410-544-6999 BBS
toad@genie.geis.com -or- toad@charm.net -or- http://www.charm.net/~toad/

>Show me how I'm breaking the law by buying software from an ATARI dealer
>who sold it with my system pre-installed.

It wasn't your fault, granted, but there is no difference between your
situation and someone innocently buying stolen goods from a street vendor.
It's not fair to you, I agree, but it's still illegal to keep the software.
You have to make (and live with) your own choices, of course.

> People think they are so wise and govern their whole lives with
>hazardous presumptions instead of examining the evidence!

Well, by your own admission the 'evidence' speaks for itself. But I do
agree with you that people should not be so quick to judge; and I surely
include myself in that bunch.

Cheers,

-Hutch- @ Fair Dinkum Tech

4450. Korg DW 8000 edit/lib

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 15:57:33 UTC
From: peters@damp.apana.org.au
Message-ID: <3k4edd$639@frisbee.damp.apana.org.au>
Source record: 169395
Cross-posted to: comp.music,comp.sys.atari.st

Hi there everybody.
I have heard of a programme to edit and store sound from the Korg DW 8000.
It's called EDTK8000.ARC and its for the Atari st. Does anyone know of an
ftp site it can be found ? Failing this can anyone E-mail it to me UUencoded?
Many thanks in advance.

ps: Anyone know of an Acc programme that will give a midi keboard on
screen ?

Peter Sansom
peters@damp.apana.org.au

4451. Re: Atari 520ST System

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 15:59:37 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503141453.AA01222@ilmen.lanl.gov>
Source record: 169396

In a previous article, BobR <76702.1466@CompuServe.COM> wrote:

>The Atari ST operating system is contained on ROMs in the machine, thus NO
>"system software" is needed to get it up and running.
>
>Just turn on the computer and the OS will boot.

While rare, remember that the original 520ST units came with TOS 1.0 on
floppy, not in ROM. If the person you are replying to has one of these
olden beasts, just turning it on won't work.

And BTW... wish you would quote just a 'bit' of the original poster's
message so it would be easier to know what you are on about, Bob. I'm
all for limiting wasted bandwidth, but we can go to extremes, too. :)

Whatever...

-Hutch- @ Fair Dinkum Tech

4452. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 16:15:10 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3k4fee$8qe$1@mhadg.production.compuserve.com>
Source record: 169399

Yes, I wasn't clear enough.. this "discussion" has been ranging over several message threads, originally starting in the .advocacy newsgroup where I objected to a thread where a non-Atari owner had asked for ONLY the Atari owners sides of what was so great about Atari computers.

That was fine, as long as it was positive experiences about Atari systems, but it very quickly degenerated into "The Atari is great because the PC sucks".

It's wandered over into here lately, which is too bad, as this is an inappropriate newsgroup.

It's also inappropriate to tell you that with DOS 6 you can create easy to use bootup menus, just like using an Atari bootmanager, so your daughters can play those games without needing boot disks, so I guess I won't...

:)

It's interesting to note that I've *never* advocated that a current Atari owner "dump their Atari and get a PC"... I spend a lot of time working with Atari computers and helping Atari owners use them. But I no longer can in good conscience recommend them to NEW computer users except in very definate circumstances, and unless I am very sure they know what they're getting into.

It's sad that it's come to that, but that's how it goes...

BobR

4453. Re: Installing HTML/LYNX

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 16:31:58 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3k4gdu$poo@epsilon.qmw.ac.uk>
Source record: 169398

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: : What programs do I need to install Lynx (or a graphic browser)
: : on my Falcon?
: Oh, before I forget, it will be via a dialup connection!

You will need MintNet too...

Danny
--
.signature.signature

4454. TT Specs?

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 16:47:31 UTC
From: troyc@bnr.ca
Message-ID: <3k4hb3$lb@batph8.bnr.ca>
Source record: 169400

Hey everybody! I recently purchased a TT (hasn't arrived yet, but I'm waiting) off the net here. I already have a MegaSTE, but would like to know about the computer I am about to receive.

How similar is it to the MegaSTE? The obvious difference is the CPU, of course, but when I looked through an old issue of STart, they really only provided basic information (December '89, I think). Most specifically I would like to know the following:

1. Can I still use my old Atari color monitor I have had since 1988? I realize that I probably would still be limited to ST medium with that monitor, but at least I would be able to see what I am doing.

2. What is the processor upgrade path? Is it as simple a dropping a faster '030 in, or would I have to purchase a hardware board to do this? What about '040?

3. What about memory? Are they SIMMS? How much ST memory can I put in? How much TT "fast" RAM can go in? (indirectly then, what is the total?) What does it take to put more memory in as far as expansion cards?

4. FPU support?

Any information would be appreciated.

Thanks
Troy Carpenter
Bell-Northern Research
Atlanta, Georgia
troyc@bnr.ca

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

4455. Re: NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 16:48:00 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3k4hc0$8ag@whitbeck.ncl.ac.uk>
Source record: 169301

In article <3jvsak$9t@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>John Watkins (jwatkins@cix.compulink.co.uk) wrote:
>: >Yes we do need a desent Mag more in the line of ST-World, most people here
>: >are just fed up with the format of ST-Review..
>: >
>: >To much Falcon stuff, Falcons are not sold in this part of the world,
>: >and the ones that I have seen are some 3-4 more than a good PC clone...

To bad - every time I use MS Windows, it makes me appreciate my falcon more
and more. In every day use, the f030 is a nicer, faster enviroment than
a windows based PC (and beings as the PC is obviously the faster machine,
it just shows how badly written windows is).

>: >So BRING BACK THE ST-WORLD MAG FORMAT......!!!!

People must have short memories - I've got every issue of ST-World that
was ever printed, and they made a point of trying to use & review the best
hardware they could. They had massive coverage of the ATW/ABAQ, a machine
that few people ever clapped eyes on, much less actually used (it WAS very
nice though). They also had a tendency to use MegaST's (the top of the
range at the time) for their reviews. The TT was just becoming available
in numbers at the time the Mag folded, but they would doubtless have used
a TT as their standard had it continued - and quite right to.

>: Since the editor is ex-ST-Review as are most of the writers, I don't
>: think you'll get your wish...
>
>ST Review may have been a bit 'Falconised' but if you think about it
>
>At the end of the day, the Atari computer platform can only survive if
>people upgrade their machines either to a Falcon, Medusa etc or
>modify their ST to make it super fast. You simply cannot expect programmers
>to squeeze huge amounts out of the same old hardware indefinately.

This is true, but bear in mind that no computer has been programmed right
to the bare limits of its hardware since the ZX81 - anyone remember 1K Chess,
or High-Rez Invaders (256*200) with sound on a machine with only character
graphics and no sound subsystem at all? There is a lot of stuff that can
be done with an ST that generally isn't, such as the switched palette
& full screen overscan tricks that we all know are possible, but seldom
see outside of a couple of 'gee-wizz ma, look what I can do' demos.

So, yes, people have to move on to new hardware, but it's a shame they
always have to do it before the old hardware has realised it's full potential.

>However I do agree, perhaps a bit less Falcon stuff would be better, and
>bear in mind I am a Falcon owener!

As am I.....

>Rod

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

4456. Toad Catalogs

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 16:50:20 UTC
From: "Toad Computers, Inc." <toad@charm.net>
Message-ID: <3k4hgc$9om@canton.charm.net>
Source record: 169302

To anyone who's wondering: Gee... where is my Toad Catalog?

A few folks have expressed concern that their requests for Toad Computers Catalogs have been, as yet, unfulfilled. Well, I just wanted to take a second to clarify the situation, so no one feels like they are being ignored.

First, anyone in the United States (or available through US Mail via APO service) who was on our mailing list as of December should have received one of our catalogs. If you would like a catalog and have not received one, please let me know.

As for Canadian customers, we have made attempts to do bulk mailing to Canada with limited success. Any customer who has placed an order with us should have received a catalog with their order. Additionally, we have made catalogs available to Canadian user groups, and we will also be bringing catalogs to the TAF show in Toronto on April 1.

In the meantime, it is simply too expensive for us to send catalogs to Canada, and most of the rest of the world, for free. At more than $1 in postage per catalog in many cases, we simply cannot do this on a large scale.

So, we appreciate your request and we are storing your names for future mailings. If we can figure out how to get a mailing into your area, in bulk, at a reasonable cost to us, we will. Otherwise, to get a catalog, your safest bet is to place an order of some kind and we will include a catalog there.

Also, if you have any questions about our products our services, please contact us via e-mail at toad@charm.net. Or, visit our Web page at http://www.charm.net/~toad/. We have a lot of stuff online there and we're working to get a lot of the stuff in our catalog moved online. Our "Toad's Specials" file contains our most popular (and best priced) items, and this is always a good place to start. If you want to jump directly to this document, go to http://www.charm.net/~toad/specials.html.

Also, please be aware that after sending out over 25,000 of our v3.42 Atari catalogs, we have under 1000 remaining. We are working on new mailings and catalogs now, though, so please be patient and wait for these new materials.

Thanks again for your support of Toad Computers, America's (and now the World's, if we can get catalogs out there...) Atari Source. Again, if you have any questions, please direct them to me at toad@charm.net.

Dave Troy
Toad Computers
America's Atari Source

4457. For Sale: Atari ST systems

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 16:54:24 UTC
From: dave_clemans@mentorg.com
Message-ID: <3k4ho0$opv@hpmos.wv.mentorg.com>
Source record: 169305

If anyone is interested.... I've got the following for sale.

Atari Mega ST
4 MB memory
dual video shifter chips
socketed cpu chip
TOS 2.06
upgraded power supply

a 1024x768, 16 color video board is currently installed in the
"mega" bus slot

I also have a Gadgets by Small "Megatalk" board (that gives a Mega ST
Mac compatible serial/SCSI ports) that is not currently installed

plus some spare cpu chips, custom chips, etc.

ICD "FAST" 250mb tape drive, including a Quantum 105mb hard disk drive

Atari SC1224 color monitor (made by JVC)

Atari SM124 monochrome monitor

Atari 1040STF system
unmodified; 1MB memory

a whole bunch of miscellaneous software

Panasonic 1080i dot matrix printer

I'll ship all of the above in the US for offers above $500; if you're interested
in individual pieces make an offer.

Thanks,
dgc

dave_clemans@mentorg.com

4458. FREEDOM..English version available...

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 17:14:53 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3k4iud$spv@epsilon.qmw.ac.uk>
Source record: 169303

Hi all

English version of Freedom...version 1.11e is now available at HENSA...

ftp/gopher/telnet micros.hensa.ac.uk
http://micros.hensa.ac.uk/

micros/atari/tos/p/p170/free111e.zip

Danny
--
.signature.signature

4459. ST-Guide..English release 4.

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 17:16:41 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3k4j1p$spv@epsilon.qmw.ac.uk>
Source record: 169304

This is available at HENSA now.

micros.hensa.ac.uk
http://micros.hensa.ac.uk/

micros/atari/tos/o/o001/stguid4e.zip (Main program)
micros/atari/tos/o/o001/stguti4e.zip (Utilities)

Hey, just log in and get them ... :-)

Danny
--
.signature.signature

4460. Re: disk recovery

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 17:41:00 UTC
From: gary.ratliff@starnetbbs.com
Message-ID: <9503150000385676@starnetbbs.com>
Source record: 169306

DAS>From: ds@feldspar.geology.uiuc.edu (Dwight A. Schwartz)

DAS>Hi all,
DAS> I'm a total novice in Atariland. Here's my question: Is there a
DAS>program which is good at recovering data from Atari ST disks? I have a dis
DAS>with files which were either accidentally deleted or partly corrupted.

I have been experimenting with this same problem. There is a Disk
Doctor from Antic (out of business). Then there is the analyze function
from pro copy. This tells you what might be the cause your disk will not
load.

Even with these tools some problems will not be able to be corrected. I
ran the 1725 BRE Gnu Chess disk thru the pro copy and learned that the
zero track was reported to not be formatted. Then there were some crc
errors reported on a couple of other tracks. However, trying to get
Disk Doctor to correct the problem only resultes in repeated screens
informing me that the drive in A had problems. I have seen disk doctor
reconstruct a corrupted os know that in some cases it can solve your
problem.
Gary

* OLX 2.1 TD * Send Monopoly Money to your Favorite TV Evangelist!

4461. Re: AV Protocol Docs in ENGLISH

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 18:28:42 UTC
From: dietz@lirmm.fr
Message-ID: <3k4n8q$o66@lirmm.lirmm.fr>
Source record: 169307

In <3k226i$kbp@news.uncc.edu>, ralunsfo@uncc.edu (Russell A Lunsford) wrote:

>In article <3jufjk$h0p@lirmm.lirmm.fr>, Andreas DIETZ <dietz@lirmm.fr> wrote:

>>I wonder what would happen if all other people would refuse to accept
>>English as the standard language for international communication and
>>agree upon the use of an artificial language or a dead language, for
>>example, Latin, for this purpose.

>I would guess that the world would be thrown into a state of chaos and
>confusion, world trade would stop (effectively), wars would start, and people
>would just be plain unfriendly :)

So you believe that using another language than English for international communication would be the end of the world? I have not said that English could be replaced immediately, it certainly takes some time to change!

>Why the national pride about an international language...I know you cited
>a dead language being a good option, buy why not one that is already in
>place (mostly ;)

There is no national pride in what I've said. At least, I can't see any.
I just would like to have an international language which gives the same chances to all people in the world. For me it is unacceptable that I do have to write articles in English language. I have to look up words in the dictionary, I am not sure about style questions and so on. An English writer does not have all these problems. Why should he have this advantage? Is English more expressive as Italian, German, French, Spanish, etc.? I don't believe so.

Andreas

4462. Re: TT Specs?

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 19:26:13 UTC
From: thopman@uoguelph.ca
Message-ID: <3k4qkl$54p@ccshst05.cs.uoguelph.ca>
Source record: 169314

Troy Carpenter (troyc@bnr.ca) wrote:
: Hey everybody! I recently purchased a TT (hasn't arrived yet, but I'm
: waiting) off the net here. I already have a MegaSTE, but would like to
: know about the computer I am about to receive.
Lucky you ;-)
: 1. Can I still use my old Atari color monitor I have had since 1988? I
: realize that I probably would still be limited to ST medium with that
: monitor, but at least I would be able to see what I am doing.
No. You might be able to use a standard VGA monitor, but don't count on
it, since the video signal is somehow screwedup so that few monitors
could understand it.
: 2. What is the processor upgrade path? Is it as simple a dropping a faster
: '030 in, or would I have to purchase a hardware board to do this? What
: about '040?
As far as I know, there is no upgrade path, other than the CaTTamaran,
which basically ups the speed of the CPU to 48 MHz.
: 3. What about memory? Are they SIMMS? How much ST memory can I put in?
: How much TT "fast" RAM can go in? (indirectly then, what is the total?)
: What does it take to put more memory in as far as expansion cards?
ST memory goes up to the standard 4 megs. You may be able to put more in,
up to 14 megs like in the Falcon, but why? TT memory is much faster, and
you can go up to 4 gigs...
: 4. FPU support?
Yes. Plug and play, as far as I know, either 68881 or 68882.

THeo

4463. Re: WWW-Browser for ATARI (esp. Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 20:07:59 UTC
From: avg@cwi.nl
Message-ID: <avg.795211679@news.cwi.nl>
Source record: 169312

sourada@iastate.edu (Steven D Ourada) writes:

>I don't get it. What's wrong with the socket interface of MiNTNet, other

Well, the socket interface is fine, but the user interface is
absent. I mean, what does a naive user (such as myself) do then
'ifconfig' gives me

TCIOSPORHDCTRL(tcflagsdkjhf): permission denied.

for an answer when I try and supply it with as much information
as I can think of? Nice and supportive software. Chapeau.

>than the fact that it's only available under MiNT (try to write a
>network daemon for plain TOS :-).

Well how about using the modem port immediately. Learning TCP/IP isn't
that much harder than trying to master the MiNTnet utilities.

>It's a very widespread, well documented, standard interface.

Oh. Maybe I'm wrong, but when I got the MiNTnet binaries (or were
they sources? :-), there was not even a 'hacker's guide'.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

4464. Re: For Sale or Trade CHEAP!

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 20:30:00 UTC
From: gary.ratliff@starnetbbs.com
Message-ID: <9503150000385677@starnetbbs.com>
Source record: 169311

MB>Abacus #12 ST 3D Graphics

MB>ST BASIC Sourcebook
MB>ST BASIC Sourcebook and Tutorial
MB>Helpful Hints for the Atari or Mega ST User
MB>Compute's Programming Graphics on the Atari ST or Amiga
MB>GFA BASIC Toolkit

MB>Typesetter ST
MB>Timeworks Desktop Puiblisher
MB>Hippo C

MB>Hardware

MB>various and sundry interfaces and cases
MB>Magic Sac Apple Mac Emulator and ROMS

MB>Utilities
MB>G+Plus
MB>MultiDesk
MB>NeoDesk CLI
MB>Copy II ST
MB>Hotwire
MB>Codekeys
MB>Lookit and Popit
MB>Kermit
MB>Flash
MB>Michtron HD Turbo Kit

All these items arrived safely. Thanks. Do you know where one might get the Neo disk 2.5 or better that the Neo CLI keeps askigng for?

Also as I have purchased many computers and had them shipped I would gather that California is better hunting grounds for used equipment than is Mississippi.

I am in the market for hard drive as my collection of Atari's. (520, 1040, and MEGA with 4 megs) a truck load of software. Have been paying much attention in this conference.

Also there was an instruction sheet for a Aussie Poker game for the ST line. Do you need fro me to mail it back to go with the games. I dug back to the original message and this was never mentioned?

Gary

* OLX 2.1 TD * RAP: Music for those who can't sing.

4465. PC Ditto on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 21:23:00 UTC
From: lars.reynold@midinet.ct.se
Message-ID: <ftn_2.200.128.0_f66580d4_Lars.Reynold@midinet.ct.se>
Source record: 169329

S94 wrote in a message to All:

S> From: lais@cs.man.ac.uk (S94)

S> In article <3jk9qt$rot@m1.cs.man.ac.uk>,
S> jacquesa@cs.man.ac.uk (Anthony Jacques) writes:
|>
|>
|> Hi, I have both PC ditto and a Falcon, and have managed to get it
|> to run (with backwards). Unfortunately, it ignores my (internal) HD,
|> and so is of very little use... not that its exactly fast anyway!!
|>
|> Has anyone got it to recognise the IDE drive?

S> I don't know if it was written to take that into account,
S> but IDE drives were never around on the ST scene at the time
S> of PC-Ditto.

Not even on the PC platform :) Just MFM and RLL!!! Remember this was in the
80's!!

/Lars

(UUCP Dialup connection)

4466. Re: FAx software for USR s

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 21:30:45 UTC
From: jwatkins@cix.compulink.co.uk
Message-ID: <D5G939.CIE@cix.compulink.co.uk>
Source record: 169316

```
>: I was just wondering if anyone knew about any software that allows
>: me to send/recieve fax with my StE and US RObotics 14400 Sportster modem?
>: Thanks.
>
>Junior Office - Cutdown of Tele-Office
>The package in the PD will only drive FAX class 2 modems (ie not
>yours) BUT you can download from a German BBS a class 1 driver.
^^^^^^^^^^^^^^^^^^^^

Does this work with Tele-Office itself? Filename? Is it on the Internet?

--
John Watkins.
jwatkins@cix.compulink.co.uk
```

4467. Re: J-Office Fax...

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 22:22:10 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Mar14.222210.5431@bradford.ac.uk>
Source record: 169317

On Sun, 12 Mar 1995 07:26:00 +0100 (MET), Hendrik Mylius wrote:
: In <1995Mar9.184630.13160@bradford.ac.uk> Steve Taylor wrote:

: >I had this problem, becaus my modem (US Robotics 14K4 Sportster) only
: >supports FAX classes 1, 2.0, and 3. And Junior Office only supports Class
: ^
: Er? I hope it is a typo, only. No Faxclass 3 whatsoever. 1, 2, and 2.0 are
: used within (Fax)modems.

My modem (US Robotics 14,400 Sportster) CLEARLY states on the box that it
supports FAX class 3. Use of Fax sotware has convinced me that it does
NOT support class 2. AFAIK, this is peculiar to my modem.

: >With the permission of TKR, the copyright owner, I am able to make this
: >publicly available. As it stands, I have their permission to download it

: There should be no problem re. the (c), as the *drivers* of the TeleOffice
: package are available on BBS'ses here, too.

Where is here? I know they are available in Germany, but I am in the UK.

Steve Taylor.

4468. Re: FAx software for USR s

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 22:31:34 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Mar14.223134.5484@bradford.ac.uk>
Source record: 169318

On 14 Mar 1995 05:36:25 GMT, Roger Sheppard.. wrote:
>>COMA
: I would rate this as the best thier is and give it a +10, but it looses
: out as it locks you name into it, it diplays Faxes as they are recieved,
: has a built in Text Editor and is very very Fast, also has a optional
: DTE/DCE log to help with modem problems, and can run as a FTP site and supports
: Voice.....

: NOTE: Now with English docs

But 45UKP is too much for me (a poor student:-) to spend on FAX software. I only
occasionally have use for it.
And from my limited tests of it I don't think it has very flexible composition
features. J_office allows mixing of text and IMG's freely.

: Again BBS Fax software...

You're probably right.

: >STraight FAX is a commercial offering, probably the best overall, but is
: > too dear for my requirements. Email toad@charm.net for more info.

: I have played with version 2.0 and found it very very slow, has none of the
: nice features that COMA has, no text editor, no voice or FTP option...

But it imports from many sources including Pagestream, which I use.

: >Junior Office - Cutdown of Tele-Office
: > The package in the PD will only drive FAX class 2 modems (ie not
: > yours) BUT you can download from a German BBS a class 1 driver.
: > This program has a brilliant modular design, and handles sending
: > and receiving Faxes containing IMG's and Text.
: > IMHO: the best way is to ignore the docs, and just experiment -
: > Especially if you don't read German!

: No Text editor and compicated to use, did not like our Fax back service..

It calls an external editor. Which is not a problem for most people, AND
it allows you to use your favourite.
It is not complicated to use, although the instructions make it seem to be.
I have sector edited the RSC's into English and will probably write a small
"quickstart" document in English.
And then, who knows, if it's legal, I may upload the English version!

: I would buy COMA if it came with out the name lock...

Coma is good, I agree, but all-in-all I prefer Junior Office or STraight FAX.

Steve Taylor.

4469. Re: Lattice C Upgrades

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 22:39:52 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D5GCAG.Ln7@cix.compulink.co.uk>
Source record: 169319

> How much does Hi-Soft Usualyl charge for Upgrades?
>
> Say lattive C 5 to the latest version?
My last upgrade cost 50 quid or so.

Iain

4470. STAssembler

Newsgroup: comp.sys.atari.st
Date: 1995-03-14 23:53:53 UTC
From: py4sdh@bath.ac.uk
Message-ID: <Pine.SUN.3.91.950314234809.17626A-100000@ss1.bath.ac.uk>
Source record: 169320

If you're interested in Assembly coding on the best machine in the world
then check out my web page. Loads of information of the ST hardware/OS,
along with a small amount of source code (Adding more right now) and it will
contain those utils you can't live without.

Or you could jump in a lake, if you want, I don't care!

____ ____ _ _ _ Simon Hammett - py4sdh@bath.ac.uk _ _ _ ____ ____
| Part time programmer and maintainer of the STAssembler Homepage |
| http://www.bath.ac.uk/~py4sdh/index.html |

4471. Re: Hensa's Week -Ends..

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 00:23:01 UTC
From: paul@xciv.demon.co.uk
Message-ID: <795226981snz@xciv.demon.co.uk>
Source record: 169322

In article <3juh1g$t8v@golem.wcc.govt.nz>
sheppard_r@kosmos.wcc.govt.nz "Roger Sheppard.." writes:

> I am trying to find out when Hensa's week-ends start as I was led to believe
> that we had full access on week-ends..

That is correct, read on..

> Have they moved them in the UK or what..??

Yes. We now have BWT, British Weekend Time. This was especially designed
to confuse people in New Zealand and stop them accessing our ftp sites, so
we can have more access for ourselves in the UK.

> I know week-ends have changed a lot, they all most don't exist here,
> we have 7 day a week shopping and no week-end wage rates now...??

BWT weekends are designated to start whenever you go off line, that way you
won't know about them but everyone else will. ATM the only drawback we've
found to this new system is the amount of extra whinging generated by
awkward kiwi's.

-Paul-

PS. Conspiracy, what conspiracy.

--
/* ||| Internet: paul@xciv.demon.co.uk (home), paul@xexos.com (work) */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* "The smoke cleared, the dust settled, no-one knew how many had died, */
/* all around were broken men, they'd said it was safe, they'd lied." */

4472. TT in xkeycaps

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 00:26:48 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.60.00007265@cam.ac.uk>
Source record: 169321

Whilst trying to reconfigure my keyboard in UNIX, I came across a program called xkeycaps with several default keyboards - including the Atari TT! This must be when Atari were trying to port UNIX to the TT.

Adrian

4473. Re: Epson GT-8000 scanner & Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 02:13:20 UTC
From: Jason@whatnext.demon.co.uk
Message-ID: <272718591wnr@whatnext.demon.co.uk>
Source record: 169325

In article: <950309Z072638.031dbrewood@nest.demon.co.uk>
dbrewood@nest.demon.co.uk (Daron Brewood) writes:
>
> I've just purchased an Epson GT-8000 scanner at a very low price, and now
> have the problem of interfacing it to the Falcon. Can anyone recommend the
> software needed to drive the scanner and get it ready for operation with
> the Falcon.
>
> Any assistance would be greatly appreciated.

I got my GT8000 over two years ago from CGS Computerbild (Phone: 0181 679
7307) with GT-Scan3. I think they are/were official Epson
Scanner dealers.

Although they provided an adapter to enhance the parallel port so that the
scanner could work with an ST, I've used it 'out of the box'
with the TT's SCSI port.

GT-scan3 has since been upgraded to GT-LOOK II which is also available from
them and is in the new catalogue from System Solutions/Atari Workshop
(Phone: 01753 832212).

There is also a german program around that is apparently a PD
prg/acc GDPS driver for the scanner, but although I have it here
I haven't actually found a use for it. I can't find the file name but if
you're interested I'll look for it again.

------------ * What Next! Media Services * ------------

---- * Design * Artwork * Typesetting * Printing * ----

4474. Re: C-LAB FALCON MK II here !

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 02:19:13 UTC
From: ba186@freenet.buffalo.edu
Message-ID: <D5GMG2.9FE@freenet.buffalo.edu>
Source record: 169324

In a previous article, m9003@abc.se (Martin Rossel) says:

>Hi Folks...I'm sitting here with the first non Atari F030, namely
>the C-LAB Falcon MK II wich I got from the swedish general agent
>yesterday. I haven't got a full tech-spec. on it yet but it has a
>500 Quantum Daytona SCSI drive internally and 14 Mb of Atari RAM
>and looks very much like a Sunnyvale F030 except for the new sign
>up to the right saying (in green against grey) "C-LAB FALCON MK II"
>The internal SCSI is set up with ICD and I've got some problems booting
>my IGb Micropolis with it, but I think this is because my hot-rod
>Syquest SCSI-case seems unwilling to change ID nr. from 0, wich of
>course makes it collide with the internal drives SCSI 0 ID.
>But I'll get that fixed today. So what's new more than SCSI internal ?
>I jes don't know, folks, but i reckon' they've done the audio fixes
>and maybe something else....expect to get more specs. from C-LAB soon
>though and I will of course test it in my studio and compare the
>internal audio handling to that of my Atari F030.
>More Later
>Martin R.

What is the price for this system? (in whatever currency...)

Theron

4475. Re: Atari Falcon030 for $ale

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 02:21:17 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3k5iut$41i@golem.wcc.govt.nz>
Source record: 169327

] : Will sell for $950 + $25 shipping.
]
] You can buy a brand new Falcon with these specs for less than that!

There's always _someone_ that has to say this.....

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

4476. Want to buy SYQUEST REMOVABLE. How much is TOO MUCH?

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 02:38:27 UTC
From: raver909@telerama.lm.com
Message-ID: <3k5jv3$slk@terrazzo.lm.com>
Source record: 169336
Cross-posted to: rec.music.makers.synth,rec.music.makers.marketplace,comp.sys.atari.st,comp.sys.mac,biz.comp.hardware

Ok. I am looking to buy an external Syquest 270 Removable media drive for my
newly purchased ASR-10 Sampler.

What is the cheapest price for one of these and where from?
Please email me and specify whether it includes cable, cartridge or both.
I am shopping around and could use your help.
Also does anyone have the address for APS technologies?
Joe

--

4477. Re: CeBit 95

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 02:56:10 UTC
From: s925377@mailserv.cuhk.hk
Message-ID: <3k5l0a$ma2@hpg30a.csc.cuhk.hk>
Source record: 169326

In article <FCLTEDVPUP@galaxy.teuto.de>, neptune@galaxy.teuto.de (Hendrik Mylius) says:
>Anything particular you'd be interested in? I just came back ;-)
Steinberg Products.
Falcon Stuff.
C lab.
==========
Good Luck!
Malcolm
s925377@mailserv.cuhk.hk
"If you can eat, you better eat some more!"

4478. Re: Connecting Stfm & Pc together ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 03:13:16 UTC
From: carla@insane.netspace.net.au
Message-ID: <3k5m0c$2ct@otis.netspace.net.au>
Source record: 169323

Martijn Dekker (mdekker@fwi.uva.nl) wrote:
> mdekker@fwi.uva.nl (Martijn Dekker) wrote:
> :cherborth@semprini.waterloo-rdp.on.ca wrote:
> ::>Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote on 21.02.95:
> ::>>First you can link with a null modem cable and transfer files with a
> ::>>comms package, although I believe most PC's will only do 9600 as
> ::>>standard unless enhanced.
> ::>A "standard" PC will give you 19200 bits/sec.
> ::Not reliably. Due to the crappiness of the PC "architecture" (I'm using
> ::the term loosely, just like the PC industry does), you need an I/O card
> ::with a 16550 UART (basically, it's a serial-port handling chip with a
> ::fairly large buffer), otherwise you'll lose data a lot.
> :This is not true. Please don't tell lies. Loss of data with high speeds
> :will only (possibly) occur when you use MS Windows, because MS Windows
> :doesn't handle interrupts very well. When using DOS you will NOT loose
> :any data with 19k2. So this has nothing to do the PC architecture, but
> :it has to do with choice of OS. BTW a 16550 UART is recommended whenever
> :you use a multitasking OS (OS2, Linux, AIX, ...)
> Oh, and I forgot to mention that almost ALL internal modems (14k4 and
> faster) come equipped with the 16550 UART.

Sorry, but speaking from experience, I have to qualify that somewhat: it depends entirely on what kind of PC you have. We had all sorts of problems even at 2400 baud with Bad CRC and Data Overrun etc. on our, admittedly ancient, PC XT. As soon as we bought and installed a 16550 UART serial card, this got much better, the problem disappeared almost completely. Of course, being an XT the computer uses DOS exclusively, so your statement seems to be only half-correct. By the way, after installing the serial card, I can now reliably transfer files via null modem cable between XT and ST at 19200 (using Flash on the ST and making use of the software flow control.)
Cheers, Achim.

--

Achim Reinschmidt (carla@netspace.net.au) St Kilda Melbourne Australia

4479. Programming Contest Deadline Near

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 03:20:51 UTC
From: szhays@dale.ucdavis.edu
Message-ID: <3k5mej$ce4@mark.ucdavis.edu>
Source record: 169328

The deadline for the YAC Freely Distributable Software Contest is almost upon us. In case anybody missed the original announcement, I am posting it again. If you have any questions, please e-mail me. I need to have any contest entries in-hand by Friday. As there could be problems un-encoding mailed files (I've had some problems in the past), I recommend early submissions.

-------8<------------8<---------

YAC SHAREWARE PROGRAMMING CONTEST

Shareware Programmers: Would $50 help inspire you to finish that program you started over the summer but never finished? What if we could help you distribute your software to local BBS's, the major on-line services, the Internet, and at SAC Expo? We could also help you by writing and printing documentation to go with your program (we can translate from German to English if necessary). We'll even throw in a years membership to our local user-group: with its monthly newsletter mailed directly to you, and the honorary title of YAC Official Programmer for a year...

THE YOLO ATARI CLUB IS HAVING ITS ANNUAL SHAREWARE PROGRAMMING CONTEST.

Entries must be TOS programs new for 1995 and must be received by March 17th, 1995. They will be judged based on originality, compatibility (remember, there are all these new multi-tasking solutions and Falcon resolutions to try and respect), efficiency, and dependability.

Entry is simple, just mail your entry to the Yolo Atari Club at 1129 Fordham Drive / Davis, CA 95616 / USA. Or e-mail us an FTP-able location where your program resides (remember to include your program's name and the full path to it), although give us an extra week if you plan to do this so we can be sure to have time to download it. We can be reached at elhays@ucdavis.edu. Remember to give us a way to contact you. The winner will be notified by the end of March and then announced on-line and at the Sacramento Atari Computer Exposition, April 22nd, 1995.

Entry is free (or the cost of a single letter), and could earn you $50, fame, and glory. So why not give it a try?

4480. SM124 monochrome monitor for sale

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 03:35:10 UTC
From: lamarth@delphi.com
Message-ID: <Jk16OO2.lamarth@delphi.com>
Source record: 169330

For Sale - Atari SM124 Monochrome Monitor. Includes original container-
less than 50 hours total operation. $50 + shipping.

David (lamarth@delphi.com)

4481. User Group Meeting Notice

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 04:44:54 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1995Mar15.044454.13726@vpnet.chi.il.us>
Source record: 169335
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The Suburban Chicago ATarians (SCAT) user group will hold its March meeting on Tues. March 21 at 7:30 PM at the College of DuPage, Room K 157 (the K building is on the south side of 22nd St. just west of Lambert Rd., in Glen Ellyn [IL]). The scheduled demo is: <to be determined>. (Maybe I'll videotape some graphics on my TT for the benefit of all you guys who had the flu or whatever last month! I'll bring the 8-bit system too, I've still got that Cable Board screen-set that I used at a party and wanted to show you all...) Impromptu demos are always welcome - but SCAT doesn't have the STe yet :-/

Everyone is welcome to attend. (Especially anyone who is thinking of joining SCAT :-) Feel free to bring your family.

For more information, send me E-Mail at one of the addresses below. [If this article shows up outside the greater Chicago area, I apologize - the "chi" distribution may not work (at all sites) now. Say, if you're travelling to the Chicago area and will be free that evening, feel free to stop by!]

Nick DiMasi, SCAT President

dimasi@ssd.comm.mot.com (good til 6/30[+?], read M-F except holidays & vacatn.)
nickd@vpnet.chi.il.us ('permanent', read once/week [occasionally twice])
TURBONICK@delphi.com (" " " " " ")

4482. Re: uncompressing .Z files

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 05:20:56 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <AA673008mrn@albemuth.equinox.gen.nz>
Source record: 169282

wongck@lobby.ti.com (William Wong) writes:

>>Is there a utility that will uncompress Unix files with the .Z
>>extension?

>It's a Unix compression. On ST, there is a compress.ttp that is the same but
>you need to watch out for the number of bits used in compressing as ST can
>only go up to 12-bits and most Unix is 16-bits.

Well, the only limitation on the Atari is memory (unlike on a PC where
segmentation used to be a problem) so if you have more than 512k you can
handle up to 16-bits easily.

>compress.ttp can be obtained from a.a.u.e

Or indeed almost any other good Atari FTP site.

-=-=-=-=-=-=-=-=-=-=- John Collis at home -=-=-=-=-=-=-=-=-=-=-
john@albemuth.equinox.gen.nz or john@southern.co.nz
John Collis at 3:770/105.7@fidonet or 51:801/1.7@atarinet

4483. Let 'em fly ...

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 05:31:02 UTC
From: Bob Brown <bob@earthlight.co.nz>
Message-ID: <Pine.SUN.3.91.950315172946.13457A-100000@earthlight.co.nz>
Source record: 169331

Hi There,

I've got a program for my STE called Let 'em Fly. It allows you to move dialog boxes around the screen and adds keypress equivalents to them etc. I believe that there's a newer version out, but I don't know what it's called. Can anyone tell me?

Please email me!
Thanks!

-=-=-=

4484. Monitor & Jag (III)

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 06:16:38 UTC
From: haines-jeremy@cs.yale.edu
Message-ID: <3k60o6INN2m3@JAGUAR.ZOO.CS.YALE.EDU>
Source record: 169258
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.st.tech

Thanks for all of the responses to my last message...I now have a
cable between the SC1224 and the Jaguar that MOSTLY works. I was hoping
that I could get some advice about fixing these two problems:

o The monitor needs Hsync and Vsync inputs, but the Jaguar only
seems to have Hsync and composite sync outputs. With the
Hsyncs attached to each other, and the Jaguar's Csync
attached to the monitor's Vsync, I get a decent picture, but
I have to stabilize the Vhold every time I turn the Jaguar
off and on again. Any way to handle this?

o The audio in the monitor works fine, until I attach the video
portion...then the sound stops. Can't figure this one
out...I have the audio and audio ground lines attached
appropriately...the Jaguar doesn't cut off audio output when
a monitor is attached, does it?

Also, the current picture is pretty dark, though I hear that the
older SC1224's have dark pictures in general...any way to fix that?

Thanks in advance...and please respond to me in email.

- Jer

"Now therefore kill every male among the little ones, and kill every woman
that hath known a man by lying with him. But all the women children that have
not known a man by lying with him, keep alive for yourselves."

- Numbers 31:17-18, the "Lord" speaking to Moses

4485. Re: Mac does ST!

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 06:50:09 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3k62n1$32a@sphinx.Gsu.EDU>
Source record: 169332

Ken Macdonald (macdonald@cfcsc.dnd.ca) wrote:
: >thomash232@aol.com (ThomasH232) writes:
: >---snip-----<
: >At this point, if my Mega goes up, I will not (short of a marketing
: >miracle) buy another Atari computer. The Medusa is nice, but way too
: >expensive. I already have a Mac (Quadra 660av), and at least I can still
: >get hardware for it (as opposed to the Atari).
: >----snip-----<
: >Tom
: I am curious. What hardware could you get for the Mac that you couldn't use on
: the Atari, and vice-versa? I can't think of anything?!@?#@?

I have always wondered what is it in Macs that makes them so "great"...
Because they aren't that. Right yesterday I nearly lost my nerves trying
to get PageMaker print out what I asked it to print. No way. Postscript
has its good points, but too often it really is NOT WYSIWYG. Letters
that were o.k. on screen, didn't have proper spacing when printed. I
guess, Mac users don't even notice the problem? No, because they have
got used to proof-prints - and they have never used a DTP program that is
absolutely accurate: Calamus SL. The more I use PC- and Mac-programs,
the more I have to honor the Calamus' programmers.

You can magnify a Calamus document e.g. 1000% - and see EXACTLY what will
be on the paper or film. The rasterizing, color separations, everything.
Even though Calamus isn't entirely bugless, one can trust it: if
something seems to look good on your screen, it will look good printed,
too. I like Atari's own scalable font system, Speedo GDOS, too. Now that
it finally has begun to work as expected, the quality of printing is
mostly excellent, and well comparable to any competitor.

This is what I need: accuracy. Control over what you do. Macs are easy
to use (at least in the beginning), but they do what _they_ want to - not
what I want them to do. For example, if I have a file of 1.7 megabytes,
I can always tell my Falcon: "hey, now I need a bigger high-density
floppy, so make me one!" - and it will format me a perfect 1.7 Mb floppy
that works just as well as the 1.44 ones. Well, try that with Mac! The
machine is so damn "smart" that I feel like driving a train instead of a
car: whatever you do, the machine goes to only one direction (or
backwards..). You can's steer a Mac. Many people don't even want to. For
those, user-friendliness comes from simplicity. Less selections, easier
use. No need to think. I don't like that...

The keyboard of the Mac I mostly use, Centris 660AV, is - to put it
mildly - awful. Even Falcon's own keyboard, though far from perfect, is
better. The mouse doesn't feel good either. And after using resolutions

like 800x600 on Falcon, the 640x480 doesn't impress. You can say I have prejudices towards Macs - I can't prove you wrong. Still, what if people really think too much of their Macs - because Mac means some kind of luxury and being "creative"?

God knows how many times I myself have wondered, if Atari's time is over - and it's time to change the system. And after watching those ultra sexy Pentiums and Power Macs, one's Falcon really doesn't impress anyone. But one thing always seems to change my mind. I don't use a computer just for fun. It has to WORK. This means: I have to enjoy working with it, and be able to get out the results I expect to have.

No computer I have used since 1986 has felt better in my hands than Atari does. Calamus is a tool without competition: it's in its own class. Papyrus isn't as glorious as Word 6 - but it is a joy to write with. And things like file selector "Selectric", great telecomms programs like Connect, etc... After getting used to a computer that really does its job, and is fun to use - well, who can enjoy any PC? Or even Mac?

Think about that, before buying a brand new Pentium or Power Mac. You will certainly get powerful hardware - but what's the use of it if you don't _like_ using it..? And I don't think many of us do, if we're honest to ourselves. Atari has that special touch the others still lack.

MacMagic looks promising, but there is still the awful keyboard around... =-(

Tommi

4486. Re: MinixFS above 32Meg ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 07:48:58 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Mar15.074858.22191@rhrk.uni-kl.de>
Source record: 169349
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

acounis@lpnhp3.in2p3.fr (Stephane Acounis) writes:

>I tried yesterday to initialize a partition on my hard disk with MINIT.TTP in
>order to have a Minix file system for Mint.
>But it refuses to initialize it ! As the size of my partition is 170Megs, I
>wonder if MinixFS can work beyond the 32Megs limit.
>Any clue ?

With big partitions under Minix you might need an XHDI compatible hard disk
driver like HuSHI or HDDRIVER. There is some information about this in the
MiNT documentation. Didn't you read this yet?

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

4487. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 08:06:08 UTC
From: diehl@r-node.io.org
Message-ID: <3k675g$q9n@ionews.io.org>
Source record: 169267

Kim Andersen (kim@dksoft.ping.dk) wrote:

: And the next thing you'll ask is that the users make the programs themselves
: and then pay the 'programmer' for the idea, right! I guess not.
: How much do you ask. This is starting to get beyond my imagination.

Kim, if there is a bug in the program, the chances are pretty good that the user is going to want to see it fixed -- so that they can use the program bug-free. If the author does not know that this bug exists, how is he to fix it? Not even beta testers can catch absolutely everything under everyth possible circumstance. Sometimes users will find bugs in released programs -- this is not exclusive to Shareware; commercial programs frequently experience bugs, too. In fact, I'd have to say that MoST programs do. What is wrong with asking users to report any anomalies they might find in a program? It is in their best interest, too, after all, to make for a better (and bug-free) program.

: >
: >If more people registered shareware, you would see more new
: >releases containing enhancements, not bug fixes. There would
: >be more incentive for the author to add more features to
: >the program.
: >

: Could be you're right. But unfortunatly things are getting worse.

: Greets
: Kim

: --

: /---\
: -/---\-
: | DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
: | The scandinavian board when you | 5 Atari computers including a Falcon. |
: | have Atari problems or requests. | Modem handle 19200 Zyxel baud. |
: | CD-Roms online Free download limit.| Many years of experience. |
: -\---/-
: \---/

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

4488. [Q} Which CD-ROM allows reading Audio-CD's over SCSI?

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 08:10:14 UTC
From: jhh@cwi.nl
Message-ID: <jhh.795255014@news.cwi.nl>
Source record: 169333
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I recently read somewhere that some CD-ROM players allow reading audio-CD data digitally through the SCSI interface. I couldn't find an answer in the FAQ, so maybe someone out here knows
- which CD-ROM players allow this (and also allow Photo-CD reading, and is dual -- maybe even quadruple -- speed).
- the drive should be external (and SCSI off course): or is there an easy way to install an internal, or even IDE, CD-ROM to a Falcon (can you convert IDE to SCSI?)
- which driver I need for this on my Falcon 4/65
- how much I should expect to pay for the drive...
I realize, quite a lot of questions. If you have answers to some of them, it would help me lot.

Thanks in advance,

JaHe

--
Jaap-Henk Hoepman, jhh@cwi.nl, +31 20 5924078 | "Yes, we've eaten up the silver
CWI, P.O. Box 94079, 1090 GB Amsterdam | when even food was against us!"
URL: http://www.cwi.nl/cwi/people/Jaap-Henk.Hoepman.html | - Nick Cave

4489. Re: TT Specs?

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 08:36:57 UTC
From: mtaylor@perth.DIALix.oz.au
Message-ID: <3k68v9$774$1@perth.DIALix.oz.au>
Source record: 169334

Hello Troy,

I have had previously a Mega STE and now a TT so I might be able to help you with some of your questions.
troyc@bnr.ca (Troy Carpenter) writes:

>1. Can I still use my old Atari color monitor I have had since 1988? I
> realize that I probably would still be limited to ST medium with that
> monitor, but at least I would be able to see what I am doing.
I really don't know the answer to this although I think not. I have the TTM194 19" mono monitor (supports TT High at 1280 x 960) and is absolutely superb. Try and find one of these if you can. I also have the PTC1426 colour monitor which I beleive is a VGA monitor. I don't use it much but it does all the other TT resolutions.
>2. What is the processor upgrade path? Is it as simple a >would like to know the following: dropping a faster '030 in, or would I have to purchase a hardware board to do this? What about '040?

Well I beleive the only item I know of is the CaTTamaran board from Cybercube Research which simply runs the existing 68030 32 mhz chip at a speed I think up to 48 mhz. I don't think 68040 is pin compatible or software so. Let me know the specs of your TT and I can tell you some other interesting experiences.

>3. What about memory? Are they SIMMS? How much ST memory can I put in? > How much TT "fast" RAM can go in? (indirectly then, what is the total?)
> What does it take to put more memory in as far as expansion cards?
The TT I have has 4 megs of ST ram and 8 megs of TT Ram. I have a third party TT Ram board which will go up to 128 megs. I beleive the TT can address up to 256 megs of TT Ram. When I first got my TT it only had the 4 meg os ST ram and I found it wasn't much quicker than my Mega STE. Anyway when I put in the Atari 4 meg TT board it was like TURBOCHARGED???? You have gotta just have TT ram. I do have a spare 4 meg TT ram board if your interested by the way. My friend and I are just modifying it ti take 4 30 pin SIMMS 4megs to give a total of 16 megs TT Ram.

>4. FPU support?
Don't know about this but I am sure some program may use it. I think that maybe the 68030 uses it transparently anyway as the TT is way fast. Don't be fooled by all this talk of clock speeds etc. I have just put in my new TT Ram board and a Quantum Lightning 730 meg hard drive and the machine is now much faster. A lot of what people talk about is just dribble. It doesn't matter how fast the chip is if the hard drive is slow or there is not enough memory. I have seen many PowerMAC and PC's that load programs very slowly, take forever to redraw the screen and generally don't excite me.

I'm sure you will be like me and love your TT it is really a great machine. You can expand it in many ways and at present I need to buy another machine but can't decide between a PowerMAC or Pentium so I think I will wait till the new PowerPC CHRP compliant units ship so I can run whatever software and OS I like to use or for that matter need to run the software I use.

Have fun and let me know if you want any other info...always pleased to help if I can.

Regards from OZ
Mark

Troy Carpenter > Bell-Northern Research
> Atlanta, Georgia
> troyc@bnr.ca

>"You're so open minded that your brain leaked out" - Steve Taylor

>*>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<*
--

Mark Taylor || INDELIBLE DESIGN - General Printing
Western Australia || InterNet: mtaylor@perth.dialix.oz.au

4490. Towers II save game

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 09:04:18 UTC
From: ralunsfo@uncc.edu
Message-ID: <3k6aii$pfn@news.uncc.edu>
Source record: 169337

Has anyone with a 4-meg Falcon been able to save a Towers II game? Every time I try, it says 'Not enough memory'. I've run from a clean system, getting as much as 3.9 megs available before running. I've also checked hard drive space, and that is not a problem either (unless those save-games are *huge*!!).

Thanks,
Russ

--
****
"Let yourself go with the disease, be with it, keep company with it - this is the way to be rid of it." - Bruce Lee
ralunsfo@unccsun.uncc.edu

4491. Re: Not a word about MacMagic

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 10:19:36 UTC
From: guenther@cabal.shnet.org
Message-ID: <FCPJFGVTUP@cabal.shnet.org>
Source record: 169266

In <199503121142.a63682@hh2.maus.de> Volker Ricke wrote:

>Hi Uwe,
>
>Uwe Martin @ BM schrieb am 09.03.95 in der Msg A63478@BM (Gruppe CS.ATARI):
>
>UM>What Mac is he running it on?! MagiCMac isn't the fastest thing,
>UM>believe me!
>
>Sorry??? It really has at least TT speed on less powerfull Macs (Powerbook 150
>for example).

Oh yeah? So how does it achieve this, as I consider it an impossibility
that a slower CPU may result in a faster machine. And even the 150 has got
a 030/33 inside.

>Look at MagiCMac on a Performa 630 and you may forget your TT...

A Performa 630 is hardly a "less powerful" Mac.

Was it Dragan who said that MagiCMac roughly gives you half the speed
you'd expect from an Atari?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

4492. Re: Connecting Stfm & Pc together ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 11:08:18 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3k6hr2$3r2@matrix.fwi.uva.nl>
Source record: 169338

carla@insane.netspace.net.au (Achim Reinschmidt) wrote:

:Martijn Dekker (mdekker@fwi.uva.nl) wrote:
:> mdekker@fwi.uva.nl (Martijn Dekker) wrote:
:> :cherborth@semprini.waterloo-rdp.on.ca wrote:
:> ::>Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote on 21.02.95:
:> ::>>First you can link with a null modem cable and transfer files with a
:> ::>>comms package, although I believe most PC's will only do 9600 as
:> ::>>standard unless enhanced.
:> ::>A "standard" PC will give you 19200 bits/sec.
:> ::Not reliably. Due to the crappiness of the PC "architecture" (I'm using
:> ::the term loosely, just like the PC industry does), you need an I/O card
:> ::with a 16550 UART (basically, it's a serial-port handling chip with a
:> ::fairly large buffer), otherwise you'll lose data a lot.
:> :This is not true. Please don't tell lies. Loss of data with high speeds
:> :will only (possibly) occur when you use MS Windows, because MS Windows
:> :doesn't handle interrupts very well. When using DOS you will NOT loose
:> :any data with 19k2. So this has nothing to do the PC architecture, but
:> :it has to do with choice of OS. BTW a 16550 UART is recommended whenever
:> :you use a multitasking OS (OS2, Linux, AIX, ...)
:> Oh, and I forgot to mention that almost ALL internal modems (14k4 and
:> faster) come equipped with the 16550 UART.
:
:Sorry, but speaking from experience, I have to qualify that somewhat: it
:depends entirely on what kind of PC you have. We had all sorts of
:problems even at 2400 baud with Bad CRC and Data Overrun etc. on our,
:admittedly ancient, PC XT. As soon as we bought and installed a 16550
:UART serial card, this got much better, the problem disappeared almost
:completely. Of course, being an XT the computer uses DOS exclusively, so
:your statement seems to be only half-correct. By the way, after
:installing the serial card, I can now reliably transfer files via null
:modem cable between XT and ST at 19200 (using Flash on the ST and making
:use of the software flow control.)
:Cheers, Achim.

I was talking about a modern PC: 486 and higher. the 486 has become the
mainstream pc, so I think you can savely say: pc == 4/586 nowadays.
no problems with 14k4 when using DOS (without 16550), only when using
multitasking OS's (like I stated).
I must admit that my assumption that XT's have become desolate is a bit
weird (coming from an Atari user!) ;-)

:
:--
:_____

:Achim Reinschmidt (carla@netspace.net.au) St Kilda Melbourne Australia
:

--
Martijn Dekker | PFF: http://www.fwi.uva.nl/~mdekker/pff.html
University of Amsterdam | or finger -l mdekker@turing.fwi.uva.nl
Math department | E-mail: mdekker@fwi.uva.nl

4493. Re: Atari 520ST System

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 11:25:39 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3k6irj$p4q$1@mhade.production.compuserve.com>
Source record: 169339

Re: Early STs having TOS in RAM...

That's certainly true, but the number of those systems that were sold without TOS in ROM was very small, and most of those have been upgraded with ROMs by now.

Usually when dealing with someone who is very new to something like this, I try to keep it as simple as possible.

Then if he comes back and says "we tried it, and it didn't work", THEN we can pursue the possibility that the machine doesn't have the ROMs installed.

>.. not quoting...

Looking back at the subject line, I guess I should have quoted a little from the original message... usually when the subject is self-explanatory, or the original message is a single question from one individual though, I usually don't bother to quote much if anything since the original poster should remember what his question was about.

(Many times too, I'll be logged in with a dumb terminal that has no editing or quoting facility, or even any "scroll-back" buffer, so it's more than just conserving bandwith sometimes... :)

BobR

4494. Re: C-LAB FALCON MK II here !

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 11:37:45 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3k6ji9$8u8@m1.cs.man.ac.uk>
Source record: 169341

Hi!

Try running GEM bench, or another speed-tester to see if it is any faster....

Anthony

4495. Re: SC1224 pinouts?

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 11:38:14 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3k6jj6$p4q$2@mhade.production.compuserve.com>
Source record: 169278
Cross-posted to: rec.games.video.atari,comp.sys.atari.st

I believe the "General Purpose Output" pin on the ST monitor jack
brough out the composite video signal that would normally drive the
RF modulator **on some** models of the ST.

Depending on the model you could use a composite monitor even if there
was no modulator.

4496. Cyrel Research Info

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 11:38:34 UTC
From: mtaylor@perth.DIALix.oz.au
Message-ID: <3k6jjq$9b1$1@perth.DIALix.oz.au>
Source record: 169340

Hello,

I tried to send E-Mail to this company at cyrel@cybercube.com but had it returned as incorrect address. If anyone could let me know a current E-Mail address for them I would very much appreciate it.

Regards from OZ
Mark

--

Mark Taylor || INDELIBLE DESIGN - General Printing
Western Australia || InterNet: mtaylor@perth.dialix.oz.au

4497. Re: *** TOWERS II FTP SITES

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 11:42:40 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3k6jrg$936@m1.cs.man.ac.uk>
Source record: 169342

Wow! This is really a good game....

Only problem is, when I save the game, it does not work. Every file that is created by Towers II seems to be on a "bad cluster" on my HD. It may be that my HD is just fucked, or is there something wrong with towers....

I have save the game 3 times. Between the 2/3 I saved a file with another prgram, and that was not currupted. All 3 of the Towers save games are...

This is a big problem.... I wont be able to get very far if I have to start at the beginning each time... Also, bits of my HD are made un-useable....

Any suggestions?

Anthony

4498. Re: Any News from CEBIT show in Germany??

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 12:10:09 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <3k6lf1$iav@hpscit.sc.hp.com>
Source record: 169344

```
eva crouse (redhead@sys6626.bison.mb.ca) wrote:
: Anyone having access to the CEBIT show in Germany??
: I would sure like to hear what Atari had to offer to show and any other
: tidbits.
: Did they deliver on any new hardware that have been rumouring for quite
: some time??

AFAIK, Atari did not have a booth at the CeBIT show. Some Atari developers
showed their stuff at the Apple booth (MagicMac etc.).

--clausb@hpbeo79.bbn.hp.com------------------------------------------------
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>-----------------------------------------------
```

4499. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 12:15:27 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Mar15.121527.166@genrad.co.uk>
Source record: 169345

In article <Pine.SUN.3.91.950305211408.23177L-100000@PEAK.ORG>,
James Wood wrote:

] Once again, I understand that "how many bits" a system is is not
] necessarily useful information. However, what about the Pentium ($900 ...

That's right. There's no point having 64 bit registers and a 64 bit
address bus if your maximum (or most often used) data size is 32 bits (which
many C compilers are). It may speed things up a bit, but it won't double
performance by any means. If the applications are written to make use of the
wider processor, than that will help.

] What about the p6? Is this the *END* of the Intel regime? Surely the
] 8086 will RIP after that. What then? Time to sell the Intel stock as
] soon as the p6 comes out and gains a little popularity?

From what I gather (from reading Electronics Times and Electronics
Weekly) the head of the x86 design team reckons he can squeeze enough out of
the architecture to make a P7 worthwhile. However, in other articles, it seems
Intel's marketing dept are more interested in the VLIW (Very Long Instruction
Word) architecture jointly developed with Hewlett Packard (who, BTW are in on
the PREP architecture PowerPC based consortium also -- hedging their bets I
suppose).
Of course, if Intel do go the VLIW way, if the processor cannot run x86
code, Intel will suffer from what every other microprocessor manufacturer has
been suffering from for the last 15 years - market-place resistance to a new
architecture. They had better make sure the VLIW processor can emulate x86 code
faster than a P6 and a PowerPC, or they'll be in trouble.

It'll certainly be interesting.
Paul Hills

4500. Re: Falcon w/IDE & SCSI -ICD

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 12:48:22 UTC
From: richcsst@crash.cts.com
Message-ID: <D5HFKM.6C0@crash.cts.com>
Source record: 169256

Pekka Saarinen (contacts@mits.mdata.fi) wrote:
: What's the Adaptec 4070? Connecting SCSI drives to a Falcon does not
: need anything but the SCSI-2 cable and a power supply (& case).

: Best Regards,

: ----Pekka Saarinen

Pekka, the Adaptec is a RLL hard disk controller. It connects to a SCSI bus. I now have the latest version of ICD Pro Utilities from Toad Computers and everything works quite well now. All it needed was a proper driver. The ICD has proper code to access extra LUN's within controllers and AHDI does not. Besides, it's FAST!

Thank you for your help.

Rich

4501. Re: AV Protocol Docs in ENGLISH

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 13:50:54 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950315144030.28825A-100000@mars>
Source record: 169346

On 7 Mar 1995, Craig Graham wrote:

(do)

> a) Make an effort to learn other languages and not expect everyone to
> speak english.

>>--------------<snip>----------------------------->> (or) , find
> someone who's willing to translate if you cann't do it yourself, or get a
> book on german language).

YEAH, and you can tell that willing translator that he is allowed to include
his own name and become a well respected person in the "world community".

/Jens M. Andreasen

4502. Re: Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 13:59:40 UTC
From: chainxor@kom.auc.dk
Message-ID: <3k6rsc$svf@news.iesd.auc.dk>
Source record: 169347

In article <5m46+8Y.lamarth@delphi.com>, lamarth@delphi.com writes:
> Can anyone tell me what Atari computer magazines (in English) exist nowadays?
> I'd like to get a subscription to one, but the last last time I had subscribed
> to any Atari magazine was when STart was out- and you all know how long THAT's
> been....
>
> David (lamarth@delphi.com)

Well there are ST FORMAT from Future Publishing, The new ATARI WORLD and ST Application from FaST Club. They are all three in English.

Keep Cool and Flying...

ChainXOR...

4503. Re: *** TOWERS II AVAILABLE ***

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 14:01:02 UTC
From: chainxor@kom.auc.dk
Message-ID: <3k6ruu$svf@news.iesd.auc.dk>
Source record: 169348

In article <ftn_2.203.611.5_2f6578f3_Christian.Andersson@tnogobl.ct.se>,
christian.andersson@tnogobl.ct.se (Christian Andersson) writes:
> > Where can i get it at internet?
>
> Try ftp.cna.fr or ftp.uni-kl.de or ftp.isbiel.ch or micros.hensa.ac.uk!
>
> I picked it up at ftp.unil-kl.de!!!!
>
> /Chris./ (*Falcon /030/* _4/580_ /32Mhz/)
>
> (UUCP Dialup connection)
>

Yeah and it's a GREAT GAME indeed !!!!!

Keep Cool and Flying...

ChainXOR...

4504. WTB: SC1224 Monitor

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 14:38:38 UTC
From: m6qc@jupiter.sun.csd.unb.ca
Message-ID: <3k6u5e$s6d@sol.sun.csd.unb.ca>
Source record: 169350

I'm looking for an Atari SC1224 Monitor in good shape. Please
e-mail me any offers.

--
-Justin Bagley
m6qc@jupiter.sun.csd.unb.ca

4505. Re: Any News from CEBIT show in Germany??

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 14:50:03 UTC
From: lais@cs.man.ac.uk
Message-ID: <3k6uqr$dmf@m1.cs.man.ac.uk>
Source record: 169252

In article <3k6lf1$iav@hpscit.sc.hp.com>, clausb@hpbbn.bbn.hp.com (Claus Brod)
writes:
|> eva crouse (redhead@sys6626.bison.mb.ca) wrote:
|> : Anyone having access to the CEBIT show in Germany??
|> : I would sure like to hear what Atari had to offer to show and any other
|> : tidbits.
|> : Did they deliver on any new hardware that have been rumouring for quite
|> : some time??
|>
|> AFAIK, Atari did not have a booth at the CeBIT show. Some Atari developers
|> showed their stuff at the Apple booth (MagicMac etc.).

WHAT ????? I heard that the organizers of CeBIT said Atari had booked space,
bigger than before (when the ST was big) and many people here have been saying
so too. I thought it would make sense, that they would release their 'bomb'
at this show. Was it just more bullshit that sounds ideal but would never
happen because it's Atari ? Don't get me wrong, I'm a real Atari addict and
it hurts to see them always just missing the mark or not putting their hearts
behind all their great ideas.

S.Lai

4506. paint-draw-image prg's

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 14:56:01 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.196.0009EF57@cfcsc.dnd.ca>
Source record: 169175

This is question for any artists/graphic designers out there(here?) I want more colour to add to my graphics capabilities so I am going to a Falcon or TT. The question is, the only good program I've heard of is da's repro, and it sounds good, but is that it? Does anyone know of good-excellent professional graphic programs along the lines of image creating and manipulation that would work on the Falcon or TT(and possibly on the STe - usable until I get my new machine). What are you graphic artists on the TT/Falcon using? Concurrently, could anyone reccomend the better machine for image processing - the TT or Falcon, with or without video cards - and what video cards(Crazy dots, Cyrel,...?) Thanks for any help.
-ken

4507. Re: J-Office Fax...

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 14:56:17 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <D5HLHu.Hr9@freenet.carleton.ca>
Source record: 169254

> : >With the permission of TKR, the copyright owner, I am able to make this
> : >publicly available. As it stands, I have their permission to download it
>
Perhaps the drivers for Junior Offiohs eculd be UL'ed to the major FTP
archives, Hensa and umich?

--

Mark Montreuil (613) 990-4833 (voice)
IH Advisory Council Internet Relations
Internet: montreuil.mark@istc.ca or ai066@freenet.carleton.ca

4508. Re: Screen saver for a TT with a 19 inch monitor?

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 15:03:43 UTC
From: contacts@mits.mdata.fi
Message-ID: <3k6vkf$c3v@prime.mdata.fi>
Source record: 169251

```
In article <jafraserD550AJ.Doz@netcom.com>,
Adele Fraser <jafraser@netcom.com> wrote:
>Hi. The subject line says it all. Public domain screen saver
>preferable. Any info appreciated.

IDLE.ACC (.PRG)

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra ( Playin' the Bass! )
---------------------------------------------------------------------
Falcon030/16MbRAM/FPU/MAG17"MultisyncMonitor/SMP-II/FDI/2Mixers(32ch)
CubaseAudioForFalcon(CAF)2.03/LotsOfMidistuff/200YearOldBass/Beer!!!!
PfretzschnerBow/AnOldVolksvagenGolf/aBigBedWithFuton/&LivesInHelsinki
---------------------------------------------------------------------
```

4509. Re: NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 15:16:41 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950315154843.2570A-100000@mars>
Source record: 169253

On 10 Mar 1995, S94 wrote:

> |>>> Does anybody here remember the "ST Log" ? *That* was a great mag !
>
> No, can you tell more ? c.198x ? Price ? Publisher ?
>
> S.Lai

The publisher is (*was*) Lee H Pappas. I think it's not on sale anymore, but in sept -89 the price was U.S.A. $3.95 .

I picked at random one issue and found:

A front cower showing a cool swedish looking girl in a cool white dress walking out of an Atari-branded monitor with an early 520ST in her hand..

Inside I found these articles:

The Ultimate Screen Saver (fireworks..), listings in assembly.
C-manship part two (How to build a GEM-application in C..), listings in C.
PD Parade.
The ST Gameshelf.
The Animation Stand part six (Professional animation by Maurice Molyneaux).
Software Engineering (!!!)
Atari at Disneyland (Don't remember reading this).
Book reviews, hardware news, commercial software, editorials, and more...

/Jens M Andreasen

P.S. What means "c.198x" ??

4510. FS: Atari HW and SW

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 15:46:24 UTC
From: wgg@col.hp.com
Message-ID: <3k724g$haj@nonews.col.hp.com>
Source record: 169255

Atari hardware and software for sale. Make an offer.

W. Grant Grovenburg
(wgg@col.hp.com)

Atari hardware stuff:

Atari 520 STfm with 1 mg RAM, internal 720K floppy, 1040 motherboard
OS version 1.2

Atari SM124 Black & white monitor

354 single sided floppy drive

354 single sided floppy drive, read only

Software:

Laser C + Laser DB

Electronic Courseware Systems Midi-Musicware Series: Keyboard Chords
(by G.D. Peters) (orginally $64)

Keyboard Intervals(by G.D. Peters)

Quick ST II + Quick Tools v.1
NEOchrome
Compute! - Atari ST disk 6/87 Vol 2 n3
Start
Aerco easieST RAM Utilities Ver 1.0

Mean 18
Dungeon Master

Magical Math 1
Spelling Bee
1st Math (Stone & Assoc.)
My Letters & Numbers (Stone & Assoc.)

4511. Request MIDI based paino tutor

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 16:03:46 UTC
From: "Ian D"
Message-ID: <3k7352$njg@io.salford.ac.uk>
Source record: 169257

Does anyone know of a MIDI Based Piano Tutor for the ST.

preferably shareware/PD, that...
Displays musical notes on the screen as I play a midi keyboard,
Displays random musical notes hence testing me via my midi keyboard (in real time).

4512. Re: NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 16:23:30 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3k74a2$r23@dux.dundee.ac.uk>
Source record: 169259

: >
: >At the end of the day, the Atari computer platform can only survive if
: >people upgrade their machines either to a Falcon, Medusa etc or
: >modify their ST to make it super fast. You simply cannot expect programmers
: >to squeeze huge amounts out of the same old hardware indefinately.

: This is true, but bear in mind that no computer has been programmed right
: to the bare limits of its hardware since the ZX81 - anyone remember 1K Chess,
: or High-Rez Invaders (256*200) with sound on a machine with only character
: graphics and no sound subsystem at all? There is a lot of stuff that can
: be done with an ST that generally isn't, such as the switched palette
: & full screen overscan tricks that we all know are possible, but seldom
: see outside of a couple of 'gee-wizz ma, look what I can do' demos.

This is indeed true, but as we all know the ST as it stands may offer
a nice entry level machine for *simple* comms, dtp, graphics etc.
It is true that it is probably under used, but lets face it when you see
an Amiga 1200 or PC screen shot of some new peice of software it does
look so much nicer. Having said that the range of expansions, GUI's,
operating systems, accelerators, perhaps gives the ST a long life, but
the problem is they focus on machines ALREADY sold. In in themselves
they do not sell more ST's! The only way Atari or any one else for that
matter, will move back into the TOS scene is if sales increase NOT
decrease. And how does this happen? Well the buyer has to buy the
new machine. A company can only develop a range of machines if the
sales from its current models are enough! Simple economics really,
all I'm saying is that people who own ST's should INVEST in the
new models whether they be from Atari, C-Lab etc, its doesn't matter,
but this is the only way NEW TOS based equipment will emerge.

My own view is that a new proper 32 bit Falcon should be designed,
with all the Falcons current mod-cons but also with 32 mhz. Add to
this built in Magic and an improved version of GEM, then you'd be on
to a winner. Its no good saying that the Falcon at 16mhz is
faster than a 33mhz 486, the harsh reality is that the 'naive'
buying public only looks a raw numbers and hence even if the
price is the same is likely to fall for the 33mhz 486. Its a shame
but Atari did really screw up!

: >However I do agree, perhaps a bit less Falcon stuff would be better, and
: >bear in mind I am a Falcon owner!

: As am I.....

Well that makes two :-)

--
Rod McCall, President, Lip Theatre Company, Dundee University
WE NEED DONATIONS OR WE'LL HAVE TO CLOSE!!
rmccall@mcs.dundee.ac.uk | University (Term Time)
cdsales@cix.compulink.co.uk | Non term time and for
info on CD-ROMS (PC&MAC), PC Hardware and Books
==========

4513. Re: Want to buy SYQUEST REMOVABLE. How much is TOO MUCH?

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 16:31:39 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503151525.AA01388@ilmen.lanl.gov>
Source record: 169260

In a previous article, raver909@telerama.lm.com (Joe LeSesne) wrote:

>Ok. I am looking to buy an external Syquest 270 Removable media drive
>What is the cheapest price for one of these and where from?

APS is currently advertising them for $479 for an external unit with case
and power supply, all cables and one cartridge. Buy yourself a Computer
Shopper magazine and start calling all the 800 numbers of drive vendors
and you might beat this price by a small margin, but it's the quality
of the external case that counts since the mechanisms are all the same.

>Also does anyone have the address for APS technologies?

Sure. I highly recommend them, too.

APS Technologies
6131 Deramus
Kansas City, MO 64120
800-677-3294

But you should also call Toad Computers at 800-448-TOAD and give them
a chance, as well. We need to support our few remaining Atari dealers.

-Hutch- @ Fair Dinkum Tech

4514. Re: Q} Which CD-ROM allows reading Audio-CD's over SCSI?

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 16:44:02 UTC
From: atwareck@novice.uwaterloo.ca
Message-ID: <D5HqHE.CFz@watserv3.uwaterloo.ca>
Source record: 169273
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <jhh.795255014@news.cwi.nl>, Jaap Henk Hoepman <jhh@cwi.nl> wrote:
>- the drive should be external (and SCSI off course): or is there an easy way
> to install an internal, or even IDE, CD-ROM to a Falcon (can you
> convert IDE to SCSI?)

There is an easy way to use internal devices with the Falcon, although you cannot have them inside the Falcon. I use a separate mini-tower case to hold my SCSI devices--you can pack in whatever you wish: HD, CD-ROM, tape backup, etc.. You only have 1 cable running to the tower case (SCSI cable), and of course the tower case has an internal power supply for all devices.

--
Art
atwareck@novice.uwaterloo.ca

4515. Re: Any News from CEBIT show in Germany??

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 16:46:43 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3k75lj$1f9@dux.dundee.ac.uk>
Source record: 169261

Claus Brod (clausb@hpbbn.bbn.hp.com) wrote:
: eva crouse (redhead@sys6626.bison.mb.ca) wrote:
: : Anyone having access to the CEBIT show in Germany??
: : I would sure like to hear what Atari had to offer to show and any other
: : tidbits.
: : Did they deliver on any new hardware that have been rumouring for quite
: : some time??

: AFAIK, Atari did not have a booth at the CeBIT show. Some Atari developers
: showed their stuff at the Apple booth (MagicMac etc.).

What Atari needs is a good kick up the Arse, come on if they dont attend
major shows how can they expect ANYONE to take them seriously. They are
really in need of a change of management!!!

Rod

--
--
Rod McCall, President, Lip Theatre Company, Dundee University
WE NEED DONATIONS OR WE'LL HAVE TO CLOSE!!
rmccall@mcs.dundee.ac.uk | University (Term Time)
cdsales@cix.compulink.co.uk | Non term time and for
info on CD-ROMS (PC&MAC), PC Hardware and Books
==

4516. HELP: Atari dealer in Edinburgh/Lothian

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 16:48:19 UTC
From: Andrew Thackrah <at@roe.ac.uk>
Message-ID: <Pine.SUN.3.91.950315164508.1266A-100000@resun09.roe.ac.uk>
Source record: 169264

Can anyone recommend a decent Atari dealer in Edinburgh/Lothian
who can help me with bits and pieces I need for a 1040ST that I've
acquired??

email preferred: at@roe.ac.uk

thanks,

Andrew T.

4517. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 16:59:07 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3k76cr$6mv@nyheter.chalmers.se>
Source record: 169262

Bob and James,

There is something called email if you didn't know that. Since your
"discussion" seems to be nothing but a personal flame-war, why don't you use
email instead of wasting bandwidth in this newsgroup (like I'm doing now :-))?

Christer.

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

4518. Re: ? Gemdos file ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 17:03:50 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199503151703.LAA09468@mail.cs.utexas.edu>
Source record: 169263

>Can anyone think of possible suggestions as to why my Gemdos file is only
>running at 75%(using a test program for the atari)? I'm not using a hard disk.
>Replies much appreciated.

```
Try to use NEW floppy disk or to clean the drive heads. Transfer may be
slow down by disk-write-errors and necessary retries.
```

Konrad
conradus@plearn.edu.pl

4519. Re: Mac does ST!

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 17:34:08 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503151628.AA01406@ilmen.lanl.gov>
Source record: 169265

In a previous article, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:

>I have always wondered what is it in Macs that makes them so "great"...
>Because they aren't that.

You should probably add an 'IMHO' to that, Tommi. Others may disagree.

>Right yesterday I nearly lost my nerves trying to get PageMaker print out
>what I asked it to print. No way.

Hmmm. With so little info it's hard to guess what the problem was. But your implication is that PageMaker doesn't work well on a Mac. A ridiculous assertion, of course, as most of the publishing bureaus across the country will attest. Perhaps the Mac you were using had too little RAM; perhaps you did not have 'fractional character widths' turned ON under Page Setup; or most likely... perhaps you just don't know how to use a Mac or PageMaker.

>Postscript has its good points, but too often it really is NOT WYSIWYG.

Like _any_ page description language, it will _only_ be WYSIWYG if the hardware it is used on is appropriate and has been set up properly. I use PM 5.0 on my Macs with nary a complaint such as you suggest.

>Mac users don't even notice the problem? No, because they have got used
>to proof-prints - and they have never used a DTP program that is
>absolutely accurate

Oh, please... that's a _truly_ ridiculous assertion.

>The more I use PC- and Mac-programs, the more I have to honor the
>Calamus' programmers.

No argument there. Calamus SL is an outstanding piece of work and is superior in several areas to what is offered in PageMaker and Quark XPress, IMHO. (<-- kindly note the IMHO, folks.) :)

>You can magnify a Calamus document e.g. 1000% - and see EXACTLY what will
>be on the paper or film.

Of course, PageMaker and Quark XPress support this too (even though I freely admit that I personally prefer the Calamus SL interface better).

>I can always tell my Falcon: "hey, now I need a bigger high-density
>floppy, so make me one!" - and it will format me a perfect 1.7 Mb floppy
>that works just as well as the 1.44 ones. Well, try that with Mac!

Can you format a 1.7Mb floppy on your Falcon using only TOS, without help from any 3rd party disk utilities? If so, cool. I didn't know that. You can't do that on a box-stock Mac. You CAN with 3rd party utilities.

>The keyboard of the Mac I mostly use, Centris 660AV, is - to put it
>mildly - awful. Even Falcon's own keyboard, though far from perfect, is
>better.

Keyboards are like shoes... VERY personal. And exactly WHICH keyboard
are you using on that AV? Apple standard? Apple Extended? Apple Extended
II? Apple Design? Apple Ergonomic? Or one of the countless aftermarkets?
I like my Falcon's keyboard... but PERSONALLY, it doesn't come close in
comfort and functionality of the Apple Extended II keyboard I use on both
my 660av and PowerMac 7100. That's just me... your mileage may differ. To
be fair, you should state a similar caveat in your conclusions.

>The mouse doesn't feel good either.

Again, to YOU. For me, the Mac's ADB mouse has much better feel & control
and it fits my hand better (an ergonomic design which works, this time)
than does the stock Atari mouse. The LogiTech mouse ain't too bad, though.

>And after using resolutions like 800x600 on Falcon, the 640x480 doesn't
>impress.

I would imagine so. After all, 640x480 is the _standard_ (lowest) screen
resolution of all color Macs (except the Classic and some Powerbooks).
It's like the 320x200 resolution on our old ST machines. Not very high tech.
The next step up, 832x624, is much more comfortable (I use it on a 15")
and 1024x768 is even nicer (on a 17"). 16-bit color (32,000 simultaneous
colors) is standard w/these resolutions with plain old on-board video.

>You can say I have prejudices towards Macs - I can't prove you wrong.

No kidding. Gee, we never would have guessed. :)

>No computer I have used since 1986 has felt better in my hands than Atari
>does. Calamus is a tool without competition: it's in its own class.

I won't argue with EITHER of those claims. But it ain't 1986 anymore.

>Think about that, before buying a brand new Pentium or Power Mac. You
>will certainly get powerful hardware - but what's the use of it if you
>don't _like_ using it..?

Valid point. But I contend it's your familiarity and degree of comfort
with the 'Atari way of doing things' that is the problem here, not the
PC or Mac itself. There is a learning curve associated with learning how
to proficiently operate any new computer and we Atarians (like most) will
naturally resist and resent this learning process. We might not like it
to begin with, but once you _understand_ how a system works and how to
make it work for YOU, your attitude will likely change. Mine did.

>Atari has that special touch the others still lack.

That's for sure. But unfortunately, that 'touch' doesn't sell computers.
But give me a MagiCMac version that will run most of the Atari software
that I'm interested in on a PowerPC-based Mac, and I'll be quite happy. :)

Please understand... I am NOT Atari bashing. Far from it as I as much as anyone love these little wonder boxes of ours. I wish Atari would decide to manufacture new and improved units, but I doubt the likelihood of that ever happening and I'm not going to sit around waiting for them. The F030 is still a neat box but it's based on 80's technology. And it's 1995 now.

The Macintosh may not be the ideal platform for Atarians to migrate to (if they decide they need to migrate at all), but I do believe it is a much more logical choice and makes for an easier (and eventually, happier) transition than going the PC route. Again, that is only MY personal opinion and many others will disagree and that's perfectly OK.

But I strongly object to anyone who tries to represent their personal opinions and half-truths as FACTS when they are only based on conjecture, ignorance, and/or unfamiliarity.

So I guess BobR and I are alike in that respect. <shudder> ;-)

-Hutch- @ Fair Dinkum Tech

4520. what is/how do I use MiNT?

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 17:56:53 UTC
From: hallvart@oslonett.no
Message-ID: <3k79p5$d4s@hasle.oslonett.no>
Source record: 169271

I want to know more about MiNT. What it is, how to install it, what I need (software/hardware) from a user's point of view. I had a look at some MiNT stuff a long time ago, but all I could find were source codes, and I know next to nothing about how to compile and program etc.

I need it because there is software I know of and would like to use which only runs under MiNT, or maybe it was X-MiNT.

My equipment consists of a 520STE with 2MB RAM, TOS 2.06, I'm working on a HD disk drive and plan to buy a hard disk.
Thanks.

Hallvard, Oslo, Norway

4521. Re: TT Specs?

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 18:06:32 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D5HuAx.Dx7@watserv3.uwaterloo.ca>
Source record: 169276

In article <3k68v9$774$1@perth.dialix.oz.au>,
Mark Taylor <mtaylor@perth.DIALix.oz.au> wrote:
>Hello Troy,
>
>I have had previously a Mega STE and now a TT so I might be able to help you
>with some of your questions.
> troyc@bnr.ca (Troy Carpenter) writes:
>
>
>>1. Can I still use my old Atari color monitor I have had since 1988? I
>> realize that I probably would still be limited to ST medium with that
>> monitor, but at least I would be able to see what I am doing.
>I really don't know the answer to this although I think not. I have the TTM194
>19" mono monitor (supports TT High at 1280 x 960) and is absolutely superb.
>Try and find one of these if you can. I also have the PTC1426 colour monitor
>which I beleive is a VGA monitor. I don't use it much but it does all the other
>TT resolutions.
Most decent quality VGA monitors should work - my roomate's Orchestra 15"
monitor works with all TT rezs (except TTHi of course). I have a Moniterm
VY1000 mono 19" monitor which I got at a surplus store for $50 and it works
wonderfully with TT Hi - I only had to make a cable. The VY1000 was shipped
as part of the BELL WORKSTATION GRAPHICS ENGINE packages for Unix boxes.
Since you work at BNR I'm sure they must have a few of these old monitors
lying around (collecting dust). Grab one if you can!

> >2. What is the processor upgrade path? Is it as simple a >would like to know
>the following: dropping a faster '030 in, or would I have to purchase a
>hardware board to do this? What about '040?
>
>Well I beleive the only item I know of is the CaTTamaran board from Cybercube
>Research which simply runs the existing 68030 32 mhz chip at a speed I think up
>to 48 mhz. I don't think 68040 is pin compatible or software so. Let me know
>the specs of your TT and I can tell you some other interesting experiences.
Apparently Motorola (or someone else) is making a 68040 that's pin compatible
with an 030. This is just what I heard.
>
> >4. FPU support?
You TT will have a 68882 built in. There is not a hell of a lot if FPU
support in ATari software. I am using Xwindows a lot under mint these
days and all the stuff I have compiled (like Xv and, well everything really)
I have compiled to use the FPU. If you want to run your TT as an X machine
you will have plenty of FPU support. Then there is Linux which requires
an FPU. If you have TThi rez then running X is a joy!

>I'm sure you will be like me and love your TT it is really a great machine. You
>can expand it in many ways and at present I need to buy another machine but
>can't decide between a PowerMAC or Pentium so I think I will wait till the new
>PowerPC CHRP compliant units ship so I can run whatever software and OS I like
>to use or for that matter need to run the software I use.
He's right. Using my TT is a joy. I look at Pcs (and I have to use them
at work) and they really are a pain to use. Macs as well tend to get
on my nerves (although I do have a Spectre - they are very slow - even with
68040's - the OS is far too inefficient.) Running a TT with Genea/NeoDesk/
copying TT ROM to TTRAM and having a 48 MHz upgrade is UNBELIEVABLY fast.
The reason for this is that all the software is wriiten to run at a
reasonable speed on an 8Mhz ST. Everything flies on a 48MHz TT.

Troy, you should really go to the TAF show on April 1 and 2 in TO. All the
big developers will be there - you will find a lot of stuff for your TT and
great prices duriong the show. Cyrel will be there and I suspect they'll
have their TT-RAM boards ready by then - TT RAM is a must.

Sam

4522. Re: Falcon internal HD swap?

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 18:14:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199503152014.a46060@m4.maus.de>
Source record: 169268

>To my experience ANY IDE device will work but the 2.5" are hard to find
>and expensive!

Any properly behaving IDE drive will work - I experienced some older Conner drives have firmware bugs and don't work (CP2024), some Western Digital drives are not suitable, Toshiba MK2xxx drives don't work reliably (timing problems).

Here are some popular 2,5" IDE drives that I've personally seen at work in Atari Falcon030 (those marked * were used by Atari themselves):

- Conner 2064*, 2084*, CFN250
- Quantum GoDrive 40, 80, 170*
- Toshiba MK1724*
- Seagate 9077A*, 9080A*

2,5" IDE drives aren't that hard to get - and up to about 350 MB, they are reasonably priced, too.

bye, Peter

4523. Re: SC1224 pinouts?

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 18:27:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199503152027.a46061@m4.maus.de>
Source record: 169269

Kommentar zu A27775@AC3 in der Gruppe CS.ATARI

>My manual says this:
>
> /---------\
> 4 | x x x x | 1
> 8 | x x x x | 5
> 12 | x x x x | 9
> | x |
> \---------/
> 13
>
>(pinout diagram from external port view)
>
> [pin assignment list deleted - see below]
>

>This information comes from the "520ST Owner's Manual" - page 75,
>appendix D.

As for the pinout: No speculations coming up - just facts.
The pinout in the original post is the EARLYEST pinout, as used in the very
first batch of ST machines back in 1985.

>Don't know what "Reserved" and "General Purpose Output" are. Any
>speculation?

The GPO is just a normal output line coming from the soundchip. It can be
switched by software; some monitor switchboxes used it for auto-switching
between color and mono monitors.

Here's the revised pinout, adding later machines' changes:

>1- Audio Out

(unchanged) STEs have a mono signal here, being a mixdown of the Stereo DMA
sound and the mono "classic ST" sound.

>2- Reserved

From 1986 onward, normal ST, STF and Mega ST machines have "Composite Sync"
here; STM, STFM and STE have "Composite Video", also useable as Composite Sync
for RGB monitors or TV sets with RGB input.

>3- GPO

ST: (see above)
STE: No output here, but "External Sync Select", an input line used for

synchronizing the video hardware with a Genlock interface.

>4- Monochrome Detect

STE: Mono Detect/Sync in - when "External Sync Select" is active (on color monitor only!), the external Genlock device may feed its clock in here.

>5- Audio In
>6- Green
>7- Red

All unchanged on later machines.

>8- Ground

From 1986 on, all machines have +12V through a resistor here, used for mode switching on TV sets with RGB input.

>9- Horizontal Sync
>10- Blue
>11- Monochrome
>12- Vertical Sync
>13- Ground

All unchanged on later machines.

Falcon030 with the "ST monitor adaptor" attached have the STE pinout there.

bye, Peter

4524. Spectre GCR For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 18:40:23 UTC
From: gaglenn@ix.netcom.com
Message-ID: <3k7can$lgq@ixnews2.ix.netcom.com>
Source record: 169270

Spectre GCR with ROMS and version 3.0 of software for sale. Current retail in Toad Computers catalogue is $349. Will sell for $150.00 plus shipping. Will ship U.P.S. C.O.D. Includes original packaging and documentation. Leave e-mail.

Gordon

4525. ME2 Editor - MUTT Library

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 18:47:52 UTC
From: nickf@cadence.com
Message-ID: <NICKF.95Mar15104752@fleet.cadence.com>
Source record: 169343

Hi,

Is anyone using the ME2 Editor? If you are maybe you can help.
Is there a library of MUTT files available for ftp, in addition to
those that are included in the distribution? I haven't tried any sites
for platforms other than the ST yet so any help would save me some time.

Thanks in advance.

Nick.

--

Nick Forde, nickf@cadence.com
NVision Group, 9 Wemyss Place, Edinburgh, EH3 6DH, Scotland.
Cadence Design Systems. Tel. +44 131 225 3434 (ext 112) Fax. +44 131 225 5167

4526. C-Lab

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 18:59:31 UTC
From: "Toad Computers, Inc." <toad@charm.net>
Message-ID: <3k7dej$emt@canton.charm.net>
Source record: 169298

I'm trying to find a current e-mail address for C-Lab (Germany).
Anyone have one?

Thanks!

Dave Troy
Toad Computers
America's Atari Source
http://www.charm.net/~toad/

4527. SBM, last version out

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 19:02:06 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <3k7dje$ba@vishnu.jussieu.fr>
Source record: 169272

You may upload the last version of sbm (Falcon only Bomberman),
numbered 0.8, on ftp.cnam.fr /pub/Atari/Falcon/Games/sbm_08.zip

MB.

4528. Chimera WWW software

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 19:20:33 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3k7em1$6es@dux.dundee.ac.uk>
Source record: 169275

I haven'g got this running yet. But just how graphical is it?
Are we talking about a graphical GUI or graphics in
the text?

I know it may sound silly, but dems de questions :-)

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

4529. Re: Any News from CEBIT show in Germany??

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 19:21:16 UTC
From: sturm@ost1.ping.de
Message-ID: <FCPSFFWKUp@ost1.ping.de>
Source record: 169177

```
>In article <3k6lf1$iav@hpscit.sc.hp.com>, clausb@hpbbn.bbn.hp.com (Claus Brod)
>writes:
>|> eva crouse (redhead@sys6626.bison.mb.ca) wrote:
>|> : Anyone having access to the CEBIT show in Germany??
>|> : I would sure like to hear what Atari had to offer to show and any other
>|> : tidbits.
>|> : Did they deliver on any new hardware that have been rumouring for quite
>|> : some time??
>|>
>|> AFAIK, Atari did not have a booth at the CeBIT show. Some Atari developers
>|> showed their stuff at the Apple booth (MagicMac etc.).
>
>WHAT ????? I heard that the organizers of CeBIT said Atari had booked space,
>bigger than before (when the ST was big) and many people here have been saying
>so too. I thought it would make sense, that they would release their 'bomb'
>at this show. Was it just more bullshit that sounds ideal but would never
>happen because it's Atari ? Don't get me wrong, I'm a real Atari addict and
>it hurts to see them always just missing the mark or not putting their hearts
>behind all their great ideas.

Well, I've been to the CeBIT, but I didn't really look around for
Atari, because I didn't expect them to be there anyway. But I didn't
see them by chance, though. MagicMac was demonstrated at Apple's,
which was quite fine to look at, but Atari wasn't anywhere, at least
in none of the 21 halls I visited.

Oliver

--

Oliver Sturm sturm@ost1.ping.de
```

4530. Re: Mint Minix Confusion

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 19:23:37 UTC
From: sm001pe@unidui.uni-duisburg.de
Message-ID: <3k7erp$qfg@h20-hrze.uni-duisburg.de>
Source record: 169280

Randell Spreadborogh (zap@eskimo.com) wrote:
: I guess I am a bit dense but what is the difference between mint and
: minix? I see posts from people setting up minix partitions and are running
: mint but I don't understand.

Yes, there is a great difference !

MiNT is the kernel (preemptive ! ... Mac OS is only cooperative !!)

Minix XFS is the filesystem. It allows V2 filesystems (like under Linux)
and long filenames (max. 162 characters per file or folder)

Minix.XFS needs MiNT to run.

Do I need both mint and minix or will they run
: by themselves?

Yes, you do !

MiNT should be in the auto folder as last program !!!

Minix.xfs should be in c:\

How to install Minix XFS !

1) minit.ttp -P -V -n 8 d:
-P means protected against starting without minix.xfs
e.g. if you rename it to minix.xf

-V means V2 filesystem

-n 8 means : (16*n) -2

n=1 -> 16-2 = 14 (doesn't makes sense !!!)
n=2 -> 32-2 = 30 (possible, but too short !!)
n=4 -> 64-2 = 62 (useful)
n=8 -> 128-2 = 126 (works, but not needed...)

2) mfsconf.ttp d:
3) fsck.ttp -S d:
4) csize.ttp minix.xfs 64 64 64
install 3 * 64 = 192 KB cache for system, user & inode cache !!!
Don't init c:\, because IT'S NEEDED TO BOOT !!!

I would like to emulate a linux system and use a bourne shell
: preferably bash as that is what I use as a host. What do I need to
: accomplish this task? I have a STE w/4 megs tos 1.06 and a small hd. I just
: installed geneva and neodesk4 and noticed a prompt in neodesk regarding
: mint. I am still getting familiar with the package. Any help and information

: would be appreciated.

Gemini 1.a and Thing 0.24 support long filenames !!!
Neodesk I'm not sure...

: On an unrelated note, I was browsing system information and found I was
: running GemDos ver 0.15 and Gem ver 4. That is the first time I was aware of
: those particular items. Do those version numbers change within certain tos
: groups or do they simply change with the new tos version? Just curious...

AES 4.x is part of MuliTOS ! (It's selled by COMPO) MultiTOS allows to start
GEM tasks parallel !!!
MiNT allows only TOS tasks to be started parallel !!

MiNT + MultiAES = MultiTOS

MiNT is free available !

MiNT 1.12 or MiNT 1.12 MH2 is the latest release !
MultiAES is part of the MUltiTOS package of COMPO !
(the file which contains MultiAES is called GEM.SYS)

Best regards, Filipe :)

If you have any questions left, feel free to ask me...

Bye.

: --
: Randall Dale Spreadborough <zap@eskimo.com>
: PGP v2.6.2 Public Key Available by Request

4531. Cruise for Corpse-help!

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 19:28:23 UTC
From: nfb1tea@bolton.ac.uk
Message-ID: <3k7f4n$8do@yama.mcc.ac.uk>
Source record: 169277

Having reached the time 10.20am, I am totally stuck. I have spoken to all the characters and tried everything else I can think of. Any ideas would be appreciated.

4532. Re: TrueType for NVDI 3.01

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 19:29:50 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCPUCCALUP@galaxy.teuto.de>
Source record: 169274

In <Pine.BUL.3.90.950313125625.5434B-100000@bull.mimuw.edu.pl> Szymon Stasik wrote:

>And what about the PS fonts on NVDI 3.01? What kind of PS fonts (eg. what
>extension?) I can use with NVDI 3.01?

None.

One can use Speedo (*.SPD) and TrueType (*.TTF) with NVDI 3.

ATM, I see a small chance of a PS-scaler for a future Update as well. And that
has s. th. to do with NVDI on MagiCMac and MAC-fonts ...

--
/Hendr!K/

Hendrik Mylius |P| InterNet: neptune@galaxy.teuto.de
Phone/Facsimile |G| WWW: http://www.teuto.de/personen/hendrik
+49-5221-855545 |P| Maus: Hendrik Mylius @ PB2

4533. Problems with no|Desk

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 19:30:38 UTC
From: sturm@ost1.ping.de
Message-ID: <FCPSFFWOUp@ost1.ping.de>
Source record: 169178

Hi folks...

I've recently tried out the no|Desk-package. I was quite delighted to see what I can do with my poor old Atari...

But I have a problem using UPoint light for UUCP-polling. UPoint will do the polling alright, but it doesn't manage to unpack a single file. I always get error messages saying something like the file wasn't found. Once back on my normal desktop with UPoint up again, I had no problems unpacking all the files which previously just hadn't been there ... any ideas???

Oliver

--

Oliver Sturm sturm@ost1.ping.de

4534. Re: Any News from CEBIT show in Germany??

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 19:38:48 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCPUCCBFUP@galaxy.teuto.de>
Source record: 169279

In <JoXV2c1w165w@sys6626.bison.mb.ca> eva crouse wrote:

>Anyone having access to the CEBIT show in Germany??

Yep.

>I would sure like to hear what Atari had to offer to show and any other

Atari? Where? Cebit? Got to be kidding!

>Did they deliver on any new hardware that have been rumouring for quite
>some time??

Bullsh*t. Get it into your brains: There is NO new TOS-machine coming from
Atari at all. Not now, nor later this millenium!

Sheesh ...

--
/Hendr!K/

Hendrik Mylius |P| InterNet: neptune@galaxy.teuto.de
Phone/Facsimile |G| WWW: http://www.teuto.de/personen/hendrik
+49-5221-855545 |P| Maus: Hendrik Mylius @ PB2

4535. Re: *** TOWERS II FTP SITES

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 19:46:44 UTC
From: robh@falrealm.demon.co.uk
Message-ID: <795296804snz@falrealm.demon.co.uk>
Source record: 169187

In article <3k44ds$4g3@whitbeck.ncl.ac.uk>
Craig.Graham@ncl.ac.uk "Craig Graham" writes:

> Does anyone know where the third key is? Also, what does pulling the chain
> on the first level do?

Is that on the back wall of the large middle chamber?? If so, it unlocks a
secret door to the right of the table and chairs..

--
Rob Hall robh@falrealm.demon.co.uk
-=-
| The Falcon's Realm BBS!! Running on an F030 8pm - 8am Daily. |
| Nest 90:100/400 Atarinet 51:6/4 Turbonet 100:106/3 Fishnet 777:400/0 |
| Tel: UK (01254) 386151 |
-=-

4536. Help a MiNT newbie... please?

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 19:53:58 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <3k7gkm$i57@infa.central.susx.ac.uk>
Source record: 169281

Hi!

I am a total newbie to all this MiNT stuff and I wondered if anyone could help me. I have just installed all the 9 disks from the Distribution disk from one of the ftp sites (hensa, I think). Anyway, this has installed ok and I can now do most of the commands I use for unix (cd, less, chmod, etc). What I want to know is how to use accs with mint? I put some accs on the root of C:\ but only Toswin loads up. I use a program called ACC.PRG to load all my accs from a folder. I have this running before Mint, and the message comes up a boot that ACC.PRG has loaded, then Mint loads, but the I get the message 'Leaving Mint'. What do I have to do to get my accs loaded?

Any other things I should do to make Mint better, or anything I should try out (remember I'm a total newbie), could you please tell me?

Thanks.

Andy

/--\
Andrew Collington	Multiple exclamation marks are a sure sign
Sussex University, England	of a diseased mind
	- Terry Pratchett
andrewc@cogs.susx.ac.uk	!!
andrewc@central.susx.ac.uk	- Andrew Collington
\--/

4537. Xdvi for Mint-X

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 19:56:02 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D5HzDF.G1L@watserv3.uwaterloo.ca>
Source record: 169287

Hello all,

I'm sorry I haven't posted all this great new Mint-X stuff yet, I've been
out of town for a few days (although I could still read my e-mail when
I was away as those of you who sent e-mail have probably guessed). Anyway
I will try and upload Xdvi today (3 versions TT,Falcon(nofpu),ST) to
phlem.ph.kcl.ac.uk. As for the other software I would like to do a few
more fixes before I upload them. I will be away again for a few days
so the earliest time the other software will be uploaded is sometime next week.

Sorry about the delay but I am a full-time grad student and part-time
consultant and the consulting side of it a going to take up a lot of time
for the next few weeks.

Xdvi should be useful to a lot of people because I would assume that
most Mint-X users would already have a latex steup on their atari. That
port is very stable, ie I haven't found any bugs yet. It is also relatively
small so it shouldn't take too much time to recompile the other versions.

Sam

4538. Re: Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 19:57:20 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3k7gr0$oe7@m.ehd.hwc.ca>
Source record: 169294

Henrik Lunardi Weide (chainxor@kom.auc.dk) wrote:
: In article <5m46+8Y.lamarth@delphi.com>, lamarth@delphi.com writes:
: > Can anyone tell me what Atari computer magazines (in English) exist nowadays?
: > I'd like to get a subscription to one, but the last last time I had subscribed
: > to any Atari magazine was when STart was out- and you all know how long THAT's
: > been....
: >

: Well there are ST FORMAT from Future Publishing, The new ATARI WORLD and ST Application from FaST Club. They are all three in English.

Don't forget ST Informer & Current Notes in the U.S.

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

4539. Re: J-Office Fax...

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 20:00:19 UTC
From: jwatkins@cix.compulink.co.uk
Message-ID: <D5HzKK.6L6@cix.compulink.co.uk>
Source record: 169284

>: >I had this problem, becaus my modem (US Robotics 14K4 Sportster) only
>: >supports FAX classes 1, 2.0, and 3. And Junior Office only supports Class
>: ^
>: Er? I hope it is a typo, only. No Faxclass 3 whatsoever. 1, 2, and 2.0 are
>: used within (Fax)modems.
>
>My modem (US Robotics 14,400 Sportster) CLEARLY states on the box that it
>supports FAX class 3. Use of Fax sotware has convinced me that it does
>NOT support class 2. AFAIK, this is peculiar to my modem.

And mine states clearly: GROUP III Fax. AFAIK this means it can talk to
(nearly) all 'normal' Faxes - Group IV is for digital systems. The
'Class' system is for computer software interface.

BTW Class 2.0 is not the same as Class 2, although I've no idea what the
differences are. Class 2.0 is the official ANSI/EIA/TIA standard, class
2 was (is) the attempts proir to the official standard.

--
John Watkins.
jwatkins@cix.compulink.co.uk

4540. Re: Verdict on AtariWorks

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 20:01:24 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D5HzMC.6rn@cix.compulink.co.uk>
Source record: 169285

In message <Pine.SUN.3.91.950309131153.25652A-100000@PEAK.ORG>, jamesw@PEAK.ORG said:

>Is there an alternate package, or at least word processor, that will
>allow the mixing of text and graphics on-screen??

Papyrus is a very nice WP which uses Speedo for a similar price to
AtariWorks.

Phil.

4541. Re: Lattice C Upgrades

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 20:01:28 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D5HzMG.6sp@cix.compulink.co.uk>
Source record: 169286

In message <3jvsi7$9t@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk said:

>How much does Hi-Soft Usualyl charge for Upgrades?
>
>Say lattive C 5 to the latest version?

Usually they're around 25 ukp for a major upgrade IIRC, but to get Lattice C 5.60 it cost me 60 ukp, but I got 4 new manuals (3 Lattice + Modern Atari System Software) with it.

Phil.

4542. Spectre GCR FS: $99

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 20:04:59 UTC
From: darmok@leland.Stanford.EDU
Message-ID: <3k7h9b$32o@elaine35.Stanford.EDU>
Source record: 169289

Title says it all. This has the ROMS already installed. Works fine,
with software, version 3.1. Come and get it.

4543. Re: Want to buy SYQUEST REMOVABLE. How much is TOO MUCH?

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 20:08:46 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3k7hge$oe7@m.ehd.hwc.ca>
Source record: 169295

Hutch (hutch@ilmen.lanl.gov) wrote:
: In a previous article, raver909@telerama.lm.com (Joe LeSesne) wrote:

: >Ok. I am looking to buy an external Syquest 270 Removable media drive
: >What is the cheapest price for one of these and where from?

...

: But you should also call Toad Computers at 800-448-TOAD and give them
: a chance, as well. We need to support our few remaining Atari dealers.

According to V3.42 of Toad's catalog the 270 meg syQuests are

$409 - internal
$479 - external (I presume this has a case around it.)
$89 - cartridges

Prices may have changed since the catalog can out though.

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

4544. Re: Not a word about MacMagic

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 20:11:00 UTC
From: Volker_Ricke@hh2.maus.de
Message-ID: <199503152211.a63841@hh2.maus.de>
Source record: 169283

S>Is there an English version of this program?

I believe they'll make it. I'll ask someone at application systems.

bye, Volker

4545. Re: Cyrel Research Info

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 20:14:41 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3k7hrh$oe7@m.ehd.hwc.ca>
Source record: 169296

Mark Taylor (mtaylor@perth.DIALix.oz.au) wrote:

: I tried to send E-Mail to this company at cyrel@cybercube.com but had it
: returned as incorrect address. If anyone could let me know a current E-Mail
: address for them I would very much appreciate it.

Try these. I don't know if they work, but one might get through.

cyrel@interlog.com
cybercub@genie.geis.com

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

4546. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 20:16:42 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950315120658.20943A-100000@PEAK.ORG>
Source record: 169292

On 10 Mar 1995, BobR wrote:

> >Why compare a modern PC with an ST?
>
> And who was doing that..?
>

Wasn't it you who was trying to parallel the PC's disadvantages of (1) CONFIG files, (2) IRQ conflicts (potential), (3) segmented memory juggling - to equivalent "problems" that YOU find with the ST? Is that not a comparison between your modern PC and an ST?

> A network card, a sound card and a SVGA card can just as easily be
> installed in an IBM XT as they can in a 1995 Pentium system..

That would not be realistic, and once again, I point that your arguement is specious. Most SVGA cards have been 16-bit from the beginning. The IBM XT only has 8-bit slots. Some of the early VGA cards could operate in either, but now most are in fact 32-bit with Vesa Local Bus or PCI. Try putting one of those in your XT.

If the SVGA card would even work in the 4.77Mhz machine with 8-bit bus, Windows would be so sluggish it would be laughable....if that wasn't true, then why do people clamor for 100Mhz PCI Pentiums for Windows?

A sound card (8-bit, as most 16-bits have 16-bit connectors) would go in there. However, games would be very slow regardless of the card, so why would you waste your time?

Furthermore, the combined values of a VGA card and monitor (have to get one of those too) and sound card would be wasted on the 8088 system - probably be worth more than the computer itself.

>
> Who said anything about comparing a "modern PC" to the ST..?

Heh heh heh. Play the innocent one, now, whydontcha? That's been the arguement all along here.... Perhaps your emotional burst into name-calling caused your faulty memory to let you down once again.

James

4547. Re: User Group Meeting Notice

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 20:16:44 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <17362ACB6S86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 169293
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <1995Mar15.044454.13726@vpnet.chi.il.us>
nickd@vpnet.chi.il.us (Nicholas J. DiMasi) writes:
>The Suburban Chicago ATarians (SCAT) user group will hold its March
>meeting on Tues. March 21 at 7:30 PM at the College of DuPage, Room
>K 157 (the K building is on the south side of 22nd St. just west of
>Lambert Rd., in Glen Ellyn [IL]). The scheduled demo is: <to be
(blah, blah, blah)
>Nick DiMasi, SCAT President

"SCAT"????!!!! Nice name for a user's group!! According to Webster's
New Collegiate Dictionary, the number 3 definition of "scat" is:
"an animal fecal dropping." Could this be referring to the Atari Falcon
and Jaguar lines?
---Mark van Wyk

4548. Re: Xv 3.10/Xdvi/Gnuplot (for X)/Chimera fix

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 20:25:00 UTC
From: Daniel_Roesen@su.maus.de
Message-ID: <199503152225.a28273@su.maus.de>
Source record: 169288

Hi Samy!

SM>1. Xv 3.10 (the latest version). This is the latest gif/jpeg/tiff/etc
SM>viewer for Xwindows - it even has cut and paste! I compiled for
SM>68030+FPU, if there is enough interest I can try compiling ST (68000)
SM>and Falcon (68030 nofpu) versions and upload to an ftp site.

That would by really nice (68000 version)!!!

Greetings,
/Daniel/

4549. Re: Eagle Power II

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 20:28:00 UTC
From: Daniel_Roesen@su.maus.de
Message-ID: <199503152228.a28274@su.maus.de>
Source record: 169290

```
EM>I timed my friend's 486 DX2-66 booting up OS/2 ... from start to
EM>finish, two minutes, ten seconds. This is progress? What happened
EM>to "Faster?"

Faster crashing of Windumb, hehe! =8-)))

Greetings,
/Daniel/
```

4550. Re: Let 'em fly ...

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 20:29:14 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Mar15.202914.15066@bradford.ac.uk>
Source record: 169291

On Wed, 15 Mar 1995 17:31:02 +1200, Bob Brown wrote:

: I've got a program for my STE called Let 'em Fly. It allows you to move
: dialog boxes around the screen and adds keypress equivalents to them
: etc. I believe that there's a newer version out, but I don't know what
: it's called. Can anyone tell me?

The new version of Let Em Fly is called XAES Background - XAES_BG in
archives. But I would recommend sticking with LTMF 1.2. I can't remember
why as it is so long since I used either!
Maybe it was slower, less compatible, more memory hungry???

Steve Taylor.

4551. I need help with IRC & FLASH

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 20:36:40 UTC
From: gripman@netcom.com
Message-ID: <gripmanD5I194.4t8@netcom.com>
Source record: 169299

Hi Yall,
I am going to try this once again. I have been lurking on the Net
for a while now and it's been a real time suck (but lots of fun too).
I have a unix shell dial-up account with Netcom in S.F.. I am using
a 520ST w/ 4 Meg & HD, Flash & Shadow. I recently tried out IRC and it's
been kind of confusing but interesting. The problem I've got is that when
I capture my IRC sessions to the capture buffer I get about 2 1/2 screens
of blank space between each line of characters. This is a lot of wasted
space when I save to disk.
Does anybody have any ideas about how I can correct this? Any help
will be greatly appreciated.
Also does any body know if there is a graphical user interface that
I can use with my set up? I have been surfing the Web using Lynx and
there's a lot of neat stuff out there but I am limited to text only. I
would really like to access some those graphics too.
Thanks in advance for any help you can give me. Please try to keep
any responses simple enough for a non-technophile can understand. I have
been using Ataris since I got the 2600 VCS (then the 800, 130XE, 520ST 1/2
Meg, 520ST 1Meg, 520ST 4Meg, Mega STe [my latest purchase]) but I have no
programming experience. My main interest has always been playing video
games so I am basically a plug in & play user.
I hope I get this message to post this time.
Thanks again.

Jim Cochran

P.S. I can be reached at
gripman@netcom.com

--
gripman@netcom.com

4552. LOST ALL HD DATA! HELP!!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 20:56:31 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <03151995.205631@empyr.dircon.co.uk>
Source record: 169300

Hi.

Erm...

I've managed a VERY stupid thing. I've lost all the partition info on my HD. (Don't ask me how, *I'm* not even sure, but it was something to do with running a disk based TOS 1.0 with a very old version of the ICD driver software, several bombs and lots of tears) The data is there, but I can't get at it. I have an ICD AdSCSI+ host adaptor and a Rodime RO3000T 105Mb SCSI drive.

My HD will not boot any more. I tried ICDFMT.PRG and restored the partition info, which resulted in something very weird... All my data that used to be on Partition D: appeared on C:, E on D, F on E etc etc, everything was one partition out, and the contents of my old partition C: was nowhere to be found. I know the partition info was correct, as I used the default settings, which is what I used when I originally formatted the drive.

Running HDPARTS.PRG to check the partition info, it reported that Partition C: had the start and end sector numbers of what used to be my Partition D:, and so on through to part. I. I tried ICDFMT again, and part. C:'s sector info was correct, i.e. sectors 2 thru 9676 (or something like that), I re-wrote the part. data again, but the same thing happened, everything was one drive out.

Running ICDFMT several times, it was obvious that it wasn't writing the partition data correctly, as I call my C: drive 'BOOT.C' and each time I ran ICDFMT, this field was empty, despite entering it and writing the part. info several times previously. No matter what I did, it insisted on making part. C start at sector 9677, which is where the data for my old part D: is. I could _not_ get it to start any damn partition at sector 2, to recover my drive C: data. Each time I got ICDFMT to write the correct part. data (i.e. with part. C: starting at sector 2), HDPARTS.PRG would then report that part. C: started at sector 9677.

I then did a silly thing.... I got ICDFMT to write a totally new set of part. data, different to my original settings, in the hope that this would 'clear' the problem of it not writing the correct data. I then got ICDFMT to write the correct part. info, hoping that it would 'stick' this time. It told me that the drive was 'not ICD formatted'. I *did* have cleanup.prg, but again, stupidly I kept it on my hard drive, and have long lost the original floppy. Neither did I keep a backup of my data. Yes I know. Don't say it !
(Come on, everyone falls into that trap _once_ in their lives ;-))
You never get into the habit of keeping regular backups _until_ you've experienced a major data loss.

What can I do, apart from cry ? Is there any way to get the correct partition info onto the drive ? I tried every version of ICDFMT I have.

Please help ! I am in danger of losing my sanity, not to mention over 85Mb of data !

Thanks x 10E47

Kev.

Kevan@empyr.dircon.co.uk

___ Blue Wave/QWK v2.12

VQWK 6.20 [Rev H - 04/04/94]

4553. Re: DUET 1.00

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 20:58:00 UTC
From: bob@dg-box.lahn.de
Message-ID: <b67778f1@uucp-wz.zer>
Source record: 169205

To: All

Hi!

Can anybody send me DUET 1.00 or later as E-Mail Splitet. Packed with
GZ
or Standart ZIP.

Or the ather reasen is that anybody say me on witch FTP Server is it

aviable. And please write how I can get it as FTP.

I'm a newcomer at this area.

Thanks. BOB

--- CrossPoint v3.02

4554. SM 124 For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 21:14:30 UTC
From: gaglenn@ix.netcom.com
Message-ID: <3k7lbm$np5@ixnews2.ix.netcom.com>
Source record: 169297

Atari SM124 mono monitor for sale with original box and packing materials. In great shape. Sell for $60.00 plus shipping. Will ship U.P.S. C.O.D. Please send e-mail if you are interested.

Gordon
gaglenn@ix.netcom.com

4555. PPP, FTP, and TELNET on ST

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 21:56:30 UTC
From: polom@matrix.fdn.fr
Message-ID: <7203413@matrix.fdn.fr>
Source record: 169156

Hi !

I'm desperatly looking for a programm that would allow me to make
PPP connections with my STe (2 Mo). Trouble is I have no Mint or Minix
or Linux installed and never will do so. I have found NOS but find
would like to find something like a real GEM program. The only
one I found required hardware like a ethernet card.
So ? It is really a that hard challenge ?
Is it really impossible to find a good GEM program for PPP connections,
including at least FTP and TELNET clients ? I know lots of
people here that woul be really happy to find that...
Please help me !!!

/\
/-- /\ / /\ /\|\ / /\ | / /_ /_ |/ /\ | /
/ \/ /__ \/ / \ /__ \/ |/ \ / | \/ \/
polom@matrix.fdn.fr
['lightmen': try joshua@matrix.fdn.fr] [ignorants: try wargames@tape.vcr]

Original Multitasker = Two PCs and a chair with wheels!

4556. I'm Looking for Piano .prg

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 22:03:14 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <ce0_9503160131@sherwd.fidonet.org>
Source record: 169202

In a message of 07 Mar 95 15:29:31, Julius Grant wrote:

J > From: jrg@cldc.howard.edu (Julius Grant)
J > Newsgroups: comp.sys.atari.st
J > Organization: Howard University, Computer Learning & Design Center
J >
J > Any of you guys ever hear of Pianistics or some type of .prg
J > that teaches 1 to play the piano. Does any 1 out there know
J > where I can look besides all of the ftp-sites or a particular
J > ftp-site or commercial place.

Pianistics is commercial, and available from Systems for Tomorrow in Webb City, Missouri, USA.

###
Rich Tietjens aka Captain Blade * from The Captain's Lounge
Home of GRUNT Software ** Rich.Tietjens@f6969.n106.z1.fidonet.org
STarship BBS * Quark's Holosuites * Hubworld
1-713-682-7474 * 24 hours/7 days * 14.4k bps * v.32bis/v.42bis
1:106/6969.0@fidonet.org * 69:1700/15.0@alinks.ftn
51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn
###

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

4557. WANTED: ATARI VT52/VT100/ANSI CODES

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 22:08:32 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <ce1_9503160131@sherwd.fidonet.org>
Source record: 169203

In a message of 08 Mar 95 15:12:06, Matti S. Koskimies wrote:

MS> From: matti.koskimies@amda.or.at (Matti S. Koskimies)
MS> Newsgroups: comp.sys.atari.st
MS> Organization: AMDA UserGroup Linz
MS>
MS> This is the third time I ask and noone's still responded on my request, so
MS> losing hope, but I still believe there is someone out there who posesses
MS> codes for Atari VT52 and/or VT100 and/or ANSI emulation, so if you are

The codes you want are readily available in the QBBS-ST shareware package.
It's written in Europe, so I would think you could find it locally to you.

```
###############################################################################
# Rich Tietjens aka Captain Blade * from The Captain's Lounge #
# Home of GRUNT Software ** Rich.Tietjens@f6969.n106.z1.fidonet.org #
# STarship BBS * Quark's Holosuites * Hubworld #
# 1-713-682-7474 * 24 hours/7 days * 14.4k bps * v.32bis/v.42bis #
# 1:106/6969.0@fidonet.org * 69:1700/15.0@alinks.ftn #
# 51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn #
###############################################################################

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.
```

4558. Re: ST vs. Amiga

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 22:11:10 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <ce2_9503160131@sherwd.fidonet.org>
Source record: 169204

In a message of 07 Mar 95 11:25:46, Rod Mccall wrote:

RM> : >Finally comes the Falcon. (I can't wait to get my hands on one of
RM> : >these!) Then I see (towards the end of the Commodore regime) an Amiga
RM> : >1200, which looks to me like a Falcon-wanna-be. Was it?
RM>
RM> It is quite possible for Atari to sell the Falcon at a much lower
RM> price. Its just that they can't market products. If for example Atari
RM> had a 4mb machine (no HD) on sale for #399 with some games and
RM> floppy disk based APP's. It would do quite well. Then like the
RM> Amiga for your #549 you get a built in IDE HD drive.

You obviously have a very loose grasp of mass-marketing. In order to get low prices, you need high-quantity sales. If you have a computer product that says "Atari" anywhere on the case, you simply aren't going to get high-quantity sales - people are STUPID and would rather buy a sewing-machine controller dressed up with an "Intel Inside" sticker. The reason IBM clones are so cheap is that EVERYONE makes them - especially Taiwan and Korea. And they sell millions of them because they all ride the coattails of IBM's marketing division.

I guarantee that if IBM were to introduce a Falcon clone tomorrow and market it as aggressively as they did the original PC, it would be available in a year or so for 1/2 the price. But that isn't going to happen. We have to live with the reality - 85% of everything is crap, including people. Especially people, actually.

###
Rich Tietjens aka Captain Blade * from The Captain's Lounge
Home of GRUNT Software ** Rich.Tietjens@f6969.n106.z1.fidonet.org
STarship BBS * Quark's Holosuites * Hubworld
1-713-682-7474 * 24 hours/7 days * 14.4k bps * v.32bis/v.42bis
1:106/6969.0@fidonet.org * 69:1700/15.0@alinks.ftn
51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn
###

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

4559. Will any of these monitors work?

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 22:29:35 UTC
From: troyc@bnr.ca
Message-ID: <3k7pof$h5p@batph8.bnr.ca>
Source record: 169153

So a response to my earlier post keyed me off to look around the company
here for surplus monitors to hook to my TT. I have uncovered these three:

HP98774A - Mono
HP98754A - Color
HP98788A - Mono

Now, my support division will be calling HP for me to get the technical specs
on these monitors like H & V scan rates. I wanted to post these now to
see if anyone offhand know anything about these monitors and if they can be
used with a TT, especially TT High.

I want to be sure because it is not that easy to get the company to release
eqpuipment as an asset and sell the monitor to me. Don't want to go through
the trouble unless it will work.

Responses received via e-mail will be summarized here if necessary since
others may be interested.

Thanks,
Troy Carpenter
Bell-Northern Research
Atlanta, Georgia
troyc@bnr.ca

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

4560. Re: Atari Falcon030 for $ale

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 22:39:03 UTC
From: abstract@wam.umd.edu
Message-ID: <3k7qa8$etg@cville-srv.wam.umd.edu>
Source record: 169151

steve wells (wells_s@ix.wcc.govt.nz) wrote:
:] : Will sell for $950 + $25 shipping.
:]
:] You can buy a brand new Falcon with these specs for less than that!

: There's always _someone_ that has to say this.....

My apologies... I was wrong... that would be without the huge 85
Meg HD... If you can find one that small anymore, it would cost no more
than $100... and if you really want AtariWorks (it's not all that),
that's another $100... so a brand new one with these specs would be $200
more...

--Lunatic

: WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
: Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

4561. MODS: where?

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 22:41:12 UTC
From: abstract@wam.umd.edu
Message-ID: <3k7qe8$etg@cville-srv.wam.umd.edu>
Source record: 169152

Anybody know where I can find any good Mod files? I'm finally
starting to really get into them...
--Lunatic

4562. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 22:58:12 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCPWFHURUP@dksoft.ping.dk>
Source record: 169154

In <FCMVCIVGUP@galaxy.teuto.de> Hendrik Mylius wrote:

HM> NOT ;-)

8)

HM>
HM> OTOH, he doesn't get any other attention apart from the occasional bashing
HM> around here ;-)
HM>

Well, at least he has something to say, sometimes. Many people are looking
in here, but are not saying anything.. It could have been worse you know.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

4563. New Atari site!

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 23:04:10 UTC
From: ab616@cfn.cs.dal.ca
Message-ID: <D5I82y.LBL@cs.dal.ca>
Source record: 169174

A new Atari site available at:

http://www.cfn.cs.dal.ca/Services/PDA/atari.html

=-=-=-

4564. Signum 3

Newsgroup: comp.sys.atari.st
Date: 1995-03-15 23:17:20 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3k7si0$dc8$1@perth.DIALix.oz.au>
Source record: 169190

G'day all in Atari Net Land. I have a friend how is a KEEN user of SIGNUM 2 who now wants to update to Signum 3. Even though we believe it is only available in German......

Can someone please advise the contact address, either postal or eMail so I can pass it on, then he can arrange the upgrade.......

Thanks in advance...

--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

4565. nullmodem-, midi-prg's

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 00:00:34 UTC
From: magnus-h@mars.dsv.su.se
Message-ID: <3k7v32$936@news.kth.se>
Source record: 169155

Does anyone know any good Atari ST(E) games or programs which

uses nullmodem- or midi-cables?

(And preferable sites where I can find them).

I'm a member in a Swedish Atari-club in Stockholm, and we are

going to spend the next meeting connecting our computers, and

the few programs we have, are not very good...

Thank you!

Magnus Hautzel (magnus-h@dsv.su.se)

4566. Re: Not a word about MacMagic

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 00:21:22 UTC
From: guenther@cabal.shnet.org
Message-ID: <FCPXEIWVUP@cabal.shnet.org>
Source record: 169166

In <FCPJFGVTUP@cabal.shnet.org> Thorsten Guenther wrote:
>Was it Dragan who said that MagiCMac roughly gives you half the speed
>you'd expect from an Atari?

In fact, he wasn't. Sorry for mixing up claims in current MausNet
discussions.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

4567. tos error #35?

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 02:34:34 UTC
From: avocado@u.washington.edu
Message-ID: <3k883q$gjn@nntp3.u.washington.edu>
Source record: 169157

Being unable to find a definition of this error (TOS error #35)
anywhere, I was wondering if someone could give me one, as well as,
perhaps, directing me to where there might be a listing of such
things?

Thanks in advance

-Amy
avocado@u.washington.edu

4568. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 02:39:35 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3k88d7$2gv@golem.wcc.govt.nz>
Source record: 169158

```
] ] What about the p6? Is this the *END* of the Intel regime? Surely the
] ] 8086 will RIP after that. What then? Time to sell the Intel stock as
] ] soon as the p6 comes out and gains a little popularity?
]
] From what I gather (from reading Electronics Times and Electronics
] Weekly) the head of the x86 design team reckons he can squeeze enough out o
] the architecture to make a P7 worthwhile. However, in other articles, it se
] Intel's marketing dept are more interested in the VLIW (Very Long Instructi
] Word) architecture jointly developed with Hewlett Packard (who, BTW are in
] the PREP architecture PowerPC based consortium also -- hedging their bets I
] suppose).

When the P6 is supposed to be 4 times the size and cost of the P5 and
produces little extra power over Motorolas already available PPC chip,
they're dreaming.... Essentially the P6 will just be an 80686 chip, and
as such, will be extremely limited by the much-loved backwards
compatibility... The PPC is a more or less all-new chip, hence the
reason for it being so good.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!
```

4569. Graphics editor for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 03:18:16 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <795320914.0@mettav.exnet>
Source record: 169192

```
It was none other than -Unknown- who did write on 7 Mar 95 that ....
-> Hey, does anyone know of a good graphics editor/converter (that is,
-> edit and convert GIF, TIF, JPG, etc. files) for the Falcon, commercial
-> or shareware?

Hey where have you been ..Apex media !!!

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/8)
```

4570. Re: Graphics editor for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 03:19:56 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <795320914.1@mettav.exnet>
Source record: 169193

It was none other than N.Jones-Rodway who did write on 08 Mar 95 that ....
>> edit and convert GIF, TIF, JPG, etc. files) for the Falcon, commercial
>> or shareware?
NJ> Well, Apex Media can handle quite a few differnrt formats, though
NJ> not quite as many as you're after (And I guess it's a little
NJ> expensive for what you're after!).

It can handle the 3 specifically mentioned though (As well as a some others),
yes it is 'expensive' in Atari terms but there is just no equal available for
the Falcon and has many other tools up its sleeve inc. Animation and Morphing
.The best thing about Apex though is that it is really SO MUCH FUN to playu
with and fast with it !

NJ> For pure conversion, you could try the Shareware GemView or the
NJ> Commercial ImageCopy 3.5 (about 30 UKP)... they both do an excellent
NJ> job and they both handle a huge range of formats...

Yep and with either of these you can transfer all file formats to GIF,JPG to
use with apex.

NJ> Or, of course, you could try TruePaint from HiSoft (about 40 UKP) -
NJ> that has a lot of import and export modules, as well as being a Paint
NJ> Package (though nowhere near as good as Apex - I even prefered using
NJ> Degas Elite on the ST than TruePaint!!).

Tpaint is cheap but rather slow and really limited IMHO and not short of a few
bugs as well. True Image was better but hey talk about MEmory intestive :-(
There is nowhere near the joy to use factor that makes Apex the best so far ...
DA picture and Chagal aint bad but are more useful for
manipulation than editing IYKWIM.

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/8)

4571. Distributors in Germany and France???

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 03:39:32 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <795320914.2@mettav.exnet>
Source record: 169194

```
It was none other than Joost van der Leij who did write on 09 Mar 95 that ....
JvdL>
JvdL> Holland Game Design has succesfully launched their first
JvdL> commercially Falcon030 game called PING 2000. We have established
JvdL> distribution in USA and UK, but not yet for the other two big Atari

Tell us more (in announce maybe ?) what's the Game about and who are your UK
distributors ?

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/8)
```

4572. Is Atari alive?

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 03:47:40 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <795320914.3@mettav.exnet>
Source record: 169195

It was none other than Wakko Warner who did write on 10 Mar 95 that ....
WW> This is a serious question, so no flames, please...
WW> Bear in mind that I heard this from a friend, who heard it from a
WW> friend...
WW> What I understand is that while Atari is still in business, they
WW> are no longer active at all in the computer world, just in the game
WW> world...
WW> Anyone know if this is true?
WW> I don't care either way, I just am curious...
WW> I'll never sell my ST... until I upgrade to a Falcon...

For better or worse Atari themselves are not doing anything with TOS ATM
but other people are .... and arguably better than Atari themselves could have
done. (MagiC etc)

The same is true of Hardware ,Zilch development until at least they get some
return from the Jaguar or maybe not even then , But others are taking over
where applicable so all is not lost .

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/8)

4573. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 04:28:08 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3k8eoo$52v$1@mhadf.production.compuserve.com>
Source record: 169159

Sorry, James.. I don't "debate" with liars... or twits...

And since you've demonstrated to my satisfaction that you're both of these, you can argue with yourself.

And since you've already admitted to spewing out purile insults, I'd have to say you're probably more guilty of "polluting" this newsgroup with illogic and namecalling than anyone.

Why are YOU here..? To give Atari owners a bad name..?

You're doing a good job of it.

BobR

4574. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 04:36:38 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3k8f8m$52v$2@mhadf.production.compuserve.com>
Source record: 169160

>Bob and James,

>There is something called email if you didn't know that.

Umm..no thanks. I have no desire to have my e-mail box full of that garbage.

I've already told James that since he's had to resort to lying to make his "points" that I won't debate him any longer. Any further exchanges you see are a result of his picking on my replys to others.

BobR

4575. HD recording: Cubase audio or Logic audio?

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 04:51:12 UTC
From: Guido Caliandro <clna18l1@bologna.nettuno.it>
Message-ID: <Pine.HPP.3.90.950316054032.26065A-100000@bologna.nettuno.it>
Source record: 169161

Hi!
I worked with all versions of cubase audio falcon from v.1.00 to 2.03,
and every time I found many bugs that put this system in a non
professional sector (eg. the filters, the syncronism etc.).
Can anybody tell me something about the potential (and the bugs!) of
Logic audio?
Thanks!

Guido

4576. Re: Bad News: TOS 5

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 05:19:32 UTC
From: nat@zumdick.rhein-main.de
Message-ID: <FCQEFFZRUP@zumdick.rhein-main.de>
Source record: 169162

In <199503140715.a6036@wi2.maus.de> Julian Reschke wrote:
>There is no TOS 5 (only a beta release called TOS 4.92). I don't think
>that Atari will supply anyone outside Sunnyvale with the sources
>needed to finish it.

What makes you think so ?

Nat!

------------------"Bang that bit that doesn't bang"---------------

And I love to talk philosophy / but I gotta take a piss
Man, that philosophy / runs right thru you

David Lee Roth

4577. Re: Atari St MIDI SysEx program

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 05:21:50 UTC
From: gustavo@dent.uchicago.edu
Message-ID: <D5IpKF.KFq@midway.uchicago.edu>
Source record: 169165
Cross-posted to: comp.sys.atari.st,alt.music.midi,comp.music,rec.music.makers.synth

In article <3k1s1e$fat@detroit.freenet.org>,
Michael Marson <ac381@detroit.freenet.org> wrote:
>
>I am looking for a program to send and receive MIDI System Exclusive
>messages (SysEx) for my 1040 ST. I found one program in the umich archives,
>STMIDIEX.LZH, but I have been unable to get it perform correctly.
>
>(stuff)

>I would like to know if anyone else has downloaded this program and was able
>to get it to work, or knows of any other programs, preferrably PD but I may
>be willing to purchase, that can perform this function?
>

You may want to try MIDITALK (available from umich.edu), which can do
what you need and more. I believe it is shareware.

>BTW- the main device I am trying to dump info from is a Roland R-8. I don't
>know if that could be a factor.
>
>
>Thanks in advance,
>Mike
>
>--
>
>Michael Marson ac381@detroit.freenet.org
>
>"The fun you've demanded is now mandatory" -Jello Biafra

4578. Re: ST Conference?

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 05:29:38 UTC
From: Spencer.Davies@mettav.exnet.com
Message-ID: <795407224.0@mettav.exnet>
Source record: 169163

Out of the ether, the following was mentioned by Barry...:

BH> Seriously, a conference / massive ug meet would be grand; all I ask
BH> is that it is held _somewhere_ closer to the middle of the country
BH> than the usual London or Glasgow. Brum seems fair to me, though
BH> Nottingham is walking distance :-)
London IS the centre of the country ;->

At least you can get everywhere by public transport!

Spencer

PS Just to stay in topic why do I always feel ashamed to mention that I use an Atari at home when I am in work. Even Openwin on the Sparc 10 I am working on doesn't have the functionality of GEM on my Falcon (ok so running csh in an xterm is pretty powerful but why can't I have a better graphical file manager that the one supplied and why do the various text editors feel so awkward (even Emacs!)

* Origin: The Net is Yours,USE IT!Don't Abuse IT! (Turbonet 100:1011/0.2)

4579. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 05:36:46 UTC
From: Spencer.Davies@mettav.exnet.com
Message-ID: <795407224.1@mettav.exnet>
Source record: 169164

Out of the ether, the following was mentioned by Roger...:

RS> But then again I still think people stupid in defending a out of
RS> date Computer..
RS>
RS> At least I don't take mind to bed or Worship it...
Doesn't look like you take your mind anywhere! ;->

Anyhow my Falcon helps to keep me nice and warm at nights ;->>>>> Although my
486DX2 would keep me even warmer!

Spencer

spencer@boondock.mettav.exnet.com

* Origin: The Net is Yours,USE IT!Don't Abuse IT! (Turbonet 100:1011/0.2)

4580. Re: Let 'em fly ...

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 06:14:13 UTC
From: markus.bubendorf@zrh1.siemens-albis.scn.inet.ch
Message-ID: <3k8kvl$92g@euusp8.siemens-albis.ch>
Source record: 169167

In <1995Mar15.202914.15066@bradford.ac.uk>, S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:

>The new version of Let Em Fly is called XAES Background - XAES_BG in
>archives. But I would recommend sticking with LTMF 1.2. I can't remember
>why as it is so long since I used either!
>Maybe it was slower, less compatible, more memory hungry???

I wasn't able to configure XAES. There was no control panel
module in the package to do so. Eventually I switched back
to LTMF.

Markus

4581. Re: tos error #35?

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 06:44:54 UTC
From: abstract@wam.umd.edu
Message-ID: <3k8mp6$427@cville-srv.wam.umd.edu>
Source record: 169168

Amy Darke (avocado@u.washington.edu) wrote:
: Being unable to find a definition of this error (TOS error #35)
: anywhere, I was wondering if someone could give me one, as well as,
: perhaps, directing me to where there might be a listing of such
: things?

The infamous TOS error #35 is an Invalid Program Load Format (I'm
sure that means something...) Check out the Atari pages on the web... if
you don't find anything, I'll mail you the error list.
--Lunatic

: Thanks in advance

: -Amy
: avocado@u.washington.edu

4582. Re: Atari St MIDI SysEx program

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 06:52:48 UTC
From: progmon@eden.com
Message-ID: <3k8n80$f4l@boris.eden.com>
Source record: 169169

X-Newsreader: WinVN 0.91.6

In article <3k1s1e$fat@detroit.freenet.org>, ac381@detroit.freenet.org
(Michael Marson) says:
>
>
>I am looking for a program to send and receive MIDI System Exclusive
>messages (SysEx) for my 1040 ST. I found one program in the umich
archives,
>STMIDIEX.LZH, but I have been unable to get it perform correctly.
>
>The program reports that it has received SysEx messages when none have
been
>sent to it, or even when no MIDI cables are even connected to the ST!
>
>I use my ST extensively for MIDI, and have detected no problems with
other
>applications, so I don't believe this is a hardware problem.
>
>I would like to know if anyone else has downloaded this program and was
able
>to get it to work, or knows of any other programs, preferrably PD but I
may
>be willing to purchase, that can perform this function?
>
>BTW- the main device I am trying to dump info from is a Roland R-8. I
don't
>know if that could be a factor.
>
>
>Thanks in advance,
>Mike
>
>--
>
>Michael Marson ac381@detroit.freenet.org
>
>"The fun you've demanded is now mandatory" -Jello Biafra
Mike try XoR, it works very well, The problem with MIDEX is that you
need to run a completely "dry" system for it to work, No autos or accs.
It does work! The older versions are buggy though, V 1.63 is the last
one. Earlier versions did not let you get long messages like most modern
synths send.
Rich

4583. Re: Monitor & Jag (III)

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 07:15:46 UTC
From: Marco.Schmitz@mail.in-kiel.de
Message-ID: <Marco.Schmitz-2708561239420001@193.174.3.16>
Source record: 169219
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.st.tech

In article <3k60o6INN2m3@JAGUAR.ZOO.CS.YALE.EDU>,
haines-jeremy@cs.yale.edu (Jeremy Haines) wrote:

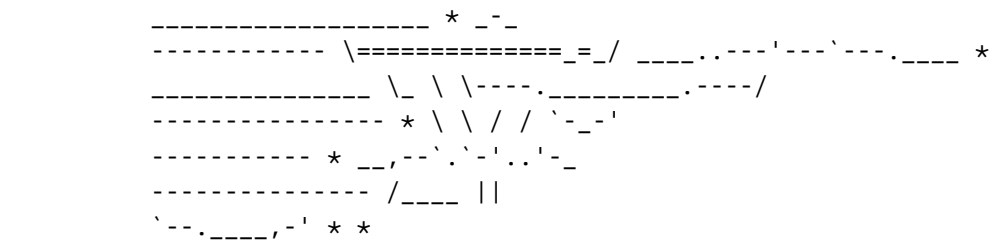
> Thanks for all of the responses to my last message...I now have a
> cable between the SC1224 and the Jaguar that MOSTLY works. I was hoping
> that I could get some advice about fixing these two problems:
>
> o The monitor needs Hsync and Vsync inputs, but the Jaguar only
> seems to have Hsync and composite sync outputs. With the
> Hsyncs attached to each other, and the Jaguar's Csync
> attached to the monitor's Vsync, I get a decent picture, but
> I have to stabilize the Vhold every time I turn the Jaguar
> off and on again. Any way to handle this?

>
> Also, the current picture is pretty dark, though I hear that the
> older SC1224's have dark pictures in general...any way to fix that?
>
> Thanks in advance...and please respond to me in email.
>

Hi
Please post it in this area too, because my SC1224 and Jag have the
same Vhold problems.

Thnx,
Marco

--
Toppoint e.V. Kiel
Marco Schmitz, 24143 Kiel Phone: +(49)431 736862
E-Mail: lemming@toppoint.de



4584. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 07:37:02 UTC
From: Spencer.Davies@mettav.exnet.com
Message-ID: <795407224.2@mettav.exnet>
Source record: 169170

Out of the ether, the following was mentioned by Gerry...:

GO> O.K , but if you need a MC68000 for your atari, you have to try
GO> distributers & stockists;watch the price jump up after a few years.
So start buying up old stocks now! Far better than gold.

GO> I have seen this happen to old Texas CPU's (TMS9909,anyone), used to
GO> cost around £12, now selling (when you can get them) for £79.
But if things started to get really desperate then surely things such as PAK
and others would take off. Also as people move from ST's to higher end Atari's
(ok, some hope I know!) this will free up old ST's.

GO> In reality, the MC68000 should be alright for a long time.
Yep, for various reasons some of which are mentioned above.

GO> While we are on the subject, why is there such a high price on
GO> Atari custom chips (DMA,Shifter,Glue,etc)? Some of these are
GO> advertised in the UK from £20 upwards. A fully populated Motherboard
GO> (STFM) can be got for around £49.
Economies of scale? If you want to repair your ultra upped ST what do you do?
Pay 20 Ukp for a part or 50 ukp for a new machine which will then have to have
any of your hacks and upgrades done to!

I wasted so much money on my STFM keeping it working just because it would have
cost more to get another one and have all of my upgrades re-done to it. I
finally saw sense when my host adapter went wrong again destroying the hard
disk and upgraded to a Falcon.

Spencer

spencer@boondock.mettav.exnet.com

* Origin: The Net is Yours,USE IT!Don't Abuse IT! (Turbonet 100:1011/0.2)

4585. Re: Any News from CEBIT show in Germany??

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 08:00:22 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Mar16.080022.11729@rhrk.uni-kl.de>
Source record: 169171

redhead@sys6626.bison.mb.ca (eva crouse) writes:

>I would sure like to hear what Atari had to offer to show and any other
>tidbits.

Atari wasn't there at all.

>Did they deliver on any new hardware that have been rumouring for quite
>some time??

That's how it is with rumours, they rarely are true. Next year the same
rumours will come up again I suppose.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

4586. Re: Bad News: TOS 5

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 08:03:05 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Mar16.080305.11961@rhrk.uni-kl.de>
Source record: 169172

Julian_Reschke@wi2.maus.de (Julian Reschke) writes:

>There is no TOS 5 (only a beta release called TOS 4.92). I don't think
>that Atari will supply anyone outside Sunnyvale with the sources
>needed to finish it. In addition, I doubt that C-Lab would be capable
>to do it.

Exactly. BTW, I doubt that C-Lab would be willing to do this even if Atari
approved it. Why should C-Lab be interested in a new TOS? I don't think
they want to earn money with writing operating systems.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

4587. Re: Why Mint?

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 09:18:14 UTC
From: bericd@bri.hp.com
Message-ID: <D5J0IE.56u@bri.hp.com>
Source record: 169173

The reason I use mint instead of Linux in my 68030 + 68882 Atari is
that Linux is not yet supported for the PAK/3 board!

Beric..

4588. Re: Towers II save game

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 09:56:03 UTC
From: Anthony Jacques <jacquesa@cs.man.ac.uk>
Message-ID: <3k91vj$1tm@m1.cs.man.ac.uk>
Source record: 169176

ralunsfo@uncc.edu (Russell A Lunsford) wrote:
>
> Has anyone with a 4-meg Falcon been able to save a Towers II game? Every
> time I try, it says 'Not enough memory'. I've run from a clean system,
> getting as much as 3.9 megs available before running. I've also checked
> hard drive space, and that is not a problem either (unless those save-games
> are *huge*!!).
>

Well.... I've sort-of saved a game..... I saved it (without any error messages)
but when I tried to load them they refused to load. HDX says that the
"clusters are bad", but its only happening on files saved by towers.

I also have 4-meg, and did not get the mem. problem (even when booting
with accs / MiNT !!)

Dunno....

Anthony

4589. Re: Want to buy SYQUEST REMOVABLE. How much is TOO MUCH?

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 10:25:18 UTC
From: jellis@relay.nswc.navy.mil
Message-ID: <9503161025.AA18294@jellismac.farside>
Source record: 169198
Cross-posted to: biz.comp.hardware,comp.sys.atari.st,comp.sys.mac

In article <3k5jv3$slk@terrazzo.lm.com>, raver909@telerama.lm.com (Joe
LeSesne) writes:
>
> Ok. I am looking to buy an external Syquest 270 Removable media drive
> for my newly purchased ASR-10 Sampler.
>
> What is the cheapest price for one of these and where from?
> Please email me and specify whether it includes cable, cartridge or
> both.
> I am shopping around and could use your help.
> Also does anyone have the address for APS technologies?
> Joe
>
Hope this is what you're looking for:

APS Technologies
6131 Deramus
Kansas City, MO 64120

1-800 235-3707

==========
John Ellis InHouse : jellis@relay
NSWC/DD K14 Outhouse: jellis@relay.nswc.navy.mil
Dahlgren, VA 22408 Voice : (703) 663 - 8219
FAX : (703) 663 - 7999

4590. Re: Any News from CEBIT show in Germany??

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 11:06:05 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3k962tavh1@mhade.production.compuserve.com>
Source record: 169180

>What Atari needs is a good kick up the arse...

Why would Atari buy exhibit space at a *computer show* when they
have no computers to show or sell...?

(I'm assuming the CeBit show is for computers only.. at least that's
all I've ever read about being there, not "consumer electronic goods"
in general.)

True, there have been lots of rumors about "new" Atari computers, but
unless there's truly something to them, there's no reason for Atari
to attend computer shows any more.

BobR

4591. Re: Atari Falcon030 for $ale

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 11:06:52 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950316120549.23930B-100000@bull.mimuw.edu.pl>
Source record: 169179

On Tue, 14 Mar 1995, Theron Eduardo Ross wrote:

>
> In a previous article, abstract@wam.umd.edu (Wakko Warner) says:
>
> >Thomas Main (em129@cleveland.Freenet.Edu) wrote:
> >
> >: FOR SALE: Atari Falcon030/4/84. EXCELLENT condition, includes
> >: [...]
> >: Will sell for $950 + $25 shipping.
> >
> >You can buy a brand new Falcon with these specs for less than that!
>
> Where? I always see this config new for $1299 around here. That's why I
> don't have a Falcon at this point it time...

ie. in Europe.

Simon.

4592. Re: Internet on LAN for F030?

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 11:21:52 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950316121719.25880B-100000@bull.mimuw.edu.pl>
Source record: 169184
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Wed, 15 Mar 1995, Christer Gustavsson wrote:
> In article <Pine.BUL.3.90.950314103359.17845A-100000@bull.mimuw.edu.pl> you write:
> >Does anyone have an idea if is it possible to connect F030 to Internet via
> >LAN port and how to do that? In my mind it is possible. I just have to
> >find system connected to Internet with the LAN port and with apriopriate
> >software (comm protocols for LAN). Then I have to look for the same
> >software for my F030 and I' at home (I meen in Internet :). Can anyone
> >tell me something about this problem?
> >
> With MiNT + MintNet you could have a really nice system :-), with all kinds
> of daemons (ftpd, telnetd, httpd, rlogind, ...). Someone whispered that there
> is a lan-port driver for MiNT somewhere, but I haven't seen it myself.
>
Thx a lot, but the software is the easy part (in my mind) and the problem
could be with the server hardware. Could it be a LAN adapter for
oridinary PC (are they expensive?), or may be I can connect my F030 to
any big system (DEC/SUN/HP/MC...) via Falcon LAN?

regards,

Simon.

4593. Re: Atari Falcon030 for $ale

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 11:27:12 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950316Z112712.092barheath@heathen.demon.co.uk>
Source record: 169181

In article <3k5iut$41i@golem.wcc.govt.nz>
wells_s@ix.wcc.govt.nz "steve wells" writes:

:] : Will sell for $950 + $25 shipping.
:]
:] You can buy a brand new Falcon with these specs for less than that!
:
: There's always _someone_ that has to say this.....
:
True, but they usually say it just AFTER you've paid a damned sight more!

--
+++++++ standard disclaimer applies +++++++ views are all mine ++++
* barheath@heathen.demon.co.uk - O O O O O O *
| ------------------- ----------------- ____ o |
* | Barry Heath | |the spare room | _______) |__^__H_ *
| |_________________| |_____________| |_____| |_________| |
_________o_o__________o_o____o_o_________o_o___o_o_o__()_()_()_o_________

4594. DA's Layout Users!!!!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 11:38:26 UTC
From: mtaylor@perth.DIALix.oz.au
Message-ID: <3k97vi$hc3$1@perth.DIALix.oz.au>
Source record: 169185

Come on people there surely must be someone out there that uses this program. Is the Internet Atari users only limited to technophiles or what? I really wonder how many Atari users are actually on the Net as most of the traffic seems to be from the same old people. I mean Roger Sheppard and Roger Sheppard flaming seem to make up 70% of the articles. Is there anyone else out there that uses the machine in a serious way. I'd like to see more interchange of information on the Net as it is, as I am sure most will agree, very difficult to get any. I personally find that many software and hardware vendors do not bother to reply to E-Mail or faxes for that matter. Its no wonder the market is shrinking rapidly. Lets banter around some names of good dealers and lets also advise of the BAD ones so that many of us can benefit from others often unfortunate dealings. I'd also be interested to see what machines Net users are using. Anyone got any ideas how we could do a Poll for this as it might surprise us all.

Well people it is up to you. Ignore the platform or do something constructive to help others and who knows you may also gain from this as well. Perhaps many Atari Net users cannot use the Mailers, FTP sites etc. and are daunted at having to ask other platform users who as many of us well know may snub the individual for using an Atari. Computers my friends are merely a tool. Some are maybe better than others as the software may work better in the given situation. Generally if the machine and the software can produce what you want then hey it still does the job. Expand what you have, as I have done, and often your productivity can be increased many fold. The DREAM COMPUTER is alwasy going to be around the corner. Do yourself a favour and realise that it doesn't matter how fast the processor is if the software doesn't work well or you use floppies or a slow hard drive then its not going to work all that well.

I'm a user of computers. I use them to create artwork for printing and I can honestly say that I am very happy with my TT. However I am not so happy with the software avaialble and the general lack lustre performance of the software suppliers. But as I said before if the machine produces what you want then hey stick with it.

Well I look forward to a flood of productive and perhaps stimulating response and hope that my message might stimulate some form of forum for further discussions.

Regards to all from OZ
Mark

--

Mark Taylor || INDELIBLE DESIGN - General Printing
Western Australia || InterNet: mtaylor@perth.dialix.oz.au

4595. Re: tos error #35?

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 11:51:28 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3k98o0avh2@mhade.production.compuserve.com>
Source record: 169182

TOS Error #35 means that a file that has been loaded can't be run.

It can result from corruption of a genuine program file, that is, from bad data loaded from a floppy or hard disk.

More likely though it's the result of trying to RUN a file that is NOT a "runnable" program.

The most common cause is trying to run a program that has been compressed with an archiving program like ARC, ZIP or LZH.

If a file is downloaded from a BBS or ftp'd it is most likely compressed, and needs to be uncompressed with the appropriate utility before it can be run. Simply renaming a file with say an .LZH filename extender to an extender of .PRG and trying to run it will result in TOS Error #35.

The best way to avoid this problem is to ALWAYS download files with exactly the same name they're listed with on a BBS or online service so that the filename extenders are preserved. This will indicate whether or not a file is "runnable", and if not, what compression utility needs to be run on the file before it can be used.

There are lists of the other TOS errors, mostly in techincal books like the Abacus ST series and the Atari technical documentation, but those errors are very unlikely to be seen. TOS Error #35 is the most common.

BobR

4596. Re: Towers II save game

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 12:05:35 UTC
From: gehm@student.uni-kl.de
Message-ID: <1995Mar16.130535@alma.student.uni-kl.de>
Source record: 169183

In article <3k6aii$pfn@news.uncc.edu>, ralunsfo@uncc.edu (Russell A Lunsford) writes:
|> Organization: University of NC at Charlotte
|> Lines: 14
|> Message-ID: <3k6aii$pfn@news.uncc.edu>
|> NNTP-Posting-Host: unccsun.uncc.edu
|>
|> Has anyone with a 4-meg Falcon been able to save a Towers II game? Every

Yes i have saved two times without any probs.

|> time I try, it says 'Not enough memory'. I've run from a clean system,
|> getting as much as 3.9 megs available before running. I've also checked
|> hard drive space, and that is not a problem either (unless those save-games
|> are *huge*!!).

Try to run it in monochrome mode to get all memory. I never had a prob
with Towers II.

CU

4597. MIDI piano tutor for ST

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 12:23:47 UTC
From: I.A.Drumm@acoutics.salford.ac.uk
Message-ID: <3k9akj$dgn@io.salford.ac.uk>
Source record: 169186
Cross-posted to: rec.music.makers.synth,comp.sys.atari.st,alt.music.midi

Does anyone know of a MIDI Based Piano Tutor for the ST.

preferably shareware/PD, that...
Displays musical notes on the screen as I play a midi keyboard,
Displays random musical notes hence testing me via my midi keyboard (in
real time).

4598. *** TOWERS PATCH V1.1 ***

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 13:08:36 UTC
From: gaghon@nevada.edu
Message-ID: <3k9d8k$kf3@news.nevada.edu>
Source record: 169188

**** TOWERS II PATCH NOTE ****

Just before the release of Towers II, We had a minor bug fix. While fixing this bug, we accidentally introduced a major one. After uploading to all the boards, we did another test run. We found that on the upper levels, the save file would corrupt. We also found from other sources that ICD boot up programs didn't like Towers II. We fixed all these problems with this patch program. If you are playing with Towers II V1.0, you MUST run the patch program. This will update it to V1.1. We have re-uploaded the corrected version of Tower II and have asked the system administrators to change out the versions.

We here at JV Enterprises sincerely apologize for any inconviences this may have caused and hope that you will continue to play and enjoy Towers II.

4599. Looking for dynamic ram disk

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 13:46:41 UTC
From: starkrl@aston.ac.uk
Message-ID: <D5JCxt.HE9@aston.ac.uk>
Source record: 169189

Does anybody know of a dynamic ram disk for the STFM. (You know, the sort that is only ever as big as the files in it) If so, please let me know.
Also I am after a virtual memory program for hard drives with ENGLISH docs! All the ones I have found have had German docs with them!! Even with a dodgy German > English converter program, I can't make head nor tail of the instructions!

Cheers,

ROB.

There are holes in the sky	Rob Stark, e-mail: starkrl@aston.ac.uk
Where the rain gets in,	
The holes are small	Electrical & Electronic Engineering
That's why rain is thin.	
	Aston University, Birmingham, UK.
Spike Milligan	

4600. Re: Toad Computers - f

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 14:03:00 UTC
From: gary.ratliff@starnetbbs.com
Message-ID: <9503161915595723@starnetbbs.com>
Source record: 169226

JG>I have been reading all the hoopla re: how great TOAD is... and have
JG>called them twice, written by snail mail once and just E-mailed them a
JG>couple of days ago.... ALL to just get a catalog!!! How L-O-N-G have I
JG>been trying to get this "PRECIOUS D*** CATALOG".....

JG>..... would you believe TWO (2)... that's right TWO!!!! years!!!!

JG>Needless to say... I am NOT impressed!

HMMMMM I got a catalog and the kids took it to the front yard and it was soaked. So the only thing I could read about it was the e-mail address so within a couple weeks they had me another catalog. And it seems I have managed to loose that and my BRE catalog too.

I promised to bring in my TOAD and let him know some potential repair coasts. But I brought the BRE instead, got an e-mail as I promised to get the address on the message before upload and didn't. So I would up both catalogs at the office.

Now two large shipments of goodies for my St computers arrived and I must have just thrown them in the boxes. So have been reading from eight different Abacus books and going thru the HABBA C compiler, Installing Timeworks Desktop and in general having so many new toys that I can't decide which to play with first.

If I really searched most likely would find them. The BRE catalog took four requests and THREE years to get. So that tops your two year and running wait for a TOAD.

Gary gary.ratliff@starnetbbs.com

cc toad@genie.geis.com

• OLX 2.1 TD • This tagline stolen by Off-Line Xpress!

4601. Re: Any News from CEBIT show in Germany??

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 14:11:48 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Mar16.141148.11964@rhrk.uni-kl.de>
Source record: 169234

lais@cs.man.ac.uk (S94) writes:

>WHAT ????? I heard that the organizers of CeBIT said Atari had booked space,
>bigger than before (when the ST was big) and many people here have been saying

Then you believed the wrong people.

>so too. I thought it would make sense, that they would release their 'bomb'
>at this show. Was it just more bullshit that sounds ideal but would never

Bomb? What bomb? The haven't any, it's as simple as that.

>happen because it's Atari ? Don't get me wrong, I'm a real Atari addict and
>it hurts to see them always just missing the mark or not putting their hearts
>behind all their great ideas.

I like to work with my Atari, too. But on the other hand it's time to
realize that there won't be any new machines (except a new jaguar maybe).
Get accustomed to the fact that Atari is out of computer business. (In fact
this has been the case for more than 18 months now, when MultiTOS
development was stopped.)

```
*****************************************************************************
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
*****************************************************************************
```

4602. Reading other CD-ROMs

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 14:16:00 UTC
From: gary.ratliff@starnetbbs.com
Message-ID: <9503161915595724@starnetbbs.com>
Source record: 169227

I recently tried to donate the Walnut Creek CP/M CD-ROM to the bbs at which I am a contributing member. And at first they said sure. But later said there was no way to use this as ther were just an enormous amount of file areas and most were in ARC format.

(This is directly on topic as one of Atari's best gifts was to pd the excellent CP/M emulator from Germany fo the ST line of computers).

So I took the CD to my brothers and saw him read it on the brand new CD reader he got for his Amiga 500, the browser will some times read and sometimes not read. while scanning wanted to try and capture some of the collection. This seemed to hang up the Amiga.

As the Toad Catalog lists many Walnut Creek titles, if I purchase the planned CD-drive woudlit be readable and downloadable on an ST (I have 520, 1040 and MEGA from which to choose). This was made for the PC, but we can routinely read pc formatted disks and using PC ditto run PC programs.

I have yet to get hd or cd as the Atari prices like the Amiga prices for hd's and cd readers seem way morexpensive. Hopefully some will have actual hands on experience with this type of hard ware.

Gary

• OLX 2.1 TD • Chicken heads are the chief food of captive alligators.

4603. Drivers for printer Epson Stylus 800

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 14:28:06 UTC
From: npetrlik@public.srce.hr
Message-ID: <3k9htm$5bl@nippur.irb.hr>
Source record: 169191

I'm using Papyrus Gold 3.07, and couple a days
ago, I've purchased a printer Espon Stylus 800+ .
With Papyrus, i've got drivers for Epson LQ
compatible printers. Yes, they work with my Stylus,
but print quality is not as expected.
I know that, cause I try (at my friend) with GDOS
printer drivers (there is driver STYLUS.SYS) -
and quality is good. This STYLUS.SYS don't work
with Papyrus (using Papyrus & SpeedoGdos) - papyrus
says something like 'internal error'..
and with other prg's (which support GDOS drivers) -
like Papillon, Xact.. - works !
So, i'm asking You, is there a driver for Stylus,
or maybe for Epson SQ870/1170 (heard this could be good, too) ?
(to be used with Papyrus, off course)

Please, respond via e-mail.

Thank You.

4604. Re: AV Protocol Docs in ENGLISH

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 14:40:40 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.198.0009ADC9@cfcsc.dnd.ca>
Source record: 169215

alib107@twain.oit.umass.edu (Dan Wilga) writes:
>I would very much like to get a hold of documentation for the AV Protocol.
>So far, I have yet to see anything that is completely in English, however.
>There was one archive alleging to be in English that turned out to be
>nothing more than the regular German files with one small TXT file in
>English tacked on.
>If anyone can point me to an ftp site, please respond to my GEnie
>address, below. Do not reply to this message directly, as I rarely read
>mail at this site.
>Dan Wilga
>Gribnif Software
>gribnif@genie.geis.com
Dan: I know you must be busy, and actually this question is open to any
developer, and is: Considering the size of the European(German) market have
you or are you considering translating NeoDesk, Geneva, etc into German?
Just as folks such as R.Sheppard seem to feel that programs he is interested
in should be in English, it is apparent that there are a good number of
German/French/etc programmers who feel that once they've written(read:
transferred their entrails into code) a program they don't want to translate
the whole damn thing.
I feel that if I want a program badly enough, I can figure out how to use it,
translate it, or get it translated. Alternatively, NA distributors of European
programs translate them to English, vice versa for NA programs sold in Europe
I hope. BUT I DO NOT expect a shareware author to spend that extra time
translating a program esp. if no one registers!
my $0.02 worht
-ken

4605. Scan Rates for TT?

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 15:08:40 UTC
From: troyc@bnr.ca
Message-ID: <3k9k9o$dvv@batph8.bnr.ca>
Source record: 169196

I forgot to ask in my last post what the TT scan rates are for the
various resolutions. Could someone please post/email them to me. This
way I can quickly tell if any of the monitors here will work with my TT.

If this is in a FAQ, then please point me to that.

Thanks
Troy Carpenter
Bell-Northern Research
Atlanta, Georgia
troyc@bnr.ca

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

4606. Re: DA's Layout Users!!!!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 15:10:44 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503161404.AA01549@ilmen.lanl.gov>
Source record: 169197

In a previous article, mtaylor@perth.DIALix.oz.au (Mark Taylor) wrote:

> I am very happy with my TT. However I am not so happy with the software
> avaialble and the general lack lustre performance of the software suppliers.

Criminy! You think that YOU'RE not happy. Try being one of those software 'suppliers' trying to make a living from Atari software and you'll quickly learn what _real_ unhappiness is. :)

Methinks you should direct your angst towards Sunnyvale, California. Not that it would do any good, mind you, but more properly aimed at least.

-Hutch- @ Fair Dinkum Tech

4607. Re: Towers II save game

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 15:23:41 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95075.102341STIRRE31@MAINE.MAINE.EDU>
Source record: 169199

I have had no problems so far saving games in Towers II. Perhaps
bad copies? I downloaded my copy from ftp.cnam.fr. Maybe I will
run into a problem later :-).
Oh, it is a wonderful game, btw!
-scott tirrell

4608. ST Xformer code

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 15:26:13 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95075.102613STIRRE31@MAINE.MAINE.EDU>
Source record: 169200

I know that I have asked before but if anyone can point out a ftp
site where the source to ST Xformer is available, I'd be appreciative.
Or, if someone knows of a PD source in the US that has it please let
me know. Someone in Germany has contacted me asking for the source.
He and a friend would like to get this emulator up and running on
the Falcon. This would be wonderful, IMO. So, if you have any leads
drop me or him a line. His e-mail address is: chrisker@cs.tu-berlin.de.
My address is: stirre31@maine.maine.edu.
Any help is appreciated and I will try to keep everyone up-to-date
on any progress on this program.
-scott tirrell

4609. Re: Want to buy SYQUEST REMOVABLE. How much is TOO MUCH?

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 17:03:48 UTC
From: sweaver@mcs.com
Message-ID: <sweaver-1603951103480001@sweaver.pr.mcs.net>
Source record: 169201
Cross-posted to: rec.music.makers.synth,rec.music.makers.marketplace,comp.sys.atari.st,comp.sys.mac,biz.comp.hardware

In article <3k5jv3$slk@terrazzo.lm.com>, raver909@telerama.lm.com (Joe LeSesne) wrote:

> Ok. I am looking to buy an external Syquest 270 Removable media drive for my
> newly purchased ASR-10 Sampler.
>
> What is the cheapest price for one of these and where from?
> Please email me and specify whether it includes cable, cartridge or both.
> I am shopping around and could use your help.
> Also does anyone have the address for APS technologies?
> Joe

Joe,

APS Technologies
6131 Deramus
P.O. Box 4987
Kansas City, MO 64120-0087

That is from the latest catalog I have from APS (Vol. 4, Issue 1, Winter '95)
They list the APS SQ3270 Model SR2000 for $499.95.

--
Scott Weaver
e-mail: sweaver@mcs.com

4610. Atari Ste Going in BOMB!

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 17:14:02 UTC
From: mascioli@cs.unibo.it
Message-ID: <D5JMJF.CBB@dm.unibo.it>
Source record: 169207

My friend, has a atari STE, when we start-up the monitor go immediatly black
the floppy no respond, why?

Anybody can tell me the problem?
May be depends by ROM, or the floppy-disk abort the boot?

Bye Tommy.

4611. Re: FAx software for USR s

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 17:18:36 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCQSABUUUP@galaxy.teuto.de>
Source record: 169214

In <1995Mar13.193930.7269@bradford.ac.uk> Steve Taylor wrote:

>US Robotics 14,400 Sportster modems support FAX classes 1, 2.0, and 3

Um, generally spaking: NOT.

I dunno the specifics about USRs, but perhaps it was a minor TYPO, only. It should've said 1, 2, 2.0.

The CLASSES describe the level of communication betweeen computer and modem. The GROUPS describe the comms between the modems/faxes. Commonly used are groups 3 (analogue) and 4 (ISDN). There is a nice article in the latest c't about faxcommands and stuff!

>Junior Office - Cutdown of Tele-Office
> The package in the PD will only drive FAX class 2 modems (ie not

Shareware.

And if the mentioned USR supports Class 2. TeleOffice, or JuniorOffice will just work fine.

> yours) BUT you can download from a German BBS a class 1 driver.

That's true. Can be found in several BBS's.

> IMHO: the best way is to ignore the docs, and just experiment -
> Especially if you don't read German!

;-))

--
/Hendr!K/

Hendrik Mylius |P| InterNet: neptune@galaxy.teuto.de
Phone/Facsimile |G| WWW: http://www.teuto.de/personen/hendrik
+49-5221-855545 |P| Maus: Hendrik Mylius @ PB2

4612. Cruise for Corpse-Help!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 17:24:58 UTC
From: nfb1tea@bolton.ac.uk
Message-ID: <3k9s9a$3od@yama.mcc.ac.uk>
Source record: 169206
Cross-posted to: comp.sys.ibm.pc.games.adventure,comp.sys.atari.st

I have reached the time 10.20am, I have questioned all of the available characters and I have tried everything I can possibly think of!
Has anyone got any hints to help me out of this? How do I feed the cat? Where do I find tools?

All help will be well appreciated. Thanks

4613. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 18:10:02 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCQQFFUVUP@dksoft.ping.dk>
Source record: 169208

In <3k675g$q9n@ionews.io.org> Eric March wrote:

>Kim, if there is a bug in the program, the chances are pretty good that the
>user is going to want to see it fixed -- so that they can use the program
>bug-free. If the author does not know that this bug exists, how is he to
>fix it? Not even beta testers can catch absolutely everything under
>everyth possible circumstance. Sometimes users will find bugs in released
>programs -- this is not exclusive to Shareware; commercial programs
>frequently experience bugs, too. In fact, I'd have to say that MoST
>programs do. What is wrong with asking users to report any anomalies they
>might find in a program? It is in their best interest, too, after all, to
>make for a better (and bug-free) program.
>

There is nothing wrong in users helping in the development Eric. And as you say, bugs are in both shareware and commecial products.
But try look at it this way:
A guy downloads a shareware program which has been crippled. He pays the fee because this program seems like a good one, and then he finds out it doesn't work the way it was suppose to, (a bug). And now you actualy say this guy should help solving that bug as well by reporting it, which in some cases could lead to exstra costs for him. I know the users most often just pay whatever it takes to make the program work, (i know i do. Lots of my software has cost me damn lot of money in bug reports), but still he pay the fee as well. I would twist this around and say, the author should be more pleased with bug reports, rather than worry about the registration.

But you guy's, (the programmers) don't appreciate anything, (in my opinion). You just collect whatever you can, and when you don't get enough, then you start blaming everybody. (this is said the hard way, and not always my opinion).

Think about it Eric, and start counting how many _beta_ programs you see at our little market. Normally a beta version is at a test mode, but how often don't we see authors asking fee's for a beta version, which in most cases also turns out to be crippled as well, (released as shareware. Pay the fee and become a betatester, if you like).

So now we have a shareware program, which is at beta stage and crippled. I could start mentioning a lot of programs with that definition, but i hope i don't have to, as i believe you are as well informed as me.

This has never been the idea with real shareware, and the change has been made by the programmers only.
If i should start count how much money i've used on bug reports, i could probably pay 100 times the same amount of software paid for commercial

releases. This is probably cause by me doing alot of help for people outside my country, but that doesn't justify the authors act.

You might think it's me beeing stupid using that kind of money on software, (sometimes i tend to agree with you 8-)), but i don't look at myself as beeing a single user doing stuff like this. Thats why your message (and others as well) hurts, as i feel you actually _expect_ us doing like this.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

4614. Re: Any News from CEBIT show in Germany??

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 18:17:10 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <3k9vb6$ln0@hpscit.sc.hp.com>
Source record: 169210

S94 (lais@cs.man.ac.uk) wrote:
: WHAT ????? I heard that the organizers of CeBIT said Atari had booked space,
: bigger than before (when the ST was big) and many people here have been saying
: so too.

Someone must have been temporarily out of his mind when he said that.
Atari is a small company these days, and they have nothing to show
but the Jaguar.

--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>--

4615. Re: Atari St MIDI SysEx program

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 18:18:02 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCQQFFUYUP@dksoft.ping.dk>
Source record: 169209
Cross-posted to: comp.sys.atari.st,alt.music.midi,comp.music,rec.music.makers.synth

In <3k1s1e$fat@detroit.freenet.org> Michael Marson wrote:

>BTW- the main device I am trying to dump info from is a Roland R-8. I don't
>know if that could be a factor.
>

Sorry i can't be of much help to your problem with the STMIDEX program, but
i have another program for you here at my board which is working just fine
together with any Midi devices, (i have an R-8 myself + other stuff).

The program is called DUMPPUMP.LZH

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

4616. Re: Any News from CEBIT show in Germany??

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 18:20:36 UTC
From: guenther@cabal.shnet.org
Message-ID: <FCQSAEVZUP@cabal.shnet.org>
Source record: 169221

In <3k962tavh1@mhade.production.compuserve.com> wrote:
>Why would Atari buy exhibit space at a *computer show* when they
>have no computers to show or sell...?
>
>(I'm assuming the CeBit show is for computers only.. at least that's
>all I've ever read about being there, not "consumer electronic goods"
>in general.)

Yp, the CeBIT is not for video games, though Atari always had their Lynx
there, if I remember correctly.

>True, there have been lots of rumors about "new" Atari computers, but
>unless there's truly something to them, there's no reason for Atari
>to attend computer shows any more.

BTW, these rumours made it into the "PC Welt" 4/95, a German computer
magazine.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

4617. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 18:34:10 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <D5Jq8z.IA0@exeter.ac.uk>
Source record: 169211

>I know thats the reason. It's just that in my opinion it removes the shareware
>definition. (How come i have a feeling i'm talking to programmers only 8)).

Because most people don't care about it, but programmers have to pick
a label for their product? :)

> I know Dan. Thats not what i'm talking about. You as well as many others
> have probably seen other shareware programs with more than just a disable
> save funktion.

Yes I have. Nine times out of ten I bin them. If I can't see what the
program does I am not going to pay for it. That is, I agree, an abuse of
the shareware label.

>You may be right here, but that doesn't cover for your change of the shareware
>definition. (according to my definition of shareware).

More of a stretching than a changing, I think. :)
And it seems to be a generally accepted stretching, so I guess the
definition of shareware is changing with time.

>>There is nothing stopping you for example using SuperSam simply as a sample
>>player - after all it is only teh save function that is disabled. But doing
>>so - using it without registering - is not true to the shareware
>>idea.
> But you have already made you're quarrentee that people will registre, if
> the want to use it for full. So why care if some people are using it, with
> the limti's, without paying ?

Not quite. The point is that people are still using the profits of my
time and effort without so much as a thank you.

>> There are no rules for shareware either - just a generally accepted idea.
>> And it seems that the general idea accepts crippled shareware as ok.
> Hmm!.. I know i don't count for the general use, but i do not agree 8)

All things change, in time. That is the spice of life. :) True shareware
is unrealistic these days, especially in a shrinking Atari market. How many
people are going to go to the trouble of sending money to another country
when they can use the full package without bothering?

--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT 1.12h2 * MiNT-OS 1.4.1 * MiNT-NET 0.70 * Minixfs 0.60pl11 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

4618. Re: FAx software for USR s

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 18:52:27 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <D5Jr3F.IzH@exeter.ac.uk>
Source record: 169212

> : I would buy COMA if it came with out the name lock...
> Coma is good, I agree, but all-in-all I prefer Junior Office or STraight FAX.

Has anyone tried BATFAX yet? I haven't got anyone to send test faxes to or
recieve them from so I can't really test it myself. :)

--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT 1.12h2 * MiNT-OS 1.4.1 * MiNT-NET 0.70 * Minixfs 0.60pl11 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

4619. Re: Want to buy SYQUEST REMOVABLE. How much is TOO MUCH?

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 18:54:39 UTC
From: eijkhout@jacobi.math.ucla.edu
Message-ID: <EIJKHOUT.95Mar16105439@jacobi.math.ucla.edu>
Source record: 169213
Cross-posted to: rec.music.makers.synth,rec.music.makers.marketplace,comp.sys.atari.st,comp.sys.mac,biz.comp.hardware

In article <sweaver-1603951103480001@sweaver.pr.mcs.net> sweaver@mcs.com (Scott Weaver) writes:

> APS Technologies
> 6131 Deramus
> P.O. Box 4987
> Kansas City, MO 64120-0087
>
> That is from the latest catalog I have from APS (Vol. 4, Issue 1, Winter '95)
> They list the APS SQ3270 Model SR2000 for $499.95.

I just got one of those yesterday. The price has come down 10 or 20 bucks from the 499.
APS customer support generally gets good marks. So I went with them.
I haven't seen prices much under $450, so I'm buying peace of mind.

--
Victor Eijkhout
405 Hilgard Ave ..... ``[...] making Linux the third
Department of Mathematics, UCLA ..... most widely used operating
Los Angeles CA 90024 ..... system on the Intel hardware,
phone: +1 310 825 2173 / 9036 ..... after MsDOS and Doom.''
home: +1 310 209 0068 ..... [Jeff Dege, quoted in a.h.b-o-u]
http://www.math.ucla.edu/~eijkhout/

4620. Re: NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 19:19:16 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D5JsC4.8q6@cix.compulink.co.uk>
Source record: 169216

>ST Review may have been a bit 'Falconised' but if you think about it

STR was not Falcon oriented! Only the screengrabs were, and that's simply because we wanted colour. There were very few Falcon only articles. Count pages and articles before making sweeping statements.

Ofir ogal@cix.compulink.co.uk

4621. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 19:24:00 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <D5JsK0.K7q@exeter.ac.uk>
Source record: 169217

In article <9503131757.AA00869@ilmen.lanl.gov> hutch@ilmen.lanl.gov (Hutch) writes:

> Any other _feasible_ ideas for registering shareware from other countries?

The easiest way is cash in the post. Its also the riskiest but if it gets through there is no problem.

The second easiest way is to go in to your bank and ask them to make out a draft for you in the destination currency. I have received several registrations this way and can pay them in with no trouble and recieve the full amount. (probably costs a fee)

The third easiest way (assuming inter-europe transfers) is a EuroCheque since these can be paid in with no fee just like a normal cheque. Unfortunately Eurocheque accounts are expensive.

The fourth way :) is IMO - they cost a fee, but the recipient gets all the money.

Fifth and worst is to send a personal cheque in your own currency. This is a horrible choice because it can take months to clear and the bank charge a horrendous fee for cashing it (5 uk pounds here).

These are the ways I have received registrations anyway. If I get any more using the 5th way, I will probably return the cheque uncashed because 5 pounds out of 15 is a big chunk to lose to the bank.

--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT 1.12h2 * MiNT-OS 1.4.1 * MiNT-NET 0.70 * Minixfs 0.60pl11 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

4622. English Docs for Ultimate Arena

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 19:40:28 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <D5JtBG.L0G@freenet.carleton.ca>
Source record: 169218

```
The Ultimate Arena (translated documentation)

Note: this is an unofficial, unauthorized translation,
provided only as a service to the non-french speaking
Atari community. If the authors of the ultimate Arena
would like to make arrangements with me to translate
documents or program messages, I would be happy to oblige
them. I can be reached through the Internet at:
ai066@freenet.carleton.ca, in English or French. (The
quality of my written French is not up to the quality of
my English translation!) And now, on to the docs!

Mark Montreuil
==============================================

(c) STeam 94

The Ultimate Arena

Congratulations! You are now the proud owner of one of
the best Atari shareware games, and, certainly, the best
Atari shareware fighting game!

Index:

1. ARENA on the 1040 Ste

2. Registered version of ARENA

3. STeam and you

1. THE ULTIMATE ARENA runs on any Atari STe with 1 or
more megs of ram. To play, simply insert the disk in the
drive and power on your computer. If the screen of your
monitor starts to scroll quickly, power down, boot with
no disk in the drive (or with a disk that will let you
boot clean), insert THE ULTIMATE ARENA disk, open the
auto folder, and delete the program CHANGEHZ.PRG. You
should now be able to power down your computer and reboot
THE ULTIMATE ARENA successfully.

This cut down demo version will only let you play one
round versus a computerized opponent.

A full registered version is available with the payment
of a nominal shareware fee to the author.

2. Registered Version
```

Yes! The game that you are playing is only a playable
demo that is limited. The Registered version includes:

* progressive degrees of difficulty

* your choice of seven fighters

* a two player mode to play versus your friends

* five beautiful different interactive backgrounds

* unedited special "power moves"

* many configureable game options

* full documentation

3. STeam and you

To order the registered version:
Send the following:

====== clip here ==================================

ORDER FORM

Ref. Title Price
ST001GF The Ultimate Arena 99 French Francs

LAST NAME:
FIRST NAME:
ADDRESS:
POSTAL/ZIP CODE:
CITY:
STATE/PROV:
COUNTRY:
===========clip here ================================

Shipping and handling is included for France. (All
others, please add ? French Francs, not mentioned in doc.
25 French Francs should cover it, though the authors will
have to comment on this! MM). Payment should be made by
bank draft or money order (In French Francs MM)
payable/sent to:

T.R. BUZ - STeam
service commandes
B.P. 100
F-68220 HEGENHEIM
France

Attention Falcon Owners!
A special falcon version is available. Please specify in
your order, giving the Reference number FA001GF, adding
20 French Francs for postage. (This might be the
additional charge for foreign orders. It's not specified

in the short doc. MM)

Are you an ATARI ST/Falcon developer? Are you having problems finishing your game or getting it published? Do you have a super game idea? Do you want to find out more about STeam? Write us to find out how we can help you! contact minitel 3615 STMAG in BAL STEAM.

T.R. BUZ (original author)

Well, there it is, in all its glory. Hope you enjoy the game, and, if you do, please register! We've got to keep quality shareware going for the Atari line! To the Authors, what is your Internet address?

TTYL,

Mark Montreuil
March 16, 1995
Ottawa, Canada

--

Mark Montreuil (613) 990-4833 (voice)
IH Advisory Council Internet Relations
Internet: montreuil.mark@istc.ca or ai066@freenet.carleton.ca

4623. Re: Ethernet Riebel Card

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 22:47:32 UTC
From: egbert@euronet.nl
Message-ID: <egbert.1.0016CB77@euronet.nl>
Source record: 169220
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <3k184u$2l1@ccpnws.in2p3.fr> acounis@lpnhp3.in2p3.fr (Stephane Acounis) writes:
>From: acounis@lpnhp3.in2p3.fr (Stephane Acounis)
>Subject: Ethernet Riebel Card
>Date: 13 Mar 1995 10:52:14 GMT

>I am deseperatly looking for informations on the Ethernet RiebelCard.
>This card was made in Germany (I think) and can be plugged into a MegaST
>computer (a different version exists for the VME but I only have a MegaST)

>What I am looking for : the names of the chips used (Ethernet controller,
>Ram used, etc...), the different addresses of the card, the way the Ethernet
>number is stored, is there a private memory (is so, how much) or is there a
>DMA access made.

>If anyone can help me, he will be welcomed.

>Thank you.

Hi, I have some info on the riebel card at my work. I'll dig it up tomorrow.
You should contact TU-Wien, their tuw122 package uses this card and / or a
DE600 with a little piece of hardware on the ROM port. As far as I recall
there is a standard AMD LANCE chip on th card and 64K dual ported RAM.
I cannot post to Usenet from my work. I'll Email you. Please remind me if you
have not heard from me in a week, Stephane.

Egbert Jan
egbert@euronet.nl (privat)
busscheh@ksepl.nl (work)

4624. Re^2: *** TOWERS II AVAILABLE ***

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 22:49:00 UTC
From: christian.andersson@tnogobl.ct.se
Message-ID: <ftn_2.203.611.5_2f68c08d_Christian.Andersson@tnogobl.ct.se>
Source record: 169109

```
> Cool , the long awaited RPG game will be out,
> but please can someone upload it to any ftp
> (ftp.uni-kl.de, ftp.cnam.fr, atari.archive.umich.edu) ???

:) You really don't know what you are talking about! :)
Towers II is already up on all of those places you mentioned!

/Chris./ (*Falcon /030/* _4/580_ /32Mhz/)

( UUCP Dialup connection )
```

4625. please help w/jr. office fax

Newsgroup: comp.sys.atari.st
Date: 1995-03-16 22:53:48 UTC
From: control@u.washington.edu
Message-ID: <3kafhs$733@nntp1.u.washington.edu>
Source record: 169222

something tells me this won't be posted in time to do me any good, but here goes: it's the 16th and i need to fax something on the 17th. i downloaded jr. office, but it's not quite as obvious as i thought it might be. not understanding german does not help. could anyone give me a quick step by step on how to fax a document? i got my text in, but can't seem to get the phone going. where do i click? what do i do? HELP

M.C.

4626. Re: User Group Meeting Notice

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 00:10:48 UTC
From: ziggy29@rahul.net
Message-ID: <3kak28$5r9@hustle.rahul.net>
Source record: 169223
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

L676791@LMSC5.IS.LMSC.LOCKHEED.COM wrote:
:
: "SCAT"????!!!! Nice name for a user's group!! According to Webster's
: New Collegiate Dictionary, the number 3 definition of "scat" is:
: "an animal fecal dropping." Could this be referring to the Atari Falcon
: and Jaguar lines?
: ---Mark van Wyk

Heh. This reminds me of the light rail line that goes through San Jose, and when (circa 1987) they were looking for a name. They originally chose "Santa Clara County Automated Transit" or something like that--which they (trying to sound geeky and hi-tech; this *is* Silicon Valley) billed as "SC^2AT." Of course, the "2" was a superscript, so it really looked more like "SCAT." The name lasted maybe a week amidst a lot of ridicule by the public and the local press. :)

--
* Tim Irvin is ziggy29@rahul.net * WWW: http://www.rahul.net/ziggy29
****
* Programmer/Analyst/Dino Jockey/ * GCS: !h s:+ !g au+ w+ C++$ v++ w+ U N++
* Husband/Net Geek/ASGX '65 Cabal * W po+ t+@ Y+ j++ B-- e+++ u** r+++ y+++

4627. Re: Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 01:03:00 UTC
From: lamarth@delphi.com
Message-ID: <ZG8beZM.lamarth@delphi.com>
Source record: 169224

BLAIR DEAN <bdean@hpb.hwc.ca> writes:

>: Well there are ST FORMAT from Future Publishing, The new ATARI WORLD and ST Application from FaST Club. They are all three in English.
>
>Don't forget ST Informer & Current Notes in the U.S.

Oh, good- I'd be more interested in a US publication. I've got the address already from someone else for Current Notes- would you (or anyone else) happen to have a mailing address and/or phone number to ST Informer?

David (lamarth@delphi.com)

4628. Re: WTB: SC1224 Monitor

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 01:34:51 UTC
From: etat@delphi.com
Message-ID: <ZK4a23L.etat@delphi.com>
Source record: 169225

I have one for $75 plus shipping if interested.

4629. Where can I find a GIF to 1040 STE conversion program

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 02:22:51 UTC
From: cherridge@delphi.com
Message-ID: <Zq+6O1L.cherridge@delphi.com>
Source record: 169228

I am looking for some utility that I can download that will help me convert GIF and possibly binary picture files to the 1040 STE format.

Could some computer expert point me in the right direction?

Thanks in advance.

Cherridge@delphi.com

4630. Re: ST Xformer code

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 03:42:52 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3kb0fs$h47$3@mhadg.production.compuserve.com>
Source record: 169229

Re: where to get the source code for the ST Xformer.

I'm almost certain the source code for the ST Xformer is available on
atari.archive.umich.edu in their Emulators directory.

BobR

4631. Re: Where can I find a GIF to 1040 STE conversion program

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 03:51:35 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3kb107$h47$4@mhadg.production.compuserve.com>
Source record: 169230

>I am looking for some utility that I can download that will help me convert
>GIF and possibly binary picture files to the 1040 STE format.

Actually there is no "1040 STE format"... there ARE a few older Atari graphics file formats that are seldom used these days, including the Degas art program's PI1, PI2, and PI3, the old NeoChrome's .NEO format and Spectrum 512's various formats like .SPC and .SPU...

It sounds like what you're looking for is a way to view GIF files on an STe..?

If that's the case, probably the best Atari viewer program is the ShareWare "GEMview", which should be available from any Atari ftp archive site like atari.archive.umich.edu or any of its mirrors.

GEMview will also convert between file formats if that's truly what you need.

BobR

4632. Calamus?

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 04:40:21 UTC
From: ross@earth.usa.net
Message-ID: <3kb3rl$acl@earth.usa.net>
Source record: 169231

> Does anyone know where I can purchase a copy of CALAMUS, CALAMUS FONT EDITOR,
> and, OUTLINE ART.
I have the FONT EDITOR and OUTLINE ART for sale but I already sold CALAMUS.
I upgraded to SL myself so I dont need them anymore.
I live in the US (Colorado) and would probably take $45 for both including
shipping.
E-Mail me if interested.

Oh, and they have manuals AND boxes ;-)

---
* Kivi (unregistered) 1.21 *
/|\ -- /////\\\\\ -- /|\ ////////////////////////
-< = >- Frederick R. M.-< = >-/// Guitarist, Vocalist ///
\|/ -- \\\\\///// -- \|/ /// MIDI and Photgraphy ///
~~~~~~~~~~~~~~~~~~~~~~~~~

--
~~~~~~~~~~~~~~~~~~~~~~~~~

4633. Trouble getting power to ICD Link

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 05:04:57 UTC
From: SPERNA1@ua1vm.ua.edu
Message-ID: <1736314499.SPERNA1@ua1vm.ua.edu>
Source record: 169232

I have an ICD Link but I don't think any of my drives provide termination
power. I have a Quantum Q280, an old Syquest 555 (44meg) and a Tandberg
3660 Tape Streamer. If anyone knows the jumper settings for these drives
to enable them to provide term. power, or knows a safe hack to pull
5 volts from a power supply please help!

Any assistance is greatly appreciated!

Sam Perna, III
sperna1@ua1vm.ua.edu

4634. ST for sale

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 07:18:38 UTC
From: bryonm@omnifest.uwm.edu
Message-ID: <3kbd4e$9hd@omnifest.uwm.edu>
Source record: 169233

Atari st for sale:

520St system w. 512k ram. and external power supply, mouse, and a cuple
PD game.
SF354 double sided disk drive w/drive cable, and power supply also included

Asking $100.00 + COD or BEST OFFER!!!!!

Please e-mail all responces

Bryon Morisette

4635. Re: Not a word about MacMagic

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 08:14:53 UTC
From: and@sun1.mim.uni-hannover.de
Message-ID: <1995Mar17.081453.13568@newsserver.rrzn.uni-hannover.de>
Source record: 169115

In article a63775@bm.maus.de, Uwe_Martin@bm.maus.de (Uwe Martin) writes:
>-A53917@AC3
(...)
agicMac demo, and I want it.
>
>What Mac is he running it on?! MagiCMac isn't the fastest thing, believe me!

no, I do not.

ANDREAS KROMKE

4636. Re: Any News from CEBIT show in Germany??

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 09:26:47 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3kbkkn$lqq@percy.cs.bham.ac.uk>
Source record: 169235

redhead@sys6626.bison.mb.ca (eva crouse) writes:
>Anyone having access to the CEBIT show in Germany??
>I would sure like to hear what Atari had to offer to show and any other
>tidbits.
>Did they deliver on any new hardware that have been rumouring for quite
>some time??

All I know is that 2B released a new version of NVDI - 3.03, and
released MagiC!3 for ST/TT machines.

I don't think Atari were there, if they did they would only have showed
the Jaguar.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

4637. WANTED: Dealers for SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 09:50:49 UTC
From: bensmith@teleport.com
Message-ID: <3kbm1p$ekr@kelly.teleport.com>
Source record: 169236
Cross-posted to: alt.forsale,alt.satellite.tv.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.hp.misc,comp.sys.ibm.pc.hardware.misc,comp.sys.mac.wanted,comp.sys.misc,comp.sys.tandy,comp.sys.ti

The Next scheduled SwapMeet will occur on Monday, April 3rd at 7 PM.

WANTED: Dealers to sell at Upcoming Swap Meets. Dealerships sought
fall into such Categories as Computer Dealers, all kinds. All kinds of
Computer HardWare, SoftWare, Peripherals & Accessories for ALL Computer Makes
and Types.

Also Sought are Dealers in Video Gaming Equipment, such as Video Game
Consoles, Cartidges, Video Game CD Players and Video Game CDs. ALL Video Game
Makes and Types. ALL Video Game Consoles, Cartridges, CDs, Peripherals &
Accessories.

Also Wanted are Dealers in ALL Types of Electronics.

WANTED are Dealers in Ham Radio, CB Radio, Music CDs and other
Recorded Music. Stereo Equipment also Wanted.

Also Wanted are VCR's, Video Tapes (NO PIRATED MEDIA OF ANY KIND,
PLEASE!!), TVs and Satelite Gear.

This is an ALL Computers, Game Machine and Electronics Swap Meet!!

Small Businesses, and all Dealers Welcome and Wanted!!

NO PIRATED ITEMS PLEASE!! NO PIRATED ITEMS PLEASE!! NO PIRATED ITEMS PLEASE!!

NO ADMISSION CHARGE!!! PLENTY OF FREE PARKING!!! NO ADMISSION CHARGE!!!

TABLES $10! CALL FOR RESERVATIONS! REMAINING TABLES, FIRST COME, FIRST SERVE!

Swap Meet Location in Portland, Oregon. USA. At 1819 N.W. Everett St.
at the NorthWest Service Center On the First Monday of each Month.

To find out about more about the Swap Meet or Table Rentals.
Reply in E-Mail to bensmith@teleport.com.
Or Call Ben Anytime at (503)256-9974 (VOICE/VOICE MESSAGING).

Please Direct all replies to bensmith@teleport.com in E-Mail or Call
Ben Anytime at (503)256-9974.

The Next scheduled SwapMeet will occur on Monday, April 3rd at 7 PM.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

4638. ALL Computers & Electronics SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 10:01:53 UTC
From: bensmith@teleport.com
Message-ID: <3kbmmh$hi5@kelly.teleport.com>
Source record: 169238
Cross-posted to: alt.forsale,alt.satellite.tv.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.hp.misc,comp.sys.ibm.pc.hardware.misc,comp.sys.mac.wanted,comp.sys.misc,comp.sys.tandy,comp.sys.ti

The Next SwapMeet will occur on Monday, April 3rd at 7 PM.

ACE of America, an All Computers and Electronics User Group, with a special emphasis on Atari. At ACE Swap Meets you might find Atari, Apple, Macintosh, Commodore, Amiga, IBM & Clones, Nintendo, SNES, Sega Genesis, Jaguar, Game Boy, Game Gear and Lynx. You could also find the following items to go with your system, such as Printers, MoDeMs, Monitors, Hard Drives, Disk Drives, Power Supplies, MIDI Devices, Mice, Joysticks, CD Roms, Cables, supplies and Accessories.

ALL COMPUTERS, GAME MACHINES AND ELECTRONICS ARE WELCOME!!

ACE Is currently holding Monthly Swap Meets with an occasional Raffle. Monthly Swap Meets are Held on the First Monday of each Month from 7 PM. Swap Meets are Held at 1819 NW Everett at the NW Service Center 3 Blocks North of the corner of 18th and W Burnside in Portland, Oregon. USA! Table space is $10. Tables provided as long as they last. Show up early to get a good table, like 6:30 PM.

FREE ADMISSIONFREE ADMISSION**FREE ADMISSION**FREE ADMISSION**

PLENTY OF FREE PARKINGEVERYONE WELCOME**PLENTY OF FREE PARKING**

FOR ANY INFO INCLUDING RESERVING TABLES: CALL BEN AT (503)256-9974!!
THESE SWAP MEET SPONSORED BY ACE OF AMERICA!!

This Message is distributed throughout the Pacific NorthWest, everyone reading and their Brother is welcome to come and Attend!!

Please Direct all Replies to bensmith@teleport.com in E-Mail or call Ben anytime at (503)256-9974.

The Next SwapMeet will occur on Monday, April 3rd at 7 PM.

As Mr. T. would say, "Be their, Fool!".
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

4639. Need info on samplers

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 10:03:14 UTC
From: Lars Eriksson <lan@tip.net>
Message-ID: <3kbmp2$pnv@nic.tip.net>
Source record: 169239

Friends,

I've been lurking on this newsgroup for a couple of weeks just to see if there is any info floating around conserning sampler SW/(HW) for the Atari, but haven't seen any. So I've decided to put this to the group.

Me and a couple of friend are using Replay Profesional to sample a lot of records putting toghether new hip-hop (-ish) songs, just as a hobby-project.
We are beginning to experience some limitations in the program, especially conserning sound quality and not beeing able to do time-streching. So my questions to you all are.

1) Are there any updates for Replay Professional?
2) Does anyone has experience with Replay 16 vs Pro?
3) Where can I get Replay 16? At what price?
4) Are there any "add-ons" for Replay 16? Such as timestreching.
5) Can you recomend any other low-budget samplers for Atari? If yes; what does it do, where can I get it, what's the price.
6) Where can I download samples from the Net in the .AVR or .SPL format? Or any other format for that matter.

TIA
Lars Eriksson
Stockolm - Sweden

E-mail: lan@tip.net

4640. TrueType for NVDI 3.01

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 10:18:46 UTC
From: PHIL2034@delphi.com
Message-ID: <3kbnm6$p8n@news1.delphi.com>
Source record: 169240

RE: Using TTF fonts

have you tried making subdirectories for each font you want to use? I was able to get quite a few working by doing that in the NVDI "fonts" subdirectory.
Rainbow V 1.10 for Delphi - Registered

4641. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 10:23:17 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0rpZBo-000CBkC@black.csi.cam.ac.uk>
Source record: 169241

In article <9503131757.AA00869@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) wrote:

> Any other _feasible_ ideas for registering shareware from other countries?

Within Europe, Eurocheques are easy - you just use a special chequebook to write a cheque in whatever currency you need. They're not too expensive if you already have a eurocheque book although many banks charge an annual fee for the service.

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Speed kills. Use microsoft Windows **

4642. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 10:31:06 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0rpZJN-000CBkC@black.csi.cam.ac.uk>
Source record: 169242

In article <FCLDAHXTUP@dksoft.ping.dk>, kim@dksoft.ping.dk (Kim Andersen) wrote:

> When i accepted on the save disable, it's simply because i trust the
> programmers are capable of doing such a work, without any major problems.
> But then again, it could become a problem, (such as in converting utilities).

Save disable is one thing I do object to; there's no way I can evaluate
how useful a program is when there's no way I can use it in real life. I
don't mind lots of extra features being missing but I think a shareware
program should be usable.

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Speed kills. Use microsoft Windows **

4643. Re: Help with STE memory

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 10:37:11 UTC
From: doucet@ripolin.laas.fr
Message-ID: <3kboon$kv3@news.cict.fr>
Source record: 169237

```
|
| Hello all,
|
| I really need some help here with my STE.
| It seems I have a STE with 2 sipps and 2 simms for memory and I want to
| upgrade the memory,to explan better the diagram shows how it looks.
|
| -------------------------------
| | sipp |
| 1 | _ _________________________ _ | this one is solded to the board
| | simm |
| 2 | _ _________________________ _ | this one you can take out
| | sipp |
| 3 | _ _________________________ _ | same as 1
| | simm |
| 4 | _ _________________________ _ | same as 2
| |_______________________________|
|
|
| I like to know if I place 1 meg simms into slot 2 and 4 will I have 2.5
| megs or do I have to hard wire somthing else.
|
| If any one can help please as I would like more than 1 meg of ram.
|
| E-mail me at firefox@byron.apana.org.au.
|
| Thanks,Mike
|
```

Hi Mike,

I once had the same problem: I wanted to expand my STE's memory from 0.5MB to 1MB. The guys in the shop where I brought the comp installed two 1MB chips instead of two 256KB. I only realized what they've done some days later when FastCopy III told me I had 4MB of free RAM !!! This explained why some programs crashed, who never done so before.

After a help call on comp.sys.atari.st, I got the answer: it's called

simmfix.prg (by Matthew Lodge)

You can find it on numerous ftp sites. You just put simmfix.prg in the Auto folder and boot your comp. Unfortunately, it doesn't work everytime: you sometimes have to boot 2 or 3 times before simmfix does its job. So, it's handy to also get some sysinfo program that'll tell you what amount of RAM you've got: re-boot until it's set at 25xx Kbytes.

For self auto booting programs (games for example), you just boot with simmfix, assure yourself you really have 2.5MB; then, to start the game, just do a soft reset: Ctl-Alt-Del.

I never had any problem. And it's so comfortable to have 2.5MB ;-)
(Especially when you've got no hard drive...)

Well, I hope this will help you. Don't hesitate to ask for further details if you need.

Good luck.

__ _____ _____
__| | ___| \ doucet@laas.fr (Jean-Etienne Doucet)
| | | ___| | |
_____|_____|_____/ LAAS-CNRS / Toulouse / France

"Si tu vas dans l'espace, tu peux avancer, avancer tout le temps,
c'est infini. Et pareil pour le retour." (Anonyme, XXme sicle)

4644. Re: WWW-Browser for ATARI (esp. Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 10:54:19 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0rpZfp-000CC3C@black.csi.cam.ac.uk>
Source record: 169243

In article <avg.795211679@news.cwi.nl>, avg@cwi.nl (Annius Groenink) wrote:

> >I don't get it. What's wrong with the socket interface of MiNTNet, other
>
> Well, the socket interface is fine, but the user interface is
> absent. I mean, what does a naive user (such as myself) do then
> 'ifconfig' gives me
>
> TCIOSPORHDCTRL(tcflagsdkjhf): permission denied.
>
> for an answer when I try and supply it with as much information
> as I can think of? Nice and supportive software. Chapeau.

OK, we need a nice GEM based replacement for ifconfig et al (although once it is set up you shouldn't need these anyway). But there is nothing wrong with Mintnet itself, and there is no alternative currently available.

One reason it's hard to set up is that it is very flexible. There are lots of programs for the PC to handle dialup SLIP connections but none of these handle ethernet and most don't handle a permanant SLIP connection. Netware comes with a TCP/IP driver for ethernet, but this doesn't handle SLIP. So how would you set up your PC to handle both? By having one driver handling the socket library and add on interfaces for different types of hardware, MiNTnet is both harder to set up and far more flexible. (OS/2's TCP/IP and the networking stuff for any Unix system is identical to what MiNTnet has, although possibly with install programs to do some of the work for you.

> >It's a very widespread, well documented, standard interface.
>
> Oh. Maybe I'm wrong, but when I got the MiNTnet binaries (or were
> they sources? :-), there was not even a 'hacker's guide'.

There were man pages for all the utilities and for the socket functions. There are also lots of books available about both as they are ports of the standard unix tcp/ip tools.

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Speed kills. Use microsoft Windows **

4645. Re: Any News from CEBIT show in Germany??

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 11:08:53 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <3kbqk5E4eg@uni-erlangen.de>
Source record: 169106

sturm@ost1.ping.de (Oliver Sturm) writes:

>>WHAT ????? I heard that the organizers of CeBIT said Atari had booked space,
>>bigger than before (when the ST was big) and many people here have been saying
>>so too. I thought it would make sense, that they would release their 'bomb'
>>at this show. Was it just more bullshit that sounds ideal but would never
>>happen because it's Atari ? Don't get me wrong, I'm a real Atari addict and

Atari wasn't there, just like last year. Atari has nothing to do with
computers anymore. They hardly know the word 'ST' or 'Falcon'. There also
won't be any new computers anymore (the next years). Forget it. Just
don't believe any other silly rumors!

As a developer I would surely know otherwise...
--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

4646. Suche Mint-User im Raum Bremen

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 14:24:52 UTC
From: lkalesch@awi-bremerhaven.de
Message-ID: <3kc63k$ppu@alster.dkrz.de>
Source record: 169247

Hallo Mint-User!
Ich haette gerne Kontakt zu anderen Mint-Benutzern zwecks Erfahrungsaustausch.
Wer kann mir Tips zur optimalen Installation geben ?
Wo gibt es die neuesten Versionen ?

Email an kaleschke@awi-bremerhaven.de

4647. Re: WWW-Browser for ATARI (esp. Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 14:27:50 UTC
From: avg@cwi.nl
Message-ID: <avg.795450470@news.cwi.nl>
Source record: 169244

mnb20@cam.ac.uk (Mark Baker) writes:

>In article <avg.795211679@news.cwi.nl>, avg@cwi.nl (Annius Groenink) wrote:

[some people get off on]

>>
>> TCIOSPORHDCTRL(tcflagsdkjhf): permission denied.
>>

>OK, we need a nice GEM based replacement for ifconfig et al (although once
>it is set up you shouldn't need these anyway). But there is nothing wrong
>with Mintnet itself, and there is no alternative currently available.

That's true. MiNTnet seems to be doing fine on my machine. Too
bad I haven't been able to set up any program that makes use of it...

>One reason it's hard to set up is that it is very flexible. There are lots
>of programs for the PC to handle dialup SLIP connections but none of these
>handle ethernet and most don't handle a permanant SLIP connection. Netware
>comes with a TCP/IP driver for ethernet, but this doesn't handle SLIP. So
>how would you set up your PC to handle both? By having one driver handling
>the socket library and add on interfaces for different types of hardware,
>MiNTnet is both harder to set up and far more flexible. (OS/2's TCP/IP and
>the networking stuff for any Unix system is identical to what MiNTnet has,
>although possibly with install programs to do some of the work for you.

What would already help, is a freshly designed info file format,
which is NOT inspired on the UNIX way of doing things. So no /etc
directories, just one file C:\NETWORK.INF.

The utilities should be made to work without requiring a Minix file system
and similar quasi-unix shit such as root permission. I still have the
strong opinion that MiNT's being multi-user is the most stupid mistake
that could have been made.

>There were man pages for all the utilities and for the socket functions.
>There are also lots of books available about both as they are ports of the
>standard unix tcp/ip tools.

OK... but the unix tcp/ip tools give you slightly more info than the
'permission denied' quoted above.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

4648. New Files at HENSA (17 march 1995)

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 15:53:56 UTC
From: vctec@westminster.ac.uk
Message-ID: <D5LDHw.3uE@westminster.ac.uk>
Source record: 169245

```
ATARI NEWS OF THE DAY Updated 17/03/95 @ 1545

Newsletters
-----------
Latest releases:-

atari-tos Volume 08 Issue 005 13/03/95

Back copies can be found in the directory "tos/news","mint/news","falcon/news"
Please refer to the file "00readme" in the directory for details of how to
subscribe.

Digests
-------
tos/o/o116 Silicon Times Report (STR) International Online Magazine
Latest updates on.... 13/03/95

New software for the Atari TOS section
--------------------------------------
New packages are as follows; type "cd ~/micros/atari/tos/<x>/<code>" to get to
where they are held. <code> is as below and <x> is the first letter of <code>.
EG. For package "m100" you'd "cd ~/micros/atari/tos/m/m100".

Pfx Date Key Details
--- ---- --- -------
p199 17/03/95 ---- CALEPIN 1.3 DEMO Address book, scheduler, clock, more (F)
p046 17/03/95 S--- ZORG 1.92b Ze Organiser Disk/file monitor, reorg. (F/E)
q001 17/03/95 ---- CHIPS 1.75 Info on chips, etc in Ataris, add-ons (G)
q002 17/03/95 ---- CHARMAP 5 Creates a character map for Speedo (E/G)
q003 17/03/95 ---- ONLINE ATARI CUBASE HELP DESK ACCESSORY (E)
o001 14/03/95 ---- ST-GUIDE English Release 4, Hypertext system w/ Utils (E)
p170 14/03/95 ---- FREEDOM 1.11e DEMO English vers, non-modal file selector (E)
o148 13/03/95 S--- BOXKITE 1.61 File selector, handles long filenames (G)
p196 13/03/95 ---- RDE 5.0 Reset proof RAM Disk, auto-booting (E)
p197 13/03/95 ---- RS2L 2.00 Covert RSC files to C or Assembler files (E/F)
p121 13/03/95 S--- GEMBENCH 4.02 GEM based benchmarking program (E)
p029 13/03/95 S--- STIS 3-D 2.0 Create stereograms (E)
n122 13/03/95 ---- OCR 1.3c Optical character recognition software (E)
p198 13/03/95 ---- NBCBS 1.0 Disk cache program based on CACHEnnn (G)

--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

----->>>>>THIS MESSAGE FROM vctec@wmin.ac.uk<<<<<-----
```

4649. Re: [Q} Which CD-ROM allows reading Audio-CD's over SCSI?

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 16:19:00 UTC
From: Julian_Reschke@wi2.maus.de
Message-ID: <199503171819.a6622@wi2.maus.de>
Source record: 169138

In article <jhh.795255014@news.cwi.nl>, Jaap Henk Hoepman
(jhh@cwi.nl) wrote:
>I recently read somewhere that some CD-ROM players allow reading audio-CD data
>digitally through the SCSI interface. I couldn't find an answer in the FAQ,
>so maybe someone out here knows

There should be something about this topic in there.

>- which CD-ROM players allow this (and also allow Photo-CD reading, and
> is dual -- maybe even quadruple -- speed).

I can guarantee it for all newer Toshibas (since 3401). All these
are PCD compatible.

>- the drive should be external (and SCSI off course): or is there an easy way
> to install an internal, or even IDE, CD-ROM to a Falcon (can you
> convert IDE to SCSI?)

No, but you could buy an IDE CD-ROM.

>- which driver I need for this on my Falcon 4/65

I know that Egon! and CD-Tool come with the support for audio import.

>- how much I should expect to pay for the drive...

Around 250 $.

4650. Re: NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 17:15:18 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3kcg36$cao@dux.dundee.ac.uk>
Source record: 169246

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: >ST Review may have been a bit 'Falconised' but if you think about it

: STR was not Falcon oriented! Only the screengrabs were, and that's simply
: because we wanted colour. There were very few Falcon only articles. Count
: pages and articles before making sweeping statements.

I did actually subscibe to the magazine for a few months prior to
its demise, and I thought it was EXCELLENT. The use of the word
bit was meant to imply not a huge amount, but perhaps more than
could have been justified, considerning the numbers sold. Perhaps
this was unclear.

If STR was around I'd almost certainly subscribe to it!

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

4651. Re: Towers II save game

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 17:21:07 UTC
From: gordov3@icebox.iceonline.com
Message-ID: <D5LHLD.LH2@iceonline.com>
Source record: 169249

>ralunsfo@uncc.edu (Russell A Lunsford) wrote:
>>
>> Has anyone with a 4-meg Falcon been able to save a Towers II game? Every
>> time I try, it says 'Not enough memory'. I've run from a clean system,
>> getting as much as 3.9 megs available before running. I've also checked
>> hard drive space, and that is not a problem either (unless those save-games
>> are *huge*!!).
>>
>
>Well.... I've sort-of saved a game..... I saved it (without any error messages)
>but when I tried to load them they refused to load. HDX says that the
>"clusters are bad", but its only happening on files saved by towers.
>
>I also have 4-meg, and did not get the mem. problem (even when booting
>with accs / MiNT !!)
>
>Dunno....
>
>Anthony
>
>

I have been playing Towers II and saving my games with no problems. I also
can load up my saved game with no problem at all. Try copying you game to
another part of your Harddrive and then try saving again. You might have the
game now at a defective part of your harddrive. Might want to use Diamond
EDGE program to check your harddrive. I have a 4 meg Falcon and I have been
running the game with nothing else in memory. I do not know if this is a
factor.
chow

4652. Re: Atari Falcon030 for $ale

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 18:01:04 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <493_9503171905@genesplicer.org>
Source record: 169121

SS> > Where? I always see this config new for $1299 around here. That's why
SS> > don't have a Falcon at this point it time...
SS>
SS> ie. in Europe.

I always wondered what i.e. stands for. ;^)

4653. Re: Atari 520ST System Software Needed

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 19:23:06 UTC
From: henk@elrond.Simplex.NL
Message-ID: <FCRSDFUVUp@elrond.Simplex.NL>
Source record: 169248

In <3k3vg1$6k3@epsilon.qmw.ac.uk> D.Bhabuta wrote :

>Robert Slavey (slavey@laserpower.com) wrote:
>: To start with, we need system software to get the thing up and running.
>: Any sources of info and software would be greatly appreciated.
>
>The system software is built into ROM. Just switch on...and that's it. :-)
>
>Danny
>--
>.signature.signature
>

Unless Robert has a 520 ST like the one I bought in '86 with just
the bootstrap in ROM and a nice picture of a floppy drive on the
screen asking for the system disk. Right?

Henk

--
Henk van der Griendt, Student Library Sciences
Dordrecht Email: henk@elrond.Simplex.NL or
The Netherlands griendt@Simplex.NL

4654. Need web browser for atari st

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 19:27:06 UTC
From: chopcian@rd.hydro.on.ca
Message-ID: <1995Mar17.192706.27020@rd.hydro.on.ca>
Source record: 169136

I need a web browser for the atari st ... can anybody tell me
where I can ftp it from ???
Thankyou,
Micheal
michael.chopcian@hydro.on.ca

4655. Re: C-LAB FALCON MK II he

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 19:42:15 UTC
From: m9174@abc.se
Message-ID: <3kcomn$o2i@oden.abc.se>
Source record: 169250

```
j> Try running GEM bench, or another speed-tester to see if it is any fa
j> ster....

The C-Lab Falcon030 is nothing but a bad joke.

Carl L. - Zero-X beta-tester.

---
* Kivi 1.30 *
```

4656. Re: Emagic Logic ?s

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 19:42:16 UTC
From: m9174@abc.se
Message-ID: <3kcomo$o2j@oden.abc.se>
Source record: 169101

c> >That means that Emagic still supports Atari? Good. Do you know if
c>
c> Yes.

Wrong. Emagic will _not_ support Atari computers any more. At least,
that was their attitude at the Frankfurt fair.

Carl L. - Zero-X beta-tester.

---
* Kivi 1.30 *

4657. MIDI piano tutor for ST

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 19:42:19 UTC
From: m9174@abc.se
Message-ID: <3kcomr$o2k@oden.abc.se>
Source record: 169102

```
I> Does anyone know of a MIDI Based Piano Tutor for the ST.
I>
I> preferably shareware/PD, that...
I> Displays musical notes on the screen as I play a midi keyboard,
I> Displays random musical notes hence testing me via my midi keyboard (
I> in real time).

Hmmm... I think I've got one. Do you want me to UUE you a copy?

Carl L. - Zero-X beta-tester.

---
* Kivi 1.30 *
```

4658. Re: J-Office Fax...

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 20:07:25 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Mar17.200725.20994@bradford.ac.uk>
Source record: 169103

On Wed, 15 Mar 1995 14:56:17 GMT, Mark Montreuil wrote:

: > : >With the permission of TKR, the copyright owner, I am able to make this
: > : >publicly available. As it stands, I have their permission to download it
: >
: Perhaps the drivers for Junior Offiohs eculd be UL'ed to the major FTP
: archives, Hensa and umich?

Yes, now I have confirmed that it is legal to pulicize it I will do so soon.

Steve Taylor.

4659. Re: FAx software for USR s

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 20:11:14 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Mar17.201114.21309@bradford.ac.uk>
Source record: 169104

Yes I may have been getting my classes and groups mixed up. I am new to
this FAXing game, but I thought I had it sussed.
However, I am still sure that my USR Sportster 14K4 will not support CLASS 2.
CoMa will not drive it when set to class 2 and neither will Junior Office.

Steve Taylor.

4660. Re: Fax software for USR

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 20:14:26 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Mar17.201426.21543@bradford.ac.uk>
Source record: 169105

On Mon, 13 Mar 95 23:23:00 +0100, herve@thebbs.freenix.fr wrote:

: In a message of <12 Mar 95 19:19:11>, Hallvard Tangeraas (2:320/220) writes in
: area 'SYSATARIST':
: HT> I was just wondering if anyone knew about any software that allows
: HT> me to send/recieve fax with my StE and US RObotics 14400 Sportster
: HT> modem? Thanks.

: Yes TOSFax Pro can do that ...
: For Class 2, 2.0.

What is this? Is it PD/Shareware/Commercial/what?

Steve Taylor.

4661. GhostScript

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 20:21:45 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Mar17.202145.21909@bradford.ac.uk>
Source record: 169107

I am looking for a program which will convert a PostScript file to an IMG file. I have an idea that GhostScript may do this...

Is it easy to install Ghostscript, and where can I get it from?
Or would CompoScript do what I want?

Steve Taylor.

4662. 386 slot on Falcon030

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 20:35:45 UTC
From: thomah@ifi.uio.no
Message-ID: <3kcrr1$dka@skirfir.ifi.uio.no>
Source record: 169126

I read somewhere that there is room available in the Falcon for a 386sx-processor... is this correct? Is there an upgrade available enabling me to insert a 486 processor (and if there is, is it software switchable?)

My problem is that I would like a Falcon for DTP purpouses, but I'd also really like to use some of the CD-ROMs available on the PCs...

--
- Thomas Hansen - E-mail: thomah@ifi.uio.no
- Oslo, Norway - WWW: http://www.ifi.uio.no/~thomah

4663. SMS2

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 20:38:08 UTC
From: thomah@ifi.uio.no
Message-ID: <3kcrvg$dkc@skirfir.ifi.uio.no>
Source record: 169127

Browsing through some of my magazines, I came across an article in ST Format regarding a new operating system called SMS2 (I think). Does anyone know anything about this? Can anyone provide me with an address to the developers, Furst Ltd.?

--
- Thomas Hansen - E-mail: thomah@ifi.uio.no
- Oslo, Norway - WWW: http://www.ifi.uio.no/~thomah

4664. Re: MacMagic What can It Run

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 20:41:16 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCRVDAVCUP@galaxy.teuto.de>
Source record: 169111

In <1995Mar14.101326.10785@city.ac.uk> NORMAN S L wrote:

>Firstly does anyone have a list of tested software for MacMagic.

----------cuthereplease----------

Lauffï¿½hige Programme (von A-Z)

1st BASE (hat Probleme im Accessory-Betrieb, wird angepaï¿½t), 1ST-Guide
5.12.94, 1stWordPlus 3.15, 7UP 2.2

A
ASH-Utilities, Adimens ST Plus, Adresse 1.9 (Carsten Setje-Eilers), Ariadne
3.05, Alice 2.0, APL.68000/II 2.05H, Audion 1.51

B
Bingo 2.11 (CAT-Database Auswertung), Boxkite

C
CAT 2.6, CATputz, Calamus SL (Sommer 1994), Chagall, Chaos 6.1 (Fraktale),
CKBD Deluxe 1.3 (Compose), Clogge 2.2a, CoMa 2.6, Connect 2.46

D
Datamat, DA-Layout, DA-Picture, DA-Repro CD, DA-Vektor 2.1, DarkStar 1.0
(Bildschirmschoner), DB-Master One, DB-Point Paket (aktuelles), DIE_UHR
(T.Birke 87-92), Diskcake 1.6, Diskus 3.21,
DWBH 1.0

E
Ease 3.5, ï¿½gale 2.5, Enkat 1.081 (MausMail -> PGP-crypting), Esscode
6.3, EST_1994 1.0 (Einkommenssteuerprogramm von Uwe Olufs), Everest 3.3

F
FATMap 1.2, FibuMan (Finanzbuchhaltung, single mode, 640x400 monochrom),
Formel-X 2.0, Fred, FuzzyClock 1.14, Fuzzy Uhr 2.0

G
GEMBench 2.41 (auï¿½er FPU-Test bei 68040ern), GemView 3.05, Glasnost, GrepIt
2.0a

H
HARDDISK CPX 1.3 (Carsten Setje-Eilers), Harlekin, Haus 2.43
(Hausverwaltungssoftware, nur single mode), HiSoft-Basic, How-Fast II Beta

I
Idealist 3.51, Infinity 1.0 (Meï¿½werterfassung), Interface 2.3

J
Janusmailer (Z-Netz), JCN-Boot 1.13

K
Kandinski 1.73, Katzenklo 1.06, Kobold 2.5, Kodak-Photo-CD-Software

L
LDW PowerCalc 2.01, Let 'em fly 1.2, LHARC 2.99, LHARC-Shell 3.31

M
Make-SFX, MasterCALC 1.1, MaxiDat 5.0, Maxon Circu iT! 1.43, Maxon MultiTeX 5.4, Maxon Pascal 1.6 (nur Kleinkram kompiliert), McCoy, Megamax Modula 2, Midicom, MiniText 5.0, MixGem (Hintergrund fï¿½r Gemini), Morpher 1.0, Menï¿½info, Movie 1.0 FLI-Player (Monochrom)

N
NetHack 3.1x (GEM-Version auch!), no!desk 3.01

O
OCR 1.3

P
PACShell 2.59, Papyrus, Papyrus Gold 3.02, Pardon (Spiel: Patience), Papillon 2.2, Parafin 1.30, Pegasus 2.16, PGP 2.6 ui, Phoenix 3.5, Postfix 1.1, Public Painter Mono 2.1 (nur monochrom), Pure C (nur der Debugger hat auf 40er-Macs Probleme, dafï¿½r gibt es allerdings einen Patch), PremMahjongg II Spiel (nur Standardauflï¿½sungen), ProCalc 1.3, ProgList 1.09

Q
QED 3.0

R
RaySTart 2.01, REFCHECK 1.3, Riemann II 2.31

S
Scooter-PCB 2.11C, Script (1-4), Selectric, Shanghai 1.0, Signum!Drei, Signum!Zwei (640x400 monochrom, Ausdruck nur ï¿½ber PREMUL und Druckdatei), ST Online 4.2 (Datex J), ST-Guide 17.1.95, ST-ZIP, STzip 2.6, Snap 4.00 (John McLoud), Sokoban, SysInfo 2.01

T
Tarkus 1.10, TeleOffice 3.01, Tempus Word 2.9, Tempus Editor 2.25, The Dot 2.13, TruePaint 1.02, Twist II 2.04, Twilight (speziell angepaï¿½te Version), Tricky, Technobox Drafter/2

U
UPoint, UpToCase 1.3 Demo

V
Vesal

W
WinCom

X
XactDraw 1.01, XClipboard, XControl (verschiedene CPX-Module laufen, andere

nicht), XEdit 2.1, XUFSL 1.05 (lï¿½uft, aber im Dialog werden einige Elemente gemï¿½llt)

Y
Yukon (Spiel: Patience)

Z
Zeig's mir, Zoo

Vorerst nicht lauffï¿½hig

1stWordXtra 1.02
Argon 1.4, Autobahn 1.4
Before Dawn
CyPress 1.60
GfA-Basic (auch viele GfA-Basic-Compilate)
Jetfind
K-Spread 4.19
MTerm
NVDI (spezielle Mac-Version ist in Arbeit)
Omikron Basic, Outside
Printing Press 5.0, Pure Pascal (Anpassung in Vorbereitung), Pure Profiler (geht nicht, da MFP-Timer A benï¿½tigt wird, der im Mac
fehlt)
Rufus 1.4
Showtime 2.2

----------cuthereplease----------

Sorry for some parts being German. You'll get the picture, though.

>Secondly does anyone know when a Power Mac version may be available?

Supposedly, later this year.

--
/Hendr!K/

Hendrik Mylius |P| InterNet: neptune@galaxy.teuto.de
Phone/Facsimile |G| WWW: http://www.teuto.de/personen/hendrik
+49-5221-855545 |P| Maus: Hendrik Mylius @ PB2

4665. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 21:39:16 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCRVCJUUUP@dksoft.ping.dk>
Source record: 169108

In <D5Jq8z.IA0@exeter.ac.uk> D.L.Hastings wrote:

>Because most people don't care about it, but programmers have to pick
>a label for their product? :)

Hmm!. You might be right on this is. To me it just doesn't make any sense.

>Yes I have. Nine times out of ten I bin them. If I can't see what the
>program does I am not going to pay for it. That is, I agree, an abuse of
>the shareware label.

Well, finally someone agree with me 8-)

>More of a stretching than a changing, I think. :)

Hehe.. Let's stretch it abit the other way then ? 8-)

>And it seems to be a generally accepted stretching, so I guess the
>definition of shareware is changing with time.

Well, perhaps this is a none-beatable fight i have started here, but i had
to try.

>Not quite. The point is that people are still using the profits of my
>time and effort without so much as a thank you.

But why the limits then ? (don't answer, i know).

>All things change, in time. That is the spice of life. :) True shareware
>is unrealistic these days, especially in a shrinking Atari market. How many
>people are going to go to the trouble of sending money to another country
>when they can use the full package without bothering?
>

If they can get a full version without any bothering, then nobdy. But i can't
understand why it's so important to keep on calling it shareware then.
You just said that things change.. Well, let's change the name then ? 8-)

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.

```
-\------------------------------------------------------------------------/-
 \----------------------------------------------------------------------/
```

4666. _UPDATE_ 7800 System For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 23:13:04 UTC
From: Mark Santora <santora@delphi.com>
Message-ID: <524bG5A.santora@delphi.com>
Source record: 169110

Here is how it works. The 7800 system comes with it's orignal box. All 7800 games come with box and manual. I have an extra cart not listed below that doesn't work, but I will throw it in anyway. Most 2600 carts come with box, but instructions are not likely. All games were recently tested and work except where noted.

I accept check or money order. If you send a check, I will wait until it CLEARS through my bank before sending out the system. Because of the large amount of bulk in the boxes, buyer pays shipping. If you don't want the boxes, it will cut shipping and bulk down.

I will also be out of town from March 9th to the 14th. If you email me with an offer and I do not get back to you, please be patient. I will keep this auction open until Saturday, April 15. I will notify all interested on a weekly basis on the highest bid for the system.

I WILL NOT BREAK UP THIS SYSTEM

Offers to:
Mark "Stingray" Santora
----------aeo.4@genie.geis.com-->
----------Santora@delphi.com-->

{==========}
Highest Bid as of March 16, 1995 - $135.00
{==========}

xxx----------xxx

Atari 7800 Pro-System
with 2 controlers
the BEST Light Gun
Atari Trackball
Power Brick
switchbox
32 7800 Games total
23 2600 Games total

7800 Games
Real Sports Baseball
Real Sports Football(works sparadically)
Pole Position 2
Joust
Choplifter
Dig Dug
Centepede
Hat Trick x2(one doesn't work)

Donkey Kong
Donkey Kong Jr.
Asteroids
Fight Night
Food Fight
One on One
Ball Blazer
Karateka
Robotron2084
Xevious
Desert Falcon
Galga
Dark Chambers

RARE 7800 Games:
Double Dragon
Midnight Mutants
Jinks
Commando
BarnYard Blaster
Crossbow
Tower Toppler
Kung Fu Master (Very Rare)
Super Skateboardin'
Pete Rose Baseball
-includes modem protocal to Off Track Betting! =-)
Tomcat:The F-14 Fighter Simulator
F-18 Hornet

2600 Games
Adventure
Warlords
Star Raiders(with control pad and overlay)
Kaboom
Super Breakout
SwordQuest - Earth World
Space Invaders
The Empire Strikes Back
Berzerk
Ms. Pac-Man
Combat
Donkey Kong
Pitfall
Venture
Football(original)
River Raid
Real Sports Baseball
Asteroids
Pac Man
Space Shuttle
Yar's Revenge

Air-Sea Battle
Home Run

4667. Re: NVDI How to configure?

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 23:42:03 UTC
From: jwatkins@cix.compulink.co.uk
Message-ID: <D5Lz63.EtB@cix.compulink.co.uk>
Source record: 169113

```
>: If you did not purchase the original disks of NVDI with the falcon, then
>: you are breaking the law by using it. To configure it you need a program
>:
>Thanks a lot for presuming that my NVDI is pirated! I bought my
>Falcon from a defunct ATARI dealer so if I didn't get disks or books for
>anything I suppose I should delete my whole DAMNED hard drive!? If you

The people who sold you the Falcon, effectively pirated NVDI - one can
only presume they sold the original NVDI discs to others.

--
John Watkins.
jwatkins@cix.compulink.co.uk
```

4668. Re: Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 1995-03-17 23:50:20 UTC
From: ab164@yfn.ysu.edu
Message-ID: <3kd77s$acp@news.ysu.edu>
Source record: 169114

```
ST Informer can be contacted by mail at
ST Informer Magazine
909 NM Starlite Place
Grants Pass, OR 97526
or
by phone at (503) 476-0071
Order line 1-800-800-1825
fax (503) 479-1825
or via e-mail at
GEnie (ST-INFORMER)
COMPUSERVE (75300.2514)
INTERNET (ST-INFORMER@GENIE.GEIS.COM)

Hope this helps!

Tom Lamparty (ab164@yfn.ysu.edu)
--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware
```

4669. address to Atari Workshop wanted

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 01:04:57 UTC
From: hallvart@oslonett.no
Message-ID: <3kdbjp$pc6@hasle.oslonett.no>
Source record: 169132

Does anyone have the email address to the Atari Workshop in the UK
(If they have email that is).
Thanks.

Hallvard

4670. Re: Monitor & Jag (III)

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 01:29:34 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FCSAFAUUUp@warpcon.ersys.edmonton.ab.ca>
Source record: 169112
Cross-posted to: rec.games.video.atari,comp.sys.atari.st

In <Marco.Schmitz-27085612394200001@193.174.3.16> Marco Schmitz wrote :

>In article <3k60o6INN2m3@JAGUAR.ZOO.CS.YALE.EDU>,
>haines-jeremy@cs.yale.edu (Jeremy Haines) wrote:
>
>> Thanks for all of the responses to my last message...I now have a
>> cable between the SC1224 and the Jaguar that MOSTLY works. I was hoping
>> that I could get some advice about fixing these two problems:
>>
>> o The monitor needs Hsync and Vsync inputs, but the Jaguar only
>> seems to have Hsync and composite sync outputs. With the
>> Hsyncs attached to each other, and the Jaguar's Csync
>> attached to the monitor's Vsync, I get a decent picture, but
>> I have to stabilize the Vhold every time I turn the Jaguar
>> off and on again. Any way to handle this?
>
>>
>> Also, the current picture is pretty dark, though I hear that the
>> older SC1224's have dark pictures in general...any way to fix that?
>>
>> Thanks in advance...and please respond to me in email.
>>
>
>Hi
>Please post it in this area too, because my SC1224 and Jag have the
>same Vhold problems.
>
>Thnx,
>Marco
>
Actually, the VHold problem is most likely a) due to the fact
that your monitor is a Goldstar monitor (made in Korea in 1986) with
the FCC ID EBA9QKSC1224 (look in the back of your monitor) which
happens to do this (which means that buying the CatBox is a good
idea, as you needn't set the Vhold in the back of the monitor every
time), b) you or someone you know has been fooling with the VHold
of the monitor, and since the Jag is more sensitive to the VHold, it
seems, you will get the vertical scrolling, or c) a combination of
both. I have the Goldstar monitor, and if I set my monitor with my
Falcon (for a better screen setup in overscan (which I no longer need
thanks to a wonderful program called OverCadre)), the monitor scrolls
when plugged into my STe. I bought a cable from Redmond Cables, and
I suffered from the scrolling problem due to the monitor type (the

cable was fairly poorly made that time, although most people give RC two thumbs up for theirs, so I assume someone was just having a bad day or something.)

The dark picture can be lightened. However, this is not something I would recommend for you to do, since it involves removing the monitor's casing while the monitor is on, and messing with the settings inside (I think you have to adjust the electron guns). *Very* painful (could even cause death). Rather take it to a technician. It's safer.

Hope all this mindless babbling helps you guys,
Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?
-- --

4671. EXPERIENCE FALCON DEMO

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 04:37:39 UTC
From: bx685@FreeNet.Carleton.CA
Message-ID: <D5MCut.Jy8@freenet.carleton.ca>
Source record: 169117

Instructions in the Doc file for the Expereince demo indicated we
can use VGA monitors. afew of us here in Canada are having
troubles where the screen locks up at the main screen. I have used
a SC1224 colour monitor and it seems to work fine until almost to
the end of the demo where it freezes. I have disabled all acc's
and my auto folder as weel on my Falcon.
Any idea folks why this may be happening??

Perhaps some of you can reach one of these fella's??

SkynetLoic BAUMANN
72 rue du Dauphine
69003 Lyon
FRANCE

Simplet
Stephane LESAGE
Rue des monts jura
01200 Chatillon en Michaille
FRANCE

Haltero
Gr&#65533;gory COIN
53 Rue des peupliers
Cidex 35
38070 ST Quentin Fallavier

Thanks so much.....Eva

4672. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 05:07:34 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3kdpqm$mn0@lastactionhero.rs.itd.umich.edu>
Source record: 169116
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- baldrick 28369 Mar 14 16:48 ./Games/0index
-rw-r--r-- baldrick 450688 Mar 11 00:02 ./Games/Arcade/frantick.zip
-rw-r--r-- baldrick 30312 Mar 14 12:06 ./Games/Arcade/punssi.lzh
-rw-r--r-- baldrick 130677 Mar 14 16:56 ./0ls-lR.Z
-rw-r--r-- baldrick 94442 Mar 11 05:42 ./Sound/525_v201.lzh
-rw-r--r-- weiner 4408 Mar 14 16:39 ./Sound/0index
-rw-rw-r-- entropy 31321 Mar 14 16:35 ./Utilities/0index
-rw-r--r-- baldrick 53888 Mar 11 05:38 ./Utilities/Clocks/wrldclka.lzh
-rw-r--r-- baldrick 249533 Mar 14 12:32 ./Utilities/Desktop/thing026.lzh
-rw-r--r-- baldrick 130455 Mar 14 16:58 ./0ls-lRc.Z
-rw-r--r-- baldrick 427021 Mar 11 14:46 ./Ste/tyranny.lzh
-rw-rw-r-- weiner 3075 Mar 14 16:42 ./Ste/0index
-rw-r--r-- baldrick 11824 Mar 14 15:55 ./Falcon/0index
-rw-r--r-- baldrick 1155658 Mar 14 15:40 ./Falcon/Games/towersii.zip
-rw-r--r-- baldrick 405236 Mar 14 16:52 ./0index
-rw-r--r-- baldrick 162845 Mar 14 16:52 ./0compind.Z
-rw-r--r-- baldrick 219269 Feb 19 09:32 ./Music/eked-m1.zoo
-rw-rw-r-- weiner 3745 Mar 15 08:55 ./Music/0index
-rw-r--r-- baldrick 129347 Mar 15 09:02 ./0ls-lR.Z
-rw-rw-r-- entropy 31422 Mar 15 08:42 ./Utilities/0index
-rw-r--r-- baldrick 5797 Mar 9 14:37 ./Utilities/Benchmark/memspeed.zoo
-rw-r--r-- baldrick 129175 Mar 15 09:04 ./0ls-lRc.Z
-rw-r--r-- baldrick 80896 Mar 14 00:04 ./Programming/cpp114.zoo
-rw-r--r-- entropy 7479 Mar 15 08:12 ./Programming/0index
-rw-r--r-- baldrick 11834 Mar 15 08:15 ./Falcon/0index
-rw-r--r-- baldrick 45056 Mar 13 09:10 ./Magazines/Cain/cain0195.zip
-rw-r--r-- baldrick 39936 Mar 13 09:10 ./Magazines/Cain/cain0295.zip
-rw-r--r-- baldrick 15752 Mar 15 08:07 ./Network/Local/duet.eng
-rw-r--r-- boydm 5423 Mar 15 08:10 ./Network/0index
-rw-r--r-- baldrick 162901 Mar 15 08:59 ./0compind.Z
-rw-r--r-- baldrick 405494 Mar 15 08:59 ./0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

4673. Towers II save game

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 07:02:30 UTC
From: ralunsfo@uncc.edu
Message-ID: <3ke0i6$2qs@news.uncc.edu>
Source record: 169120

Well, someone, (I'm assuming involved in the production) sent me e-mail stating that a patch would be uploaded, and that a buggy first version would be replaced with a 'clean' version of the file. I have yet to find a patch, but I assume the clean one was uploaded, as most people (I did have some tell me they had the same problems) are not having problems.

Thanks for all the replies,
Russ

--
****
"Let yourself go with the disease, be with it, keep company with it - this is the way to be rid of it." - Bruce Lee
ralunsfo@uncc.edu

4674. HD Partition help req.

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 07:34:24 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <03181995.073424@empyr.dircon.co.uk>
Source record: 169118

Hi,

Further to my rather panic induced post about losing all my HD data, I have managed to find my disk with 'Cleanup.prg' on it and got partitions D: to I: back again, with all data intact ! :-))))

BUT...I've lost C:. :-(

What has happened is that something has gone wrong with partition C:. Cleanup reports that a partition of 'Unknown' type is present between sectors 1 and 9767, which is where partition C: use to be. The rest are correctly recongised as GEM partitions. As TOS allocates 'drive C:' to the first correct GEM partition it can find, which in my case is now the partition starting at sector 9768 (the start of my old partition D:), all my data is 'one drive out' so to speak. All the data that used to be on drive D: is now appearing as being on drive C:. This continues all the way to I: (which is now H:). Apart from this causing chaos with the path commands in all my software :-), I would like to try to get my old partition C: back too.

The data contained between sectors 1 and 9767 is impossible to access. I _could_ rebuild the partition with ICDFMT.PRG, but this would certainly destroy any data left there. Writing the partition info from Icdfmt.prg has no effect. It does not restore sectors 1 to 9767 into a valid GEM partition.

Can anyone suggest a way of doing so ?

Cheers,
Kev.

Kevan@empyr.dircon.co.uk

___ Blue Wave/QWK v2.12

VQWK 6.20 [Rev H - 04/04/94]

4675. Re: Atari Falcon030 for $ale

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 07:40:25 UTC
From: abstract@wam.umd.edu
Message-ID: <3ke2p9$j65@cville-srv.wam.umd.edu>
Source record: 169119

Terry May (Terry.May@rebel.genesplicer.org) wrote:

: I always wondered what i.e. stands for. ;^)

i.e. is short for "id est", which is Latin for "that is". "e.g."
is short for the Latin "exempla gratia" which means "a good example".
--Lunatic

4676. Junior Office Fax Class 1 driver ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 08:47:03 UTC
From: mczane@doncarlos
Message-ID: <3ke6m7$t79@sirio.cineca.it>
Source record: 169122

Someone mentioned here a Class 1 driver for Junior Office got
from Germany.
If possible, would this kind soul post it in the binaries group or
make it available by ftp ?

<><>

4677. Where can I FTP Connecty CAD v1.2 from?

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 09:52:36 UTC
From: ac_green@bruny.cc.utas.edu.au
Message-ID: <3keah4$squ@franklin.cc.utas.edu.au>
Source record: 169129

Could somebody please tell me where I can FTP a PCB designer program called Connecty CAD v1.2 from? Also does anybody know if there exist a textfile outlining how to build and eprom programmer for the ST which includes software to drive it? How about a GAL programmer also?

Thanks a lot guys

Tone G.

E-mail: ac_green@postoffice.utas.edu.au

4678. Re: tos error #35?

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 09:54:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199503181154.a46188@m4.maus.de>
Source record: 169123

>The infamous TOS error #35 is an Invalid Program Load Format (I'm sure
>that means something...) Check out the Atari pages on the web... if you
>don't find anything, I'll mail you the error list.

By saying "Invalid Program Load Format", your ST is trying to tell you:
"Your program file looks kinda broken, I'll better not start it".

bye, Peter

4679. Re: Atari Falcon030 for $ale

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 09:55:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199503181155.a46189@m4.maus.de>
Source record: 169124

>] You can buy a brand new Falcon with these specs for less than that!
>
>There's always _someone_ that has to say this.....

And that's perfectly OK - since this isn't alt.atari.oldcrap.ripoff.

just my $.02 - Peter

4680. Re: Falcon w/IDE & SCSI -ICD

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 09:57:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199503181157.a46190@m4.maus.de>
Source record: 169125

>>Hey, I really fouled up this time. I just bought myself this nifty new
>>Falcon system. I used to have a 2.5 meg ST with ICD Host, Adaptec 4070,
>>and two RLL HDs using the ICD Link II drivers. When I connected them to
>>my preinstalled IDE HD Falcon, it booted the HD's, the IDE and only SCSI
>>device 0 LUN 0, but ignored my HD on SCSI device 0 LUN 1 (Yes, I removed
>>the host adapter and connect straight to the Adaptec). The software on
>>my IDE was HDX 6.x. I was not pleased with losing my last hard disk.

This is because Atari's hard disk drivers don't support more than one drive per
SCSI unit.

>So
>>I stuck the ICDBOOT.PRG into the C AUTO folder. It worked decent, but
>>was redundant as the HDX autobooted. I couldn't set the ICD to autoboot
>>because the HDUTIL.PRG needs to have an ICD host adapter in order for it
>>to function (dirty trick). So, I whipped out my old version of Pro
>>Utilities that I had and all hell broke loose. I totally trashed my IDE
>>(with Atari Works, Sound Manager, Audio Fun Machine, and HDX utilities)
>>drive and have absolutely no way of using my hard drives without booting
>>them from floppy. Remember, I can't make it autoboot without HDX or
>>HDUTIL.PRG.

You'll have to upgrade your ICD Pro stuff to its latest revision - then it will
support Falcon SCSI and IDE (and still support two-drive controllers like these
old Adaptec 4000/4070).

bye, Peter

4681. Re: WWW-Browser for ATARI (esp. Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 10:25:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0rpvhY-000CC9C@black.csi.cam.ac.uk>
Source record: 169128

In article <avg.795450470@news.cwi.nl>, avg@cwi.nl (Annius Groenink) wrote:

> >OK, we need a nice GEM based replacement for ifconfig et al (although once
> >it is set up you shouldn't need these anyway). But there is nothing wrong
> >with Mintnet itself, and there is no alternative currently available.
>
> That's true. MiNTnet seems to be doing fine on my machine. Too
> bad I haven't been able to set up any program that makes use of it...

I haven't got an internet link to test it with. I can telnet or ftp
localhost OK, but that is of somewhat limited use!

> What would already help, is a freshly designed info file format,
> which is NOT inspired on the UNIX way of doing things. So no /etc
> directories, just one file C:\NETWORK.INF.

Having everything in the /etc directory makes it a lot easier to port unix
programs to the atari. I don't see any problem with having everything in
the /etc directory, although a program (preferably GEM based) to configure
things would be a great improvement.

> The utilities should be made to work without requiring a Minix file system
> and similar quasi-unix shit such as root permission.

MiNTnet itself, and the client ftp, telnet etc programs do not require a
minix filesystem, or a multiuser setup, and without a multiuser setup
everything has root permission.

4682. Re: NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 10:40:08 UTC
From: lais@cs.man.ac.uk
Message-ID: <3keda8$ro9@m1.cs.man.ac.uk>
Source record: 169130

In article <D5M8Gx.4oK@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
|> >I did actually subscibe to the magazine for a few months prior to
|> >its demise, and I thought it was EXCELLENT. The use of the word
|> >bit was meant to imply not a huge amount, but perhaps more than
|> >could have been justified, considerning the numbers sold. Perhaps
|> >this was unclear.
|> >
|> >If STR was around I'd almost certainly subscribe to it!
|>
|> Well, the same team is now working on issue 1 of Atari World a new Atari
|> glossy mag. Make sure you order a copy at your local newsagent although they
|> are likely to have it anyway.

I hear it won't have a coverdisk as standard. How much will it cost then ? I sometimes look at STF's coverdisk and wish they'd not have one at all, rather than a few PD utilities, glorified by "X stupendous ST programs !" splattered around liberally in large lettering. How embarrassing.

S.Lai

4683. Re: nullmodem-, midi-prg's

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 10:45:54 UTC
From: lais@cs.man.ac.uk
Message-ID: <3kedl2$rsc@m1.cs.man.ac.uk>
Source record: 169131

In article <3k7v32$936@news.kth.se>, magnus-h@mars.dsv.su.se (Magnus Hautzel)
writes:
|> Does anyone know any good Atari ST(E) games or programs which
|>
|> uses nullmodem- or midi-cables?
|>
|> (And preferable sites where I can find them).
|>
|>
|>
|> I'm a member in a Swedish Atari-club in Stockholm, and we are
|>
|> going to spend the next meeting connecting our computers, and
|>
|> the few programs we have, are not very good...

MIDIMAZE 2 is a laugh. I play this at home on my MegaSTE and 520STFM
when friends are around. Up to 16 players. There is a beta version of
MM3 hanging around, which doesn't run in mono, but has a larger screen
display and sampled sound. Apparently MM2 sucks compared to the first
version but I wouldn't know.

UDS' new Substation for the STE is supposedly going to have four machine
linkup via MIDI, but won't be out until 1st March.

Stunt Car Racer by (?) is cool, and supports null modem so I think that
would be fun. It's commercial and quite old now.

S.Lai

4684. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 11:42:09 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950318123607.5262A-100000@mars>
Source record: 169135

I have noticed that there can be a *not so slight* delay between posting and delivery. One week or so. Worth taking into account before accusing someone for not reading your answers. Although, more than 90% of mail is instant.

/Jens M Andreasen

4685. Re: NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 12:06:09 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1995Mar18.120609@phlem.ph.kcl.ac.uk>
Source record: 169133

In article <3keda8$ro9@m1.cs.man.ac.uk>, lais@cs.man.ac.uk (S94) writes:
%
% I hear it won't have a coverdisk as standard. How much will it cost then ? I
% sometimes look at STF's coverdisk and wish they'd not have one at all, rather
% than a few PD utilities, glorified by "X stupendous ST programs !" splattered
% around liberally in large lettering. How embarrassing.

One of the main problems I have with ST Format is that it thinks I
have a mental age of 6. Every other word seems to be made up! and
the ones that aren't are all superlatives. It gets tiring reading
about how exceptionally magnificently fabulous (stupendous?) a
disk cache is. For me at least they cry wolf too often.

Simon.

--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
>> home page: http://www.ph.kcl.ac.uk/~sjg/home.html <<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <
"Delenda est Microsoft!"

4686. comms prg for internet use?

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 12:58:52 UTC
From: teppo@bbs.dream.fi
Message-ID: <3kelec$3kn@idefix.eunet.fi>
Source record: 169134

Thank you for eneryone who responded to my question either by posting or by mail. I've tried different programs that support ISO-LATIN-1 and here's what I found:

-Stalker: Could find only upgrades. Is not shareware?
-Uniterm: Can't quite figure it out. I think it suffers from its old age.
-Connect: This is what I was using all along, but didn't know it could be tweaked to use ISO-LATIN-1, until it was pointed out to me. It took some time, but now I have scandinavian characters, or at least I have them if the ISO-LATIN-1 users of you see them here (������). I tried lots of character set, keyboard and bank g0-g4 combinations and I made a scan table, and now it works but I don't know why, because I've no idea what the banks mean. Now I only wish the program was 2/3rds smaller and didn't have all the features I don't need. Maybe I'll take another look at Uniterm some day.

****
********** Teppo Pihlajam�ki **********
****

4687. Re: Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 14:13:03 UTC
From: trek@usgp2.ih.att.com
Message-ID: <D5n3Hs.4HI@ssbunews.ih.att.com>
Source record: 169018

In article <ZG8beZM.lamarth@delphi.com>, <lamarth@delphi.com> wrote:

>Oh, good- I'd be more interested in a US publication. I've got the address
>already from someone else for Current Notes- would you (or anyone else) happen
>to have a mailing address and/or phone number to ST Informer?
>
> David (lamarth@delphi.com)

ST Informer
909 NW Starlite Place
Grants Pass, OR 97526
(orders) 1-800-800-2653
(fax) 1-503-479-1825
(support)1-503-476-0071

US subscription $22/1 yr $42/2 yr
sub + disk $61/1 yr $118/2 yr
Cheers, Wayne

4688. Re: EXPERIENCE FALCON DEMO

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 14:29:03 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <3keqnf$9h3@vishnu.jussieu.fr>
Source record: 169137

It runs very bad on VGA monitors. It's not due to canadian VGAs :) !

MB.

4689. C-Lab

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 14:30:24 UTC
From: slayman@vbs.com
Message-ID: <04480SPTVHFEEEJVVTQ@vbs.com>
Source record: 169139

To: toad@charm.net

Toad@charm.net,

Emagic (which is the next generation of C-lab) has a user digest on
the net. The address is: logic-users@mcc.ac.uk. They also answer C-lab
questions.
Slayman
Slayman
---
* UniQWK v4.02* The Windows Mail Reader

The VINE System Host (804) 978-7182 : V.42bis : Central VA Online!

4690. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 15:35:03 UTC
From: ma2jswc@bath.ac.uk
Message-ID: <D5n7AG.71x@bath.ac.uk>
Source record: 169141

In the referenced article, Spencer.Davies@mettav.exnet.com (Spencer Davies) writes:
>Anyhow my Falcon helps to keep me nice and warm at nights ;->>>>> Although my
>486DX2 would keep me even warmer!

Yeah, but the damned cooling fan would keep you up all night.

4691. GEM file headers

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 15:50:17 UTC
From: ma2jswc@bath.ac.uk
Message-ID: <D5n7zu.8Mn@bath.ac.uk>
Source record: 169140

I'm writing a 68000 assembler, and I would like to include ST binaries
for its output.
So, could someone please mail me the GEM and TOS file format specifications?

Thanks

4692. Baracuda 040?

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 16:43:16 UTC
From: Leon Brocard <lglb@doc.ic.ac.uk>
Message-ID: <3kf2j4$791@frigate.doc.ic.ac.uk>
Source record: 169142

Hi. I'm asking about the Baracuda 040 - the 68040 upgrade for the
Falcon. Does anyone know:

a) Quite what it is? (ie video enhancer too?)
b) When it will come out?

Cheers in advance, Leon.

PS HTML->STGuide Converter coming... soon... possibly... maybe...

--
Leon Brocard.....................................Editor of DoCSoc Magazine!
lglb@doc.ic.ac.uk.........<http://www.xmission.com/~seer/lglb/index.html>

4693. classic Laserjet with Atari ST ???

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 16:53:39 UTC
From: nicole@seas.smu.edu
Message-ID: <3kf36j$eb6@giant.seas.smu.edu>
Source record: 169144

I recently received a "classic"laserjet, the one before the plus.
It's model number is 2686a, but I'm pretty sure it's not a series II.
Has anyone made one of these things work with an ST to do anything
worthwhile. (print text? print graphics?), and if so, with what
programs? Many thanks

John Trimble

nicole@seas.smu.edu

4694. Re: MagiCMac Demo -- ReadMe in English

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 16:55:52 UTC
From: blazek@uwindsor.ca
Message-ID: <D5nB14.5FF@news.uwindsor.ca>
Source record: 169143

Excuse me but I've been fiddling somewhat with the MagiCMac
demo. Can the english readme file be reposted or point to
the ftp site. Thanks in advance.

4695. Re: Calamus?

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 17:39:25 UTC
From: egg@yolk.demon.co.uk
Message-ID: <795548365snz@yolk.demon.co.uk>
Source record: 169148

In article <3kb3rl$acl@earth.usa.net>
ross@earth.usa.net "Frederick Matzen" writes:

> > Does anyone know where I can purchase a copy of CALAMUS, CALAMUS FONT EDITOR,
> > and, OUTLINE ART.
> I have the FONT EDITOR and OUTLINE ART for sale but I already sold CALAMUS.
> I upgraded to SL myself so I dont need them anymore.
> I live in the US (Colorado) and would probably take $45 for both including
> shipping.
> E-Mail me if interested.
>
> Oh, and they have manuals AND boxes ;-)
>
>
> ---
> * Kivi (unregistered) 1.21 *
> /|\ -- /////\\\\\ -- /|\ ////////////////////////
> -< = >- Frederick R. M.-< = >-/// Guitarist, Vocalist ///
> \|/ -- \\\\\///// -- \|/ /// MIDI and Photgraphy ///
>
>
>
I have Calamus. Please email me for more info. ~~~~~~~~~~~~~~~~~~~~~~~~~~
>
egg@yolk.demon.co.uk

4696. Re: 386 slot on Falcon030

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 17:44:48 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3kf66g$g5p$2@mhade.production.compuserve.com>
Source record: 169145

>I read somewhere that there is room available in the Falcon for a 386sx-
>processor... is this correct?

Not exactly. The Falcon has what's called a "Procesor Direct" slot.. that is, the processor buss is brought out to a connector on the motherboard allowing addon boards to be plugged in.

You can't just plug an 80x86 CPU chip into the Falcon's motherboard and have the equivalent of a PC.

There are a few PC emulator boards that CAN be plugged into the DP slot, although I don't have any direct experience with any of them. There are always rumors about new ones being developed, but I don't know what exactly really is available.

As for CD-ROMs, there are a lot of them that are directly usable by Atari systems now. If you mean you want to run specific PC applications that are on CD-ROM though, you'd need some kind of emulator for most of them.

BobR

4697. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 17:51:04 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3kf6i8$g5p$3@mhade.production.compuserve.com>
Source record: 169146

>I have noticed that there can be a *not so slight* delay between posting and
>delivery.

Indeed, I agree that sometimes there can be quite a lagtime in net mail or
newsgroup posting.

However, when someone responds the next day to SOME articles, and ignores or
edits out portions of others, I think we can fairly easily assume there is
no problem of propagation delay in this case.

BobR

4698. Re: *** TOWERS II FTP SITES

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 18:24:16 UTC
From: Frank.Charlton@256-510-2.centron.com
Message-ID: <bae_9503210639@centron.com>
Source record: 169008

In a message of 14 Mar 95 Craig.Graham@ncl.ac.uk wrote to All :

CG> That's a shame, 'coz I sat playing Towers2 for 4 hours last nite, and
CG> it's the dog's b*llocks....VERY fast, great sound, excellent graphics,
CG> playable...
CG> This is the sort of game that really does show that the falcon is a
CG> great games machine......

It's an absolute corker, isn't it? I got stuck into it last night for teh first time, and ended up being so sad I didn't go to bed until about 4am. Haven't done that since I first played Dungeon Master... <sigh>

CG> Craig (lost in the Tower, and getting ready to pay for the rest of
CG> the game).

Me too, and me wanting to buy a game *really* says how good it is, since I normally never bother with them :>

Cheers,
Frank <frank@tachyon.demon.co.uk>
+--+
| Standard disclaimer: The views of this user are strictly their own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+--+

4699. Re: FAx software for USR s

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 18:24:22 UTC
From: jwatkins@cix.compulink.co.uk
Message-ID: <D5nF4M.7G7@cix.compulink.co.uk>
Source record: 169147

>Yes I may have been getting my classes and groups mixed up. I am new to
>this FAXing game, but I thought I had it sussed.
>However, I am still sure that my USR Sportster 14K4 will not support CLASS 2.

You are correct. The USR Sportster 14K4 supports Class 1 and 2.0. Does
anyone know the difference between Class 2 and Class 2.0?

--
John Watkins.
jwatkins@cix.compulink.co.uk

4700. Re: FAx software for USR s

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 18:26:08 UTC
From: Frank.Charlton@256-510-2.centron.com
Message-ID: <baf_9503210639@centron.com>
Source record: 169009

In a message of 14 Mar 95 johnmoon@pyromania.apana.org.au wrote to All :

j> Roger! you are a bit behind the times, STFAX is now up to vers. 2.1
j> and it is quite a bit faster etc. than vers 2.0.

John! You are a it behind the times, STFAX is now up to version 2.20 :>

Cheers,
Frank <frank@tachyon.demon.co.uk>
+---+
| Standard disclaimer: The views of this user are strictly their own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+---+

4701. Towers II problems

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 18:29:15 UTC
From: gordov3@icebox.iceonline.com
Message-ID: <D5nFEy.7qF@iceonline.com>
Source record: 169150

There has a been a patch released to fix the problem that some people have been having with TowerII game for the Falcon. I do not have access to ftp so I cannot upload it anywhere. But ask around to see who can get this patch to people who need it. This patch will fix the save game problem, and update towersII to version 1.01 from 1.0.

4702. Baracuda 040?

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 18:45:23 UTC
From: m9003@abc.se
Message-ID: <3kf9o3$6ji@oden.abc.se>
Source record: 169149

lglb@doc.ic.ac.uk wrote something like :

l> Hi. I'm asking about the Baracuda 040 - the 68040 upgrade for the
l> Falcon. Does anyone know:
l>
l> a) Quite what it is? (ie video enhancer too?)
l> b) When it will come out?
l>
l> Cheers in advance, Leon.

well here's some info for ya....

Barracuda 040 - Falcon 030 Accelerator

Who needs a Barracuda 040?

Anybody that wishes to accelerate their Falcon
030 computer.

What will a Barracuda 040 do for me?

The Barracuda 040 will greatly enhance the
performance of the Atari Falcon 030 computer
system. It will give you the speed, performance
and options unparalleled to any other accelerator
available today. It will increase productivity, by it's
raw processing power alone.

Specifications and Features:

---

* 68040LC-33MHz or 68040-33MHz
* Performance increases to 900%
* Fully 68030 compatible
* 8 Kilobyte on board cache
* 1 wait state operation
* Memory expansion from 1 Megabyte to 128
Megabyte of 32 Bit Local RAM
* Memory Management unit
* Floating Point Instruction Unit 040 only
* Enhanced video output, software driven for
higher video resolutions up to 1280 by 1024
* Enhanced DMA control and access
* 32 Bit Flash ROM (for easy OS upgrades)

* Full system control logic supported by on board
custom ASIC design
* Video Expansion Buss
* 2 VME busses (96 pin) for use with plug and
play options

Options:
----

* 68040-33MHz with FPU
* RAM Card memory expansion from 1 Megabyte to
128 Megabyte of 32 Bit Local RAM
* 486DX-33 MHz PC Emulator
* Video Funnel - Video Frame Grabber
* Ves 2000, 3000, 5000 - Video Editing System

Availability - February 1995

Some Commonly Asked Questions:

Q: Will the Barracuda 040 fit in my stock Falcon case?
A: No, because of the limited power supply included with the
Falcon 030, as well as space restrictions, the user will need to
use an alternate mounting enclosure with larger power
supply.

Q: Is the Barracuda compatible with my existing software?
A: Yes the Barracuda is 100% backwards compatible with all
current software packages.

Q: Are there many problems with the Falcon's DSP?
A: NO, Extensive testing has been done to assure proper
operation with the internal DSP, all timing associated with the
DSP will now be handled by the Barracuda 040.

Q: Can I install the Barracuda 040 myself?
A: Yes, although some technical knowledge will be necassary,
the installation has been mad fairly simple, some soldering will
be required.

Q: What do I need to know about the RAM option?
A: The RAM card supports from 1 Megabyte to 128 Megabyte of
local RAM, (TT compatible). The only restriction placed on you,
is all 8 banks of memory must be occupied by memory of
the same type. E.G. If bank on uses a 1 Megabyte
SIMM, then the entire board will need to use the 1 Megabyte SIMMs,
giving you a total of 8 Megabyte of local RAM. 4 Megabyte
SIMMs will give you 32 Megabyte, and 16 Megabyte SIMMs 128
Megabyte.

Q: What about RAM speed?
A: 60 to 70 ns is recommended.

Q: Does the extra RAM help system performance?
A: Yes, local RAM increases system performance greatly.

PRICES M.S.R.P.

* Barracuda 040 from $800.00 US
* 68040-33MHz Proc. Upgrade $150.00 US
* RAM Expansion $300.00 US
* 486DX-33 PC Emulator $400.00 US
* Video Funnel $600.00 US
* Video Editing System from $1500.00 US

W I Z Z T R O N I C S
We Specialize in new Innovations in electronics and software

31 Hewes Street
Port Jefferson Station, New York 11776-4003
USA
Telephone/Fax: 516-473-2507

Atari, Falcon 030 are Registered Trademarks of Atari Corporation.
Barracuda, Video Funnel and Ves 2000, 3000 5000 are Trademarks of Wizztr
onics.

---
* Kivi (unregistered) 1.30 *

4703. Ghostscript - Where?

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 20:09:27 UTC
From: martin@central.co.nz
Message-ID: <3kfeln$9j3@central.co.nz>
Source record: 169001

I have heard about a package for the ST called Ghostscript, which reads Postscript files. Is it available, and from where?

Secondly, is there an English version of ST Guide?

Ciao,
**** Crazy Horse ****

4704. Re: *** TOWERS II FTP SITES

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 20:16:35 UTC
From: s581021@tfh-berlin.de
Message-ID: <3kff33$knl@sun24.tfh-berlin.de>
Source record: 169002

Craig Graham (Craig.Graham@ncl.ac.uk) wrote:

: Anyone else gonna back me up here? I've managed to reach the third floor,
: but I'm a bit stuck now. I've got the armour, bow & arrows (but I used them all
: :( ), got the Axe Spell & Food Spell, found the secret passage on the
: second floor with the flying eyeballs in it. Got the boots from the toilet
: and the silver & gold keys by killing the janitors on the first level -
: but there is one door on the first level that these keys don't open.
: Does anyone know where the third key is? Also, what does pulling the chain
: on the first level do?

: Craig (lost in the Tower, and getting ready to pay for the rest of the game).

I've got the same Problem.
But where did you find the arrows?

Bye, Stefan

--
Stefan Schoene s581021@tfh-berlin.de
Computer Science Student
TFH-Berlin
Berlin, Germany

4705. Re: comms prg for internet use?

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 20:51:30 UTC
From: guenther@cabal.shnet.org
Message-ID: <FCSUAJWQUP@cabal.shnet.org>
Source record: 169005

In <3kelec$3kn@idefix.eunet.fi> Teppo Pihlajamaki wrote:
> (ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½). I tried lots of character set, keyboard and bank g0-g4
^Angstrom
^capital one
^o Umlaut
^capital one
^a Umlaut
^capital one

No problem so far, but: your article header does _not_ include a charset
definition, as mine does. IMHO this is necessary for correct decoding, as
there are other code pages than 8859-1.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

4706. Re: Where can I find a GIF to 1040 STE conversion program

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 21:13:37 UTC
From: jason@whatnext.demon.co.uk
Message-ID: <486938256wnr@whatnext.demon.co.uk>
Source record: 169003

In article: <Zq+6O1L.cherridge@delphi.com> cherridge@delphi.com writes:
>
> I am looking for some utility that I can download that will help me
> convert GIF and possibly binary picture files to the 1040 STE format.
>
> Could some computer expert point me in the right direction?

If you mean to 'view' Gifs in 256 colours on an STE then you
might be interested in the shareware PhotoChrome graphics card
emulator. It can also convert them to 512 colour Spectrum format.

It claims to be able to display 19200 out of 32768
colours from 24 bit Targa (.TGA) files without any extra hardware.

The results are almost unbelievable.

Another package worth looking at is the shareware
Speed-of-Light.

------------ * What Next! Media Services * ------------

---- * Design * Artwork * Typesetting * Printing * ----

4707. For Sale: Spectre GCR v3.0

Newsgroup: comp.sys.atari.st
Date: 1995-03-18 23:15:54 UTC
From: mcdower@tui.lincoln.ac.nz
Message-ID: <mcdower.7.2F6B69AA@tui.lincoln.ac.nz>
Source record: 169004

Well for some reason ones current contact has failed to get back to me so i'm offering my hardly used Spectre GCR v3.0 + Mac Roms, and some software to who ever would like to take it for a reasonable sum. Not much else to say really its a plug in and go unit, without a scratch on it. It worked fine for all the Mac prgs I ran, blah......

email Me
Richard

4708. Re: Calamus?

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 00:12:00 UTC
From: sven.bornemark@p56.dada.ct.se
Message-ID: <ftn_2.200.136.56$fidonet.org_2f6b79e7_Sven.Bornemark@p56.dada.ct.se>
Source record: 169010

Hi Rick,

> Does anyone know where I can purchase a copy of CALAMUS, CALAMUS FONT
> EDITOR, and OUTLINE ART?

Well if contacting a company across the ocean is not too far fetched for you,
try JCA Europe Ltd (+44-734-452 416). Alastair Craig will certainly be helpful
in providing you with Calamus 1.09 for ?59.00, Calamus SL for ?199.00 and
Outline Art 3 (lucky you, price recently reduced with 50%!) for ?99.00.

Say hello to him from me, will you?

I'm not sure where you could get Calamus Font Editor from, but I've seen it and
it is *not* very user friendly. Try *Fonty* instead! Available from FaST Club
(+44-602-455 250) and priced at ?12.00.

Say hello to Paul Glover from me, will you?

Yours sincerely

-Sven-
Sven Bornemark Musik
Lergodsv 79, S-238 40 OXIE, Sweden. +46-40 54 54 54
sven@dada.ct.se | 2:200/136.56 | 90:1102/116.56
Hot software from the cold north

(UUCP Dialup connection)

4709. Re: Where can I find a GIF to 1040 STE conversion program

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 00:18:25 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3kft8h$62t@golem.wcc.govt.nz>
Source record: 169006

In article <3kb107$h47$4@mhadg.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> writes:
>>I am looking for some utility that I can download that will help me convert
>>GIF and possibly binary picture files to the 1040 STE format.
>It sounds like what you're looking for is a way to view GIF files on an STe..?
>
>If that's the case, probably the best Atari viewer program is the ShareWare
>"GEMview", which should be available from any Atari ftp archive site like
>atari.archive.umich.edu or any of its mirrors.
>
>GEMview will also convert between file formats if that's truly what you need.

No it is not...!!!

The only real good program to view GIFs on a STE is Photochome 4, I do sugest
BobR you should get a copy and try it, you will end up tossing GEMview out of
the window...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4710. Alligator 040? (was Re: Baracuda 040?)

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 01:46:32 UTC
From: guenther@cabal.shnet.org
Message-ID: <FCTBAIWOUP@cabal.shnet.org>
Source record: 169017

In <3kf9o3$6ji@oden.abc.se> Martin Rossel wrote:

>lglb@doc.ic.ac.uk wrote something like :
>
>l> Hi. I'm asking about the Baracuda 040 - the 68040 upgrade for the
>l> Falcon. Does anyone know:
>l>
>l> a) Quite what it is? (ie video enhancer too?)
>l> b) When it will come out?

[description deleted]

AFAIK, Wizztronics have announced the same board for the TT, with the name
"Alligator 040". Anyone got the facts on this one?

Seriously, I am tempted to buy one and throw my current FastRAM board out
instead.

Thorsten
--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

4711. Re: Help a MiNT newbie... please?

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 01:57:07 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3kg31j$3mt@iconz.co.nz>
Source record: 169007

Andrew Collington (andrewc@cogs.susx.ac.uk) wrote:
: I am a total newbie to all this MiNT stuff and I wondered if anyone could help
: me. I have just installed all the 9 disks from the Distribution disk from one
: of the ftp sites (hensa, I think). Anyway, this has installed ok and I can
: now do most of the commands I use for unix (cd, less, chmod, etc). What I
: want to know is how to use accs with mint? I put some accs on the root of C:\
: but only Toswin loads up. I use a program called ACC.PRG to load all my accs
: from a folder. I have this running before Mint, and the message comes up a
: boot that ACC.PRG has loaded, then Mint loads, but the I get the message
: 'Leaving Mint'. What do I have to do to get my accs loaded?

Get rid of ACC.PRG. If you want to load your DAs from another directory,
then you must change the environment variable (set in GEM.CNF) called
something like accpath (if you want to know the exact name I will look it
up for you.) This variable contains a path to load the accessoiries from.
There should already be a line in GEM.CNF pointing to C:\. Just change
this in a texteditor.

The other way is of course just to put your accessories in the root dir.

Hope that helps,
Mario Becroft (mbecroft@iconz.co.nz)

4712. screens captures !

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 04:34:00 UTC
From: huots00@DMI.USherb.CA
Message-ID: <3kgc7o$rpp@tohi.DMI.USherb.CA>
Source record: 169012

I need a screen capture of the desktop of Atari (Gem) computers.

The best is a capture from a Falcon. (256 coul.)

Is anyone can say me where i can find that (ftp and pathname) ?

I've succeeded, and got a file named flcn_pnt.lzh, but the images
files are in .PNT format (Prism), and i'm not able to convert them.

If anyone can send me a capture of his falcon desktop (in e-mail uuencoded) or
say me me where i can find such pictures (ftp or Web ...), that would be
very apreciated !

(Sorry for my bad englisg writing, i'm not an English native person)

Thank you ! (Please, reply in E-MAIL, i'm not able to come in Usenet
very frequently).

Bye!
Syl!

4713. Re: Falcon internal HD swap?

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 04:46:32 UTC
From: lamarth@delphi.com
Message-ID: <hew4+vQ.lamarth@delphi.com>
Source record: 169011

Peter Missel <Peter_Missel@m4.maus.de> writes:

>- Conner 2064*, 2084*, CFN250
>- Quantum GoDrive 40, 80, 170*
>- Toshiba MK1724*
>- Seagate 9077A*, 9080A*
>
>2,5" IDE drives aren't that hard to get - and up to about 350 MB, they are
>reasonably priced, too.

What about drivers? Will the Atari-supplied driver work with these devices?
If so, how do you configure it for different capacities?

David (lamarth@delphi.com)

4714. nullmodem-, midi-prg`

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 05:03:29 UTC
From: bseburn@vaxxine.com
Message-ID: <D5o8pt.7B@vaxxine.com>
Source record: 169014

```
l > MIDIMAZE 2 is a laugh. I play this at home on my MegaSTE and 52
l > when friends are around. Up to 16 players. There is a beta vers

I will agree with MIDIMAZE being a laugh! We set it up with 5 STs
at a user group meeting a couple years ago.. it was a real hoot! :-)

Brian

===========================================================================
Brian Seburn + Internet address' + Gadgets BBS
St. Catharines, Ont. + bseburn@vaxxine.com + 905-687-9041
Canada + bseburn@freentnet.niagara.com + 14.4 v.32/.42
===========================================================================

___ Mountain Reader II - #00000039
```

4715. Software 4 Sale...

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 06:15:01 UTC
From: abstract@wam.umd.edu
Message-ID: <3kgi55$igr@cville-srv.wam.umd.edu>
Source record: 169013

```
This newsgroup has been cluttered lately with "forsale's", so
I'll be brief. The following are forsale:
- Multipaint Deluxe (with paintbrush & stand)
- Pagestream v1.8

Email if interested:
- Lunatic
- abstract@wam.umd.edu
```

4716. Hard Drive for sale

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 07:41:05 UTC
From: lenn@expert.cc.purdue.edu
Message-ID: <3kgn6h$lhb@expert.cc.purdue.edu>
Source record: 169015

For Sale:

40 Meg Conner SCSI Hard Drive 1/3 height 3.5" size - $30

perfect for an ST or STe, just add a SCSI host adaptor and case

You pay shipping.

Jody Lenn

--
Jody M. Lenn Umich Atari Posse:
lenn@expert.cc.purdue.edu lenn@atari.archive.umich.edu
lenn@terminator.rs.itd.umich.edu
Elevation 28,800 BPS (V.34) GEnie: j.lenn1@genie.geis.com

4717. Re: New Atari Computer Rumour!

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 07:57:06 UTC
From: Spencer.Davies@mettav.exnet.com
Message-ID: <795841246.0@mettav.exnet>
Source record: 169016

Out of the ether, the following was mentioned by David...:

DP> Availability doesn't end when production ends. I would guess that
DP> Motorola will have at least a 3 years supply in stock at the time
DP> when production stops.
Motorola, like Intel, don't hold much in the way of stock, maybe 2 months worth
but no more. The more stock they have then the more any capital is tied up in
old products.

Distributors may, however, have more stock than this. It all depends.

Spencer

spencer@boondock.mettav.exnet.com

* Origin: The Net is Yours,USE IT!Don't Abuse IT! (Turbonet 100:1011/0.2)

4718. Re: comms prg for internet use?

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 09:05:28 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3kgs4ojmn1@perth.DIALix.oz.au>
Source record: 169019

Teppo Pihlajamaki (teppo@bbs.dream.fi) wrote:
: Thank you for eneryone who responded to my question either by posting or
: by mail. I've tried different programs that support ISO-LATIN-1 and here's
: what I found:

: -Stalker: Could find only upgrades. Is not shareware?
: -Uniterm: Can't quite figure it out. I think it suffers from its old age.
: -Connect: This is what I was using all along, but didn't know it could be

: **********
What you have'nt tried STarCall ??? I'm sure you can also use the ISO-Latin-1
font (and many others as well). It's avaiable from most large (Atari) FTP
sites

Maybe the answer to your needs & wants.... VERY easy to use, has it's own
editor and buffer windows. a VERY easy script language and when you register
you receive the FAX side of the package....

Try it, you'll like it !!!

Regards

--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

4719. Re: Where can I find a GIF to 1040 STE conversion

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 10:09:22 UTC
From: henk@elrond.Simplex.NL
Message-ID: <FCTKAFUQUp@elrond.Simplex.NL>
Source record: 169026

In <3kft8h$62t@golem.wcc.govt.nz> Roger Sheppard.. wrote :

>In article <3kb107$h47$4@mhadg.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> writes:
>>>I am looking for some utility that I can download that will help me convert
>>>GIF and possibly binary picture files to the 1040 STE format.
>>It sounds like what you're looking for is a way to view GIF files on an STe..?
>>
>>If that's the case, probably the best Atari viewer program is the ShareWare
>>"GEMview", which should be available from any Atari ftp archive site like
>>atari.archive.umich.edu or any of its mirrors.
>>
>>GEMview will also convert between file formats if that's truly what you need.
>
>
>
>No it is not...!!!
>
>
>The only real good program to view GIFs on a STE is Photochome 4, I do sugest
>BobR you should get a copy and try it, you will end up tossing GEMview out of
>the window...
>

Maybe, that is if you use a color monitor. It does not do B/W A.F.A.I.K.
I have also a program that gives a kind-of grey-scale on the B/W monitors
by flickering. Sometimes very nice. If you are interested, I will try to
fill in the details.

Henk

--
Henk van der Griendt, Student Library Sciences
Dordrecht Email: henk@elrond.Simplex.NL or
The Netherlands griendt@Simplex.NL

4720. Re: nullmodem-, midi-prg's

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 10:35:43 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D5oo3J.B2s@cix.compulink.co.uk>
Source record: 169020

>Does anyone know any good Atari ST(E) games or programs which
>
>uses nullmodem- or midi-cables?

MIDICom is very good. The demo is free and is limited to sharing drives A and C on each machine in the network. You can also share a printer. It can use Serial, MIDI or LAN.

Ofir ogal@cix.compulink.co.uk

4721. Re: Bad News: TOS 5

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 10:46:39 UTC
From: m9174@abc.se
Message-ID: <3kh22f$hes@oden.abc.se>
Source record: 169021

> Exactly. BTW, I doubt that C-Lab would be willing to do this even if
> Atari approved it. Why should C-Lab be interested in a new TOS? I
> don't think they want to earn money with writing operating systems.

True! And I don't think that C-Lab even is capable of doing an OS. Why bother anyway? When MagiC 3 finally gets released, why stick with TOS?

Carl L. - Zero-X beta-tester.

---
* Kivi 1.30 *

4722. Atari St MIDI SysEx progr

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 10:46:41 UTC
From: m9174@abc.se
Message-ID: <3kh22h$het@oden.abc.se>
Source record: 169022

ac381@detroit.freenet.org wrote something like :

> I am looking for a program to send and receive MIDI System Exclusive
> messages (SysEx) for my 1040 ST. I found one program in the umich ar
> chives,
> STMIDIEX.LZH, but I have been unable to get it perform correctly.

You could try my Dumpman Uni utility, it _should_ manage it. Can I
mail you a copy of it?

Carl L. - Zero-X beta-tester.

---
* Kivi 1.30 *

4723. Re: NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 11:21:31 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3kh43r$ark@golem.wcc.govt.nz>
Source record: 169024

In article <D5JsC4.8q6@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>>ST Review may have been a bit 'Falconised' but if you think about it
>
>STR was not Falcon oriented! Only the screengrabs were, and that's simply
>because we wanted colour. There were very few Falcon only articles. Count
>pages and articles before making sweeping statements.

Sorry Ofir please take the blinker off, it was more Falcon
than any thing else..

My self and another were getting a bit fed up with all the Falcon
stuff that was in it, more like 80%....

Lets bring back ST-World, the Real Atari magazine....

Falcons might sell in the UK or do they, but they don't sell here at all,
I can get a full Multimedia PC for less than a Falcon 4/60 with out monitor
that has been in a shop here for 2 years..

Sorry the Falcon is DEAD no real Support, and from what I read here I would
have to spend some $1000 to bring it up to speck and then it still has
a stuffed OS with no more support....

Come on lads Please get real....!!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4724. Re: *** TOWERS II FTP SITES

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 11:31:38 UTC
From: gaghon@nevada.edu
Message-ID: <3kh4mq$e5l@news.nevada.edu>
Source record: 169023

Stefan Schoene (s581021@tfh-berlin.de) wrote:
: Craig Graham (Craig.Graham@ncl.ac.uk) wrote:

: : and the silver & gold keys by killing the janitors on the first level -
: : but there is one door on the first level that these keys don't open.
: : Does anyone know where the third key is? Also, what does pulling the chain
: : on the first level do?

: I've got the same Problem.
: But where did you find the arrows?

: Bye, Stefan

I think that door that does not open is the front door (where you came in)
The chain unlocks a secret door in the same room

vince

4725. Re: Want to buy SYQUEST REMOVABLE. How much is TOO MUCH?

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 12:31:04 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCTMFBBUUP@galaxy.teuto.de>
Source record: 169032

In <9503151525.AA01388@ilmen.lanl.gov> Hutch wrote:

>>Ok. I am looking to buy an external Syquest 270 Removable media drive
>>What is the cheapest price for one of these and where from?
>APS is currently advertising them for $479 for an external unit with case
>and power supply, all cables and one cartridge. Buy yourself a Computer

That sounds reasonable.

I payed about 580,-- DM for the mechanism, _only_. Very nice drive, silent,
and fast, too ;-)

BTW, does anybody know which is the latest firmware for a SQ 3270S? Mine
identyfies as 1_24. I have heard of a firmware 2_09 or something to that
efffect.

Can SyQuest be reached via InterNet? I sent a fax to the technical folx in
Belgium (asking for a manual and some tech.-details), but didn't get a reply
as of yet.

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/personen/hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

4726. Re: Any News from CEBIT show in Germany??

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 12:38:44 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCTMFBBXUP@galaxy.teuto.de>
Source record: 169035

In <3k6uqr$dmf@m1.cs.man.ac.uk> S94 wrote:

>|> AFAIK, Atari did not have a booth at the CeBIT show. Some Atari developers
>|> showed their stuff at the Apple booth (MagicMac etc.).
>WHAT ????? I heard that the organizers of CeBIT said Atari had booked space,

Yeah, right.

Are you dreamin' or what? Several folks over here in MausNet called the
Fair-organizers and they _clearly_ stated that Atari dind't book any place at
all.

Get a life, as Roge always says ...

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/personen/hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

4727. Re: HSMOD06

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 12:44:58 UTC
From: mtaylor@perth.DIALix.oz.au
Message-ID: <3kh90a$2gj$1@perth.DIALix.oz.au>
Source record: 169025
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

molin@cxc1.cl.msu.edu (Michael Olin) writes:

>I know this subject is getting beaten to death, but I've got a question
>that I can't seem to answer myself... Can someone tell me what settings
>have given them the most success when using DRIVEIN and SCC .PRGs? I
>keep getting ZModem re-positioning errors when doing uploads to various
>local BBSs. I've confirmed that other callers have successfully ZModem-ed
>files to these boards, so I can only presume I have my settings wrong.

I have also experienced this error with HSMODA4,5 &6 on my TT on modem
port 2. I simply do not use it anymore and I have no problems at all. I
use Stalker 3.04 with a serial buffer of 20k and a 14.4k modem with a
DTE speed of 38400. I also found with HSMODA that at 38400 I would not
alwasy get a connect. Perhaps someone else has similar experiences they
might like to share. I get exactly the same speeds from my TT with or
without this program plus only on uploads I get NO positioning errors.
Not a techno buff but I feel that it is something to do with buffer
overflows...perhaps someone else can help. Of course it could also be a
combination of using Stalker.

I look forward to further info on this as well.

Regards from OZ
Mark
--

Mark Taylor || INDELIBLE DESIGN - General Printing
Western Australia || InterNet: mtaylor@perth.dialix.oz.au

4728. Re: Scan Rates for TT?

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 12:45:12 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCTMFBCFUP@galaxy.teuto.de>
Source record: 169034

In <3k9k9o$dvv@batph8.bnr.ca> Troy Carpenter wrote:

>I forgot to ask in my last post what the TT scan rates are for the
>various resolutions. Could someone please post/email them to me. This
>way I can quickly tell if any of the monitors here will work with my TT.

------------------------------cuthereplease------------------------------

Datei: MONITOR.TXT ï¿½ Michael Ruge Rï¿½sselsheim, den 11.11.1993

Email: Michael_Ruge@WI2.MAUS.DE)

Horizontal:

Diese sind beim ST/STE in:
Farbe - 15,625 KHz
S/W (SM124) - 35,700 KHz

Diese sind beim TT030 in:
Farbe (VGA) - 31,500 KHz
Monochrom - 72.000 KHz (NUR TTM194/TTM195/Protar 19Zoll Monitor mit
ECL-Eingang)
Diese sind beim Falcon030 in:
Farbe (RGB/TV) - 15,625 KHz
Farbe (VGA) - 31,470 KHz (~31,500KHz)
ST-Hoch (VGA) - 31,470 KHz (~31,500KHz) mit 60Hz Bildwiederholfrequenz
SM124 (SM124) - 35,700 KHz mit gewohnten 71HZ Bildwiederholfrequenz

Vertical:

Diese sind beim ST/STE in:
Farbe - 50-60 Hz
S/W (SM124) - 72 Hz

Diese sind beim TT030 in:
Farbe (VGA) - 60 Hz
Monochrom - 72 Hz (NUR TTM194/TTM195/Protar 19Zoll Monitor mit ECL)

Diese sind beim Falcon030 in:
Farbe (RGB/TV) - 50 Hz Interlaced oder auch nicht
Farbe (VGA) - 61 Hz
ST-Hoch (VGA) - 61 Hz
SM124 (SM124) - 71 Hz
------------------------------cuthereplease------------------------------

I didn't bother to translate, as the figures speak for themselves ...

Ciao

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/personen/hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

4729. Re: [Q} Which CD-ROM allows reading Audio-CD's over SCSI?

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 12:52:12 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCTMFBCIUP@galaxy.teuto.de>
Source record: 169033
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <jhh.795255014@news.cwi.nl> Jaap Henk Hoepman wrote:

>- which CD-ROM players allow this (and also allow Photo-CD reading, and

The Toshiba drives will definetely do that. Works like a charm on my XM-3401

The newer ones, i.e. 5201, 3501, and 3601 should do that as well. The latter being _very_ fast, some 600plus kb/sec transferrate.

>- the drive should be external (and SCSI off course): or is there an easy way
> to install an internal, or even IDE, CD-ROM to a Falcon (can you

ATAPI-IDE should work on a Falcon, given the appropriate driver, that is.

> convert IDE to SCSI?)

Why would one do that in the firstplace?

>- which driver I need for this on my Falcon 4/65

I use CD-Tools from Julian Reschke. Works great. Sold by Hard & Soft in Germany. I am not aware of foreign distributors for this fine package.

>- how much I should expect to pay for the drive...

Take a look into the current comp-mags ...

Ciao

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/personen/hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

4730. Re: AV Protocol Docs in ENGLISH

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 13:16:04 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950319140112.15228B-100000@mars>
Source record: 169027

On 13 Mar 1995, Russell A Lunsford wrote:

> In article <3jufjk$h0p@lirmm.lirmm.fr>, Andreas DIETZ <dietz@lirmm.fr> wrote:
> >In <Pine.ULT.3.91.950310083708.11957A-100000@joy>, Jens Andreasen wrote
^^^^^^^^^^^^^^^^
-------------> This is my name
but not my text!

> >
> >I wonder what would happen if all other people would refuse to accept
> >English as the standard language for international communication and
> >agree upon the use of an artificial language or a dead language, for
> >example, Latin, for this purpose.
>

/********** End of "Not my text!" **********************/

> I would guess that the world would be thrown into a state of chaos and
> confusion, world trade would stop (effectively), wars would start, and people
> would just be plain unfriendly :)
>
> Why the national pride about an international language...I know you cited
> a dead language being a good option, buy why not one that is already in
> place (mostly ;)
>
> Ganbatte Kudasai!
>
> Russ
>
> > Andreas

It happens that someone cites a text that someone has cited that someone has..
^^
What I originally posted was a somewhat agressive opinion *against_the
attitude* of certain beholders of certain mothertongues. I stand for that.

/Jens M Andreasen

4731. Re: Eagle Power II

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 13:33:40 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950319141950.15228C-100000@mars>
Source record: 169028

> appreciated than to support their existing computers. The Falcon, despite
> its shortcomings, is designed the way that a computer should be designed.
> It is a parallel processing computer with built in hardware for audio,
> video, and all other forms of input output that few (if any) PC's could
> handle.

Allthough I pesonally agree that the falcon is a nice machine, PC's are not to be compared. If you want DSP's or "other brand name" processors, just stick'em in! (Example: Janus, the Atari-emulator :-)

Its expensive to do so, but it gives a certain degree of freedom to the end-user to particiate in the design process.

I have nothing against Amigas either. I just don't buy them :-)

/Jens M Andreasen

4732. List of WWW Browsers currently available/under development?

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 13:47:42 UTC
From: guenther@cabal.shnet.org
Message-ID: <FCTLECCXUP@cabal.shnet.org>
Source record: 169041

Hi there!

Someone in Mausnet claimed that there will not ever be any WWW browser
besides Lynx for our machine. I'd like to prove him wrong, but to do so i
need a list of all WWW Browsers currently available or under development,
including the features planned etc. and the system requirements
(MiNT/X/MTOS/MagiC, RAM, additional software (SLIP/PPP)).

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

4733. Re: FAx software for USR s

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 15:04:03 UTC
From: paul@xciv.demon.co.uk
Message-ID: <795625443snz@xciv.demon.co.uk>
Source record: 169037

In article <D5Jr3F.IzH@exeter.ac.uk>
cs93dlh@dcs.exeter.ac.uk "D.L.Hastings" writes:

> > : I would buy COMA if it came with out the name lock...
> > Coma is good, I agree, but all-in-all I prefer Junior Office or STraight FAX.
>
> Has anyone tried BATFAX yet? I haven't got anyone to send test faxes to or
> recieve them from so I can't really test it myself. :)

BTFAX works fine for receiving faxes, Daron Brewood is/was running from
Binkley.

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk (home), paul@xexos.com (work) */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* "The smoke cleared, the dust settled, no-one knew how many had died, */
/* all around were broken men, they'd said it was safe, they'd lied." */

4734. Re: MODS: where?

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 15:20:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199503191720.a8735@a2w.maus.de>
Source record: 169029

Wakko Warner (abstract@wam.umd.edu) wrote on 15.03.95:

>Anybody know where I can find any good Mod files? I'm finally starting
>to really get into them...
Me too. Just to wet your appetite, I found this chart of the current
best mods - but where the heck can I find the mods themselves??

place last title filename filesize
month

1) 2 Defloration (deflorat.mod) 408.043 Bytes
2) 1 Guitar Slinger (gslinger.mod) 406.354 "
3) 3 Space Debris (spdebris.mod) 347.582 "
4) 4 Beyond music (beyond.mod) 402.166 "
5) 5 Boom! And she cums (boom.mod) 284.004 "
6) 6 Digital Innovation 2 (digital2.mod) 137.124 "
7) 7 What's up (whats-up.mod) 604.676 "
8) 9 Don't you want me (dontuwan.mod) 99.768 "
9) 8 What is love (whatislo.mod) 723.886 "
10) 10 Free from guitar (freeguit.mod) 190.698 "

complete (Top 100) charts available from:

U.S.A.:
ftp.etsu.edu /pub/aminet/mods/chart
ftp.wustl.edu /pub/aminet/mods/chart
wasp.eng.ufl.edu /pub/msdos/demos/music/MOD_CHARTS
wuarchive.wustl.edu /pub/aminet/mods/chart

GREAT BRITAIN:
src.doc.ic.ac.uk /computing/systems/amiga/mods/chart

Ian_Taylor@a2w.maus.de The hidden secret of life is

4735. Re: C-LAB FALCON MK II he

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 15:21:45 UTC
From: paul@xciv.demon.co.uk
Message-ID: <795626505snz@xciv.demon.co.uk>
Source record: 169038

In article <3kcomn$o2i@oden.abc.se> m9174@abc.se "Carl Lofgren" writes:

> j> Try running GEM bench, or another speed-tester to see if it is any fa
> j> ster....
>
> The C-Lab Falcon030 is nothing but a bad joke.

Good to see lots of well argued reasoning there.

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk (home), paul@xexos.com (work) */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* "The smoke cleared, the dust settled, no-one knew how many had died, */
/* all around were broken men, they'd said it was safe, they'd lied." */

4736. Re: WWW-Browser for ATARI (esp. Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 15:24:12 UTC
From: avg@cwi.nl
Message-ID: <avg.795626652@news.cwi.nl>
Source record: 169030

mnb20@cam.ac.uk (Mark Baker) writes:

>Having everything in the /etc directory makes it a lot easier to port unix
>programs to the atari. I don't see any problem with having everything in
>the /etc directory, although a program (preferably GEM based) to configure
>things would be a great improvement.

Two things:

1) If you admit to the untolerable laziness of programmers
by keeping the /etc convention on Atari systems, you are
bound to suffer from even more laziness (if you give
someone a present, he will usually react by expecting
even more). Besides, don't programmers or hackers have
anything better to do than running GCC on existing sources?
Isn't it time for new challenges? If you think UNIX is
perfect, then sell your Atari system and get a cheap
Linux box. I did (kept my Atari as well), but I still think
there are lots of things that should change should UNIX even
want to become the leading operating system (for home use).

2) Having everything in the /etc directory is not a trivial
matter. Most people don't even have /, let alone /etc.
And the U: file system is far from ideal, in my experience.
For example, whenever I open U:/ in a Gemini window, I am
asked to insert disk B: in drive A:. A small thing, but
it has prevented me so far from running MiNT in everyday Atari
life.

>MiNTnet itself, and the client ftp, telnet etc programs do not require a
^^^
:-)

>minix filesystem, or a multiuser setup, and without a multiuser setup
>everything has root permission.

I remember running ncftp once, and it definitely checked the
/etc/host file (whereas, btw, some other programs look at /etc/hosts
with an extra s---long live UNIX ports...)

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

4737. Re: address to Atari Workshop wanted

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 15:47:04 UTC
From: paul@xciv.demon.co.uk
Message-ID: <795628023snz@xciv.demon.co.uk>
Source record: 169036

In article <3kdbjp$pc6@hasle.oslonett.no>
hallvart@oslonett.no "Hallvard Tangeraas" writes:

> Does anyone have the email address to the Atari Workshop in the UK
> (If they have email that is).

ssolutions@cix.compulink.co.uk

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk (home), paul@xexos.com (work) */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* "The smoke cleared, the dust settled, no-one knew how many had died, */
/* all around were broken men, they'd said it was safe, they'd lied." */

4738. TCP/IP for ST?

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 16:32:35 UTC
From: arch@netspace.net.au
Message-ID: <arch-2003950229180001@dialup-a25.netspace.net.au>
Source record: 169031

Yeah, yeah. It's a great machine but...

Could someone please explain why I can run Eudora, NewsWatcher, MacWeb, ircle, Anarchie, etc.etc. on my crappy Powerbook 100 and nothing of the sort on my fabulous ST? Hmmm?

cheers

arch

4739. Re: J-Office Fax...

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 17:46:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199503191946.a46266@m4.maus.de>
Source record: 169039

>BTW Class 2.0 is not the same as Class 2, although I've no idea what the
>differences are. Class 2.0 is the official ANSI/EIA/TIA standard, class
>2 was (is) the attempts proir to the official standard.

Class 2.0 includes FAX poll mode and a few minor changes.

bye, Peter

4740. Re: Any News from CEBIT show in Germany??

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 17:50:58 UTC
From: sirsmedley@delphi.com
Message-ID: <Jq0au5i.sirsmedley@delphi.com>
Source record: 169040

I heard Atari had a lot of space for an upcoming UK show, NOT CeBit. And
this UK show is supposed to be the official release of the Jag CD-ROM.
I think the show was called ECTS.

Smed

4741. Re: TT Specs?

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 17:59:20 UTC
From: sirsmedley@delphi.com
Message-ID: <Bo96u1o.sirsmedley@delphi.com>
Source record: 169042

I too have a TT, and everything in the previous posts in this thread have been pretty much accurate. But one thing was left out. The TT video output is a VGA, but on a standard VGA monitor it is a little narrow. If you can, get an Atari PTC1426 monitor. On the back is a switch to toggle display mode from standard
VGA to TT. The TT mode elimnates the black border on the right and left edge of the screen so things don't look distorted. But, even on standard VGA, they don't
look very distorted. still quite sharp.

4742. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 18:06:18 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCTSAFURUP@dksoft.ping.dk>
Source record: 168960

In <m0rpZJN-000CBkC@black.csi.cam.ac.uk> Mark Baker wrote:

>Save disable is one thing I do object to; there's no way I can evaluate
>how useful a program is when there's no way I can use it in real life. I
>don't mind lots of extra features being missing but I think a shareware
>program should be usable.
>

As i said. Save diable can become a problem, but most often it isn't.

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

4743. Re: Searching for Hydra

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 18:27:56 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCTSAFVCUP@dksoft.ping.dk>
Source record: 169043

In <D5CtMK.Jr@utu.fi> Mikko Tapio Larjava wrote:

>As somebody mentioned there is this bidirectional protocol named Hydra
>existing for Atari. I have seen the same mentioned in the document of Amiga's
>version too. So, the only problem is where to find it. I have looked for it
>from several ftp places and couldn't find anything. If somebody owns it
>could (s)he please upload it to some place? That only if it is not
>commercial stuff of course. Thanks!
>

It's alive in the Semper mailer, but you can't really use that for anything
unless you use a fidonet comp. mailer.

Also it's known to be supported by binkley mailer, but i'm not sure if they
have finished it yet.

Beside that, i'm not sure you gona find Hydra any else where.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

4744. TOSFax

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 18:49:00 UTC
From: herve@thebbs.freenix.fr
Message-ID: <8A5C4A5.00AD001C51.uuout@genesis8.frmug.fr.net>
Source record: 169044

In a message of <17 Mar 95 20:14:11>, Steve Taylor (2:320/220) writes in area 'SYSATARIST':

ST>
ST> : Yes TOSFax Pro can do that ...
ST> : For Class 2, 2.0.
ST>
ST> What is this? Is it PD/Shareware/Commercial/what?

That's a french commercial software.

Herve - Herve@thebbs.freenix.fr

--- JetMail 0.99beta18
* Origin: --==> THE BBS for ATARI <==-- Paris, France (FidoNet 2:320/107)

4745. Re: WWW-Browser for ATARI (esp. Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 18:50:55 UTC
From: dsb@cs.duke.edu
Message-ID: <3khuef$lrk@duke.cs.duke.edu>
Source record: 169045

From the Holy Book of <avg.795626652@news.cwi.nl>
as spake by avg@cwi.nl (Annius Groenink) :

>mnb20@cam.ac.uk (Mark Baker) writes:

>>Having everything in the /etc directory makes it a lot easier to port unix
>>programs to the atari. I don't see any problem with having everything in
>>the /etc directory, although a program (preferably GEM based) to configure
>>things would be a great improvement.

>Two things:

> 1) If you admit to the untolerable laziness of programmers
> by keeping the /etc convention on Atari systems, you are
> bound to suffer from even more laziness (if you give
> someone a present, he will usually react by expecting
> even more).

Funny, that's exactly the description I was going to give of _your_
behavior --- receiving a fully functional TCP/IP socket interface (at no
cost, what's more) and whining because it doesn't have a pretty GUI
interface.

> Besides, don't programmers or hackers have
> anything better to do than running GCC on existing sources?
> Isn't it time for new challenges?

The maxim "Don't reinvent the wheel" springs to mind for no obvious
reason.

The whole point of MiNTnet being designed the way it is, Annius, is to
make it easier to use the tremendous existing TCP/IP software base.
Call that "laziness" if you want; we call it "code reuse", a
time-honored tradition in the programming world.

> If you think UNIX is
> perfect, then sell your Atari system and get a cheap
> Linux box.

No, it's not perfect, but it is widespread, well understood and well
supported, and it has lots of very useful software for it. You can see
a lot farther if you stand on the shoulders of giants.

> 2) Having everything in the /etc directory is not a trivial
> matter. Most people don't even have /, let alone /etc.

In mint.cnf:
sln c:\etc u:\etc

You've got an /etc now.

> And the U: file system is far from ideal, in my experience.
> For example, whenever I open U:/ in a Gemini window, I am
> asked to insert disk B: in drive A:.

You shouldn't really have to open u:/ in a GUI window; that's the point of this nice GEM configure program that everyone keeps telling you you should be writing. ;)

>>MiNTnet itself, and the client ftp, telnet etc programs do not require a
>>minix filesystem, or a multiuser setup, and without a multiuser setup
>>everything has root permission.

>I remember running ncftp once, and it definitely checked the
>/etc/host file (whereas, btw, some other programs look at /etc/hosts
>with an extra s---long live UNIX ports...)

Did I miss something? You don't need a Minix filesystem or a multiuser setup to have an /etc/host[s] file.

The bottom line is this: MiNTnet works. You said yourself that it's the user interface, not the socket interface, that you're complaining about. Fine. That knocking sound you hear in the background is called opportunity. Instead of trying to build an entire TCP/IP system from scratch, and making all the same bugs that Kay et al. have already made and fixed, why not take the existing socket interface and make a nice user interface for it? You'll be a hero. Need help? Have questions? Drop in on the MiNT mailing list. We're actually quite friendly when we're not being derided as "Unix freeks"[sic]. C'mon, Annius, isn't it time for new challenges? ;)

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1995 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

4746. Re: Bad News: TOS 5

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 19:36:10 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3ki13a$ci7@dux.dundee.ac.uk>
Source record: 169046

Carl Lofgren (m9174@abc.se) wrote:
: > Exactly. BTW, I doubt that C-Lab would be willing to do this even if
: > Atari approved it. Why should C-Lab be interested in a new TOS? I
: > don't think they want to earn money with writing operating systems.

: True! And I don't think that C-Lab even is capable of doing an OS. Why
: bother anyway? When MagiC 3 finally gets released, why stick with TOS?

My view also, but I thought I'd post the latest from Atari anyway.
Incidently they also said the situation with the Falcon is as yet
undecided, ie they wont make any mroe until current stocks sell out.
After this they will make their mind up whether to make any more or not.

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

4747. WANTED: ST emulator for IBM PC

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 20:04:45 UTC
From: rcorner@vax.oxford.ac.uk
Message-ID: <1995Mar19.200445.30191@oxvaxd>
Source record: 168952

Could anyone tell me where I can get hold of an Atari ST emulator for an IBM PC? (Freeware, shareware or commercial.) I have heard of one called "Gemulator", but I don't know where to get it. Thanks.

-Richard Corner

4748. Re: Where can I find a GIF to 1040 STE conversion program

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 20:07:11 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3ki2tf$fkg@golem.wcc.govt.nz>
Source record: 169050

] I am looking for some utility that I can download that will help me convert
] GIF and possibly binary picture files to the 1040 STE format.
]
] Could some computer expert point me in the right direction?

Speed Of Light
GEM-View
Photochrome (looks the best)

All are available in ./atari/Graphics/ on atari.archive.umich.edu or
pub/atari/Graphics on ftp.uni-kl.de

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

4749. Re: AV Protocol Docs in ENGLISH

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 20:15:05 UTC
From: ralunsfo@uncc.edu
Message-ID: <3ki3c9$78c@news.uncc.edu>
Source record: 168977

>
>It happens that someone cites a text that someone has cited that someone has..
>^^
>What I originally posted was a somewhat agressive opinion *against_the
>attitude* of certain beholders of certain mothertongues. I stand for that.
>
>/Jens M Andreasen
>
I apologize.

Russ

--
****
"Let yourself go with the disease, be with it, keep company with it - this
is the way to be rid of it." - Bruce Lee
ralunsfo@uncc.edu

4750. Falcon Shareware Games

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 20:33:25 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3ki4el$dt6@dux.dundee.ac.uk>
Source record: 169047

Right, who can tell me of any good Falcon shareware/tryware or
PD games?

I've just downloaded towers II , but what esle is there that is worth
downloading?

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

4751. Re: Where can I find a GIF to 1040 STE conversion program

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 20:59:48 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Mar19.205948.10595@bradford.ac.uk>
Source record: 169048

On 19 Mar 1995 00:18:25 GMT, Roger Sheppard.. wrote:
: >
: >If that's the case, probably the best Atari viewer program is the ShareWare
: >"GEMview", which should be available from any Atari ftp archive site like
: >atari.archive.umich.edu or any of its mirrors.
: >
: >GEMview will also convert between file formats if that's truly what you need.

: No it is not...!!!

: The only real good program to view GIFs on a STE is Photochome 4, I do sugest
: BobR you should get a copy and try it, you will end up tossing GEMview out of
: the window...

For my purposes, mgif seems to be the best viewer for my ST, with its mono
monitor. I agree that Gemview is better for a colour system, but the
display quality is not as good on a mono monitor.=

I thought Photochrome only worked on colour monitors, and I think just in
ST-Low resolution? I may be wrong, if the program has been updated recently.

Roger, I put it to you that DIFFERENT GIF viewers may be better for
DIFFERENT people, and DIFFERENT setups...

Steve Taylor.

4752. Re: SMS2

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 21:01:49 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Mar19.210149.10715@bradford.ac.uk>
Source record: 169049

On 17 Mar 1995 21:38:08 +0100, Thomas Hansen wrote:

: Browsing through some of my magazines, I came across an article in ST Format regarding a
: new operating system called SMS2 (I think). Does anyone know anything about this? Can
: anyone provide me with an address to the developers, Furst Ltd.?

Just out of interest, what are you interested in the product. From what I
remember, it had little practical use. I was, however, impressed by the
power the system seemed to have.

Steve Taylor.

4753. Re: Junior Office Fax Class 1 driver ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 21:05:00 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Mar19.210500.10940@bradford.ac.uk>
Source record: 168951

On 18 Mar 1995 08:47:03 GMT, Francesco Zanichelli wrote:
: Someone mentioned here a Class 1 driver for Junior Office got
: from Germany.
: If possible, would this kind soul post it in the binaries group or
: make it available by ftp ?

I will do this soon, but unfortunately I am really busy at the moment with
one thing and another.

Steve Taylor.

4754. Re: WANTED: ST emulator for IBM PC

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 21:34:09 UTC
From: jimmy@wpi.edu
Message-ID: <3ki80h$3p7@bigboote.WPI.EDU>
Source record: 168954

rcorner@vax.oxford.ac.uk wrote:
: Could anyone tell me where I can get hold of an Atari ST emulator for an IBM
: PC? (Freeware, shareware or commercial.) I have heard of one called
: "Gemulator", but I don't know where to get it. Thanks.

: -Richard Corner

I asked the same question, and BobR refered me to derekm@microsoft.com
It was very helpful, but I got myself a real 1040 ST so I'm happy =).
Anyways, Gemulator is supossed to be pretty good, but Janus from
Germany or UK (I'm guessing where it's from, sorry) is reputedly
better. IMHO, just get a real ST, guaranteed 100% compatible with
everything =).

So there you go: Gemulator and Janus. Cheers and Good Luck!

-jimmypai

mmmmmmmmmmmmmmmmmmmmmmmmmmmmm jimmy@bigwpi.wpi.edu mmmmmmmmmmmmmmmmmmmmmmmmmmmm
m We promise only to do our best and to live out our lives m
w Dear god that's all we can promise in truth..." w
wwwwwwwwwwwwww-66-8-740-3Xi-VESA-PAS16-USR14.4-VS15"-Ether16-wwwwwwwwwwwww

4755. Atari--->Mac or DOS

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 21:51:04 UTC
From: Philip Fitzpatrick <RTEPHILZ@MUSIC.CC.UGA.EDU>
Message-ID: <19MAR95.18199454.0032@UGA.CC.UGA.EDU>
Source record: 168953

What are some names of software which can be used to convert Atari text files to Mac or Dos, and where can one get this software? Thanks.

Philip Fitzpatrick
Grady College of Journalism
University of Georgia

4756. Re: Logo Program Wanted

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 22:47:44 UTC
From: Dave.Thorson@starlinx.damar.com
Message-ID: <e4b_9503200000@damar.com>
Source record: 168964

To: gary.ratliff@starnetbbs.c
Gary, I have Atari Logo and, although I'm not willing to part with it, wanted to tell you that it's a great programming environment. Lots of useful stuff built right in to help with development and debugging. When I worked with it I was very impressed that someone would create such powerful environment for the ST -- I had only seen something like that on expensive Xerox workstations designed for advanced Artificial Intelligence work.

It also runs very slowly for some reason, and seems to be limited to a small amount of memory. I translated an old BASIC program called "Animals" to Atari Logo for the old 8-bit computers, and then again to DRI Logo (the one for the ST computers). Very few changes were needed, but it seemed I could have a bigger data file on the 8-bit version. If someone knows how to configure DRI Logo to use megabytes of RAM instead of kilobytes, pass on the knowledge!
* CQWK 2.2 *

4757. Re: Where can I find a GIF to 1040 STE conversion program

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 22:49:30 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3kicdq$gus@golem.wcc.govt.nz>
Source record: 168955

In article <Zq+6O1L.cherridge@delphi.com>, cherridge@delphi.com writes:
>I am looking for some utility that I can download that will help me convert
>GIF and possibly binary picture files to the 1040 STE format.
>

Get hold of Photochrome 4, its the best there is...

32k colours with a STE or is it 96k colours, I don't
have any docs handy...

Nothing else to touch it....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4758. Terminator power

Newsgroup: comp.sys.atari.st
Date: 1995-03-19 23:18:42 UTC
From: bh@okcforum.osrhe.edu
Message-ID: <3kie4i$904@romulus.ucs.uoknor.edu>
Source record: 168980

NA1@ua1vm.ua.edu, asks for a safe hack to pull 5 volts from a power
>supply to provide term power to an ICD Link

All that is needed is a diode(ie, 1N4001), anode connected to the +5 v bus,
cathode connected to pin 26 of the 50 pin SCSI connector.

You will only need the diode on one drive in the system.

~a

4759. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 00:39:51 UTC
From: vegard@henry.interlink.no
Message-ID: <3kiisn$sd0@henry.interlink.no>
Source record: 168956

Kim Andersen (kim@dksoft.ping.dk) wrote:
: the fee as well. I would twist this around and say, the author should be
: more pleased with bug reports, rather than worry about the registration.

I agree, but all I`ve ever gotten from users is registrations. I would
appreciate bug reports (though there shouldn`t be any bugs :-), but also
suggestions for new or better functions. If feasible, I will always try
to implement suggested functions that make sense.

: But you guy's, (the programmers) don't appreciate anything, (in my opinion).

Yes we do!

: You just collect whatever you can, and when you don't get enough, then you
: start blaming everybody. (this is said the hard way, and not always my
: opinion).

I have "collected what I can" (and it`s not much...), and when I feel the
response to my program is less than I had hoped for, I look for ways to
improve it. How would *you* like this to work?

Vegard

4760. Gregor Dutchalski`s e-mail adress?

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 01:02:39 UTC
From: vegard@henry.interlink.no
Message-ID: <3kik7f$sd0@henry.interlink.no>
Source record: 168957

The title says it all, really. Anyone?

Vegard

4761. Re: POPMail/SLip??

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 01:27:58 UTC
From: Frank.Charlton@256-510-2.centron.com
Message-ID: <ba9_9503210639@centron.com>
Source record: 168965

```
In a message of 10 Mar 95 barheath@heathen.demon.co.uk wrote to All :

b> It understands both SLIP and/or PPP. I can't be certain of how you
b> cope with POP mail, but there is a FAQ included in the docs.

AFAIK, NOS won't cope with POP mailboxes at all...

Cheers,
Frank <frank@tachyon.demon.co.uk>
+--------------------------------------------------------------------+
| Standard disclaimer: The views of this user are strictly their own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+--------------------------------------------------------------------+
```

4762. Re: J-Office Fax...

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 01:28:56 UTC
From: Frank.Charlton@256-510-2.centron.com
Message-ID: <baa_9503210639@centron.com>
Source record: 168966

In a message of 14 Mar 95 S.P.Taylor@bradford.ac.uk wrote to All :

SPT> My modem (US Robotics 14,400 Sportster) CLEARLY states on the box
SPT> that it supports FAX class 3. Use of Fax sotware has convinced me
SPT> that it does NOT support class 2. AFAIK, this is peculiar to my
SPT> modem.

It supports *group 3* FAX, not Class 3. The USR Sportster 28800 is FAX classes
1 and 2.0 (not 2, there is a difference), so I would imagine the 14400 model is
similar.

Cheers,
Frank <frank@tachyon.demon.co.uk>
+---+
| Standard disclaimer: The views of this user are strictly their own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+---+

4763. Re: Towers II save game

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 01:33:16 UTC
From: Frank.Charlton@256-510-2.centron.com
Message-ID: <bab_9503210639@centron.com>
Source record: 168968

In a message of 15 Mar 95 ralunsfo@uncc.edu wrote to All :

r> Has anyone with a 4-meg Falcon been able to save a Towers II game?
r> Every time I try, it says 'Not enough memory'. I've run from a clean
r> system, getting as much as 3.9 megs available before running. I've
r> also checked hard drive space, and that is not a problem either
r> (unless those save-games are *huge*!!).

Yes, I've saved games no problem on a 4MB system with lots of stuff resident like NVDI3 even. Have you picked up the patch which cures a few problerms and upgrades Towers II to v1.1? It's on teh ftp sites now, and I know you can pick it up from ftp.demon.co.uk in /pub/atari/falcon :)

Cheers,
Frank <frank@tachyon.demon.co.uk>
+--+
| Standard disclaimer: The views of this user are strictly their own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+--+

4764. Re: Graphics editor for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 01:36:10 UTC
From: Frank.Charlton@256-510-2.centron.com
Message-ID: <bac_9503210639@centron.com>
Source record: 168969

In a message of 13 Mar 95 Craig.Graham@ncl.ac.uk wrote to All :

CG> GodPaint by 'Reserviour Gods' is quite nice (and very fast) but does
CG> lack several power user features (and doesn't use GEM at all). It's
CG> PD though....

I couldn't get that running at all... Does it need to be in a particular res
before startup, CPU cache off, anything like that?

Cheers,
Frank <frank@tachyon.demon.co.uk>
+--+
| Standard disclaimer: The views of this user are strictly their own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+--+

4765. Re: WWW-Browser for ATARI (esp. Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 01:41:42 UTC
From: Frank.Charlton@256-510-2.centron.com
Message-ID: <bad_9503210639@centron.com>
Source record: 168972

In a message of 13 Mar 95 richcsst@crash.cts.com wrote to All :

r> without a way to communicate with the outside. I could make a www
r> interpretor that only works locally (no network accesses) and will
r> show files like the web, but what use is that without having to
r> download every possible file first?

I wish you would write a local browser at least, Rich - it would be very handy
for me and others to check html code before submitting it... :>

Cheers,
Frank <frank@tachyon.demon.co.uk>
+--+
| Standard disclaimer: The views of this user are strictly their own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+--+

4766. Asteroidia bombs on my computer! Why?

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 02:53:57 UTC
From: stuart@falun.cs.ualberta.ca
Message-ID: <3kiqo5$75v@scapa.cs.ualberta.ca>
Source record: 168963

From what I can tell of the game, it looks of a pretty high quality- so I was a little surprised when about 4 seconds into the game, my screen was filled with bombs.

first two bombs, then a few more, then a few more, then my computer reset.

I have a Falcon030 w/80meg SCSI HD and a VGA monitor (which is actually more of a multisync- a kind of strange monitor, at that).. my falcon has 4 megs and no internal HD (SCSI is external)... and of course modem, etc...

... anything else?... TOS 4.04..

Can anyone tell my why this program is crashing all over?

I ran the "patches" and I used the modfile program...

Dave

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email:stuart@amisk.cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
< \< \< \< \/ \ / \/ >/ >/ >/ >	/	\ http://ugweb.cs.ualberta.ca/~stuart
David Stuart, AMUS. 2nd yr. Computing Science University of Alberta Canada

4767. Re: Monitor & Jag (III)

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 03:01:41 UTC
From: brow0130@tc.umn.edu
Message-ID: <brow0130-1903952101410001@mac61.micro.umn.edu>
Source record: 168958
Cross-posted to: rec.games.video.atari,comp.sys.atari.st

```
In article <FCSAFAUUUp@warpcon.ersys.edmonton.ab.ca>,
leslieh@warpcon.ersys.edmonton.ab.ca (Leslie Hartmier) wrote:
>
> Hope all this mindless babbling helps you guys,
> Leslie
>
> --
> leslieh@warpcon.ersys.edmonton.ab.ca
> Moo, eh?
> -- --
Mindless babbling? Never! Please don't leave the newsgroup - you add
much to it.

-- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
Rick Brown <brow0130@gold.tc.umn.edu>
-- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
```

4768. PowerDOS?

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 03:38:49 UTC
From: abstract@wam.umd.edu
Message-ID: <3kitc9$fna@cville-srv.wam.umd.edu>
Source record: 168959

I have a program which says that it needs PowerDOS to run. Is
this something to do with multitasking? - I don't have Geneva or MultiTos
or anything... Thanks in advance for help!
--Lunatic

4769. Mac Sac+

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 05:04:13 UTC
From: "Mr. Cool Net-Pseudonym" <chandler@nethost.multnomah.lib.or.us>
Message-ID: <Pine.SUN.3.91.950319205935.379A-100000@nethost.multnomah.lib.or.us>
Source record: 168961

I'm interested in playing with the Mac Sac+ which is supposed to be a (classic) Mac I emulator, but I need the correctly formatted 3 1/2" disk. I recall that this requires a Mac hooked up to the ST, is this so?

I recently played with my pc emulator and re-experienced that slower-than-8086 feeling... makes you feel like some real thick processing is going down.

Anyone have any info on this?

David Chandler - chandler@nethost.multnomah.lib.or.us (503)301-3011
grep -i casio goodwillbins >> mystudio ;
grep -i atari goodwillbins >> mystudio ;

4770. Re: HSMOD06

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 06:16:40 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3kj6k8$deq@cxc1.cl.msu.edu>
Source record: 168962
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

mtaylor@perth.DIALix.oz.au (Mark Taylor) writes:

>>I know this subject is getting beaten to death, but I've got a question
>>that I can't seem to answer myself... Can someone tell me what settings
>>have given them the most success when using DRIVEIN and SCC .PRGs? I
>>keep getting ZModem re-positioning errors when doing uploads to various
>>local BBSs. I've confirmed that other callers have successfully ZModem-ed
>>files to these boards, so I can only presume I have my settings wrong.

>I have also experienced this error with HSMODA4,5 &6 on my TT on modem
>port 2. I simply do not use it anymore and I have no problems at all. I
>use Stalker 3.04 with a serial buffer of 20k and a 14.4k modem with a
>DTE speed of 38400. I also found with HSMODA that at 38400 I would not
>alwasy get a connect. Perhaps someone else has similar experiences they
>might like to share. I get exactly the same speeds from my TT with or
>without this program plus only on uploads I get NO positioning errors.
>Not a techno buff but I feel that it is something to do with buffer
>overflows...perhaps someone else can help. Of course it could also be a
>combination of using Stalker.

That's the conclusion I came to, as well. Did the upgrade patches on
STalker so that I'm now using v3.04 and took HSMOD06 drivers out of my
AUTO folder. My ZModem uploads at 38,400 via 14.4 modem work like a
champ now.
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

4771. ACE '95 News #17

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 07:46:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <bb3_9503201441@tor250.org>
Source record: 169080

**** SPECIAL VISITORS INFORMATION ****

"If you miss ACE'95 ... you're going to miss it all!"

****
NEWS RELEASE 17: THE TORONTO ATARI FEDERATION PRESENTS - ACE '95!!
****

==========
ACE '95 *** IS ONLY 2 WEEKS AWAY *** ACE '95
==========
LLLLLLLL
LLLLLLLL EVERYTHING YOU WANT WILL BE AT ACE'95!
LLLLLLLL

****
FEATURE EXHIBITOR > Binary Sounds of Stafford, Texas
****
Rick Ladage loves to get Atari users started
in MIDI! Everyone who visits his booth at
ACE'95 (Booth #14), will be treated to some
great demos, great tutorials, and some of the
niftiest products around ... MIDI is mad and
wonderful and creative and easy ... as long
as you've got Rick & Binary Sounds to show
you the way! EDIT TRACK PLATINUM will be on
sale (it's the latest, greatest version of
this fabulous sequencing editor.) Rick will
also have his brand new Digital Recorder for
the Falcon ... AND, he'll be doing a SPECIAL
SEMINAR on MIDI FOR BEGINNERS!
=-=-=-

besides, at his Seminar on Sunday at noon.
Take the escalator up to the Novotel; head on
up to the Mezzanine and look for the JOHNSON
ROOM. Al will be there ... beseiged by
questioners ... holding court, dispensing
advice ... and generally providing TREMENDOUS
Atari SUPPORT to everyone who cares to listen!
=-=

The *GREATEST*ATARI*EXHIBITION*IN*YEARS* is happening on April
1st & 2nd, 1995, in TORONTO!! This is the ACE '95 Exhibitors
List:

LLLL Gribnif Software (NEODESK 4, Geneva!)
LLLLL TOAD Computers (just your basic SUPERSTORE!)
LLLLLL Branch Always Software (GEMulator!)
LLLLLLL Cybercube Research (Cyrel Sunrise Card, CaTTamaran!)
LLLLLLLL DMC Publishing (Calamus, Outline Art 3, Invision Elite!)
LLLLLLLLL Scarborough Computers (*THE* Toronto Atari Dealer!)
LLLLLLLLLL Missionware Software (Flash II, lottODDS, Cyberdrome!)
LLLLLLLLLLL ICD INC/4Play/Black Cat Designs!
LLLLLLLLLLLL It's All Relative (every CD imaginable, Photo Show!)
LLLLLLLLLLLLL ABC Solutions (SARA, Edith Professional, tbxCAD)!
LLLLLLLLLLLLLL Esquimalt Digital Logic (OMEN!)
LLLLLLLLLLLLLLL GEnie Information Services!
LLLLLLLLLLLLLLLL Suzy B's Software (& CDs!)
LLLLLLLLLLLLLLLLL chro_Magic (RAM Gizmo, Pianistics, Crawly Crypt!)
LLLLLLLLLLLLLLLLLL Clear Thinking (EditPlus!)
LLLLLLLLLLLLLLLLLLL Schauzmoll Soft (ORBIT - The first GUI BBS)!
LLLLLLLLLLLLLLLLLLLL Anodyne Software (ExtenDOS)!
LLLLLLLLLLLLLLLLLLLLL Oregon Research Associates!
LLLLLLLLLLLLLLLLLLLLLL Computer Direct! (DirecTT030 and an
LLLLLLLLLLLLLLLLLLLLLLL enormous lineup of Atari products!)
LLLLLLLLLLLLLLLLLLLLLLL Binary Sounds (SMPTE, Edit Track Platinum!)
LLLLLLLLLLLLLLLLLLLLLLL Fine Tooned Engineering (MIO2, Sweet 16)
LLLLLLLLLLLLLLLLLLLLLLL Compuworld (Service, Parts, Drives, Upgrades!)
LLLLLLLLLLLLLLLLLLLLLLL Encore Music (Falcon MIDI systems, Cubase!)
LLLLLLLLLLLLLLLLLLLLLLL Wizztronics (The Falcon Rack, Barracuda!)
LLLLLLLLLLLLLLLLLLLLLLL Steinberg/Jones (everybody knows what they do!)
LLLLLLLLLLLLLLLLLLLLLLL SKWare One Software (Seurat!)
LLLLLLLLLLLLLLLLLLLLLLL BEST Electronics (every Part imaginable!)
LLLLLLLLLLLLLLLLLLLLLLL COMPO (That's Write 3, SpeedoGDOS 5!)

There are some SEMI-EXHIBITORS(?) we should mention too: ASTMUM
(Atari ST/Mega Users of Montreal), will be represented by Kest
Carter-Morgan. Kest is providing support for ESQUIMALT DIGITAL
LOGIC (OMEn), and SCHAUZMOLL SOFT (ORBIT Tele-Information
System). David Tite will be exhibiting his ACORN Accounting
software too ... the most amazing new FULLY IMPLEMENTED
corporate accounting software for ATari computers!

=-=-=-=-=-=-
The ACE'95 SEMINAR/LECTURE SCHEDULE WILL BE POSTED IN 5 DAYS!!
=-=-=-=-=-=-

****
FEATURE EXHIBITOR > GEnie Information Services of .... everywhere!
****
A STRANGE THING HAPPENS ... whenever you log
on to GEnie ... because there's always something
new to DISCOVER, someone new to 'TALK' with,
another useful file to DOWNLOAD, more software
and hardware SUPPORT, Aladdin, GEnie Lamp
Magazine, local & international NEWS,
RESEARCH DATABASES and more! The strange
thing that happens is really just a FEELING;
a feeling that GEnie just might help you
unlock the WHOLE VAST WORLD OF DIGITAL
TELECOMMUNICATION. The GEnie booth (Booth #1),
has its own phone line, so you'll be able to
see first hand what it's really like to sail
through the FINEST ONLINE SERVICE AROUND!
Meet DARLAH, ST.LOU, BRIAN.H, ARCHIVIST and
the rest of the GEnie Atari gang!

=-=-=-=-=-=-
Check our WORLD WIDE WEB pages: http://www.io.org/~schrist/taf.html
or http://www.io.org/~schrist/ace95.html
=-=-=-=-=-=-

MIDI, DTP, Wordprocessing, Graphics, Power Computing, Software
Libraries, Utilities, Accessories, Databases, Spreadsheets,
Accounting, Custom Solutions, Games, Education, Internet, BBS,
Networks, Accelerators, Emulators, 6502 support, 68000 support,
68030 support, 68040 support, Internet, Telecommunications,
JAGUAR Station, User Group Center, INCREDIBLE SALE PRICES,
Software, Hardware, Advice, Service and EVERYTHING you need to
get the VERY BEST out of your Atari!

==========
GETTING TO ACE'95 IS *EASY*. Toronto is directly
accessed by Highway 401 or the Queen Elizabeth Way,
or Highway 400/69. Crossing the US/Canada border
at Detroit, Buffalo, Niagara Falls, Ft. Erie,
Ogdensburg, Kingston, etc., will lead you directly
to Highway 401 or the Queen Elizabeth Way. Take the
Yonge St. Ramp north off the 401 and drive to 5110
Yonge St. (5 lights) If you take the Queen Elizabeth
Way, follow the signs to get to highway 401. *ANY*
AAA or CAA or other Motor League can provide you with
a map of Toronto, Ontario & Canada. Please call us
if you have any trouble! Pearson International
Airport is only 15 minutes away! Toronto Transit

subway access is direct, too - there's a subway
stop at the Civic Center!
==========
BOOK YOUR HOTEL & YOUR TICKETS IN ADVANCE! Call
or e-mail for info ... for INDIVIDUALS, USER GROUPS,
ORGANIZATIONS, DEVELOPERS & DEALERS! The Show Site
(North York Civic Center, Memorial Hall Exhibition
Facility) has hotel, shoppping, restaurants and more!
NOVOTEL HOTEL: $89 Cdn PER NIGHT
(single OR double occupancy)
** Call Novotel direct* @ 416-733-2929 and ASK FOR
A ROOM WITH THE TORONTO ATARI FEDERATION GROUP! **
ACE'95 TICKETS: $6 PER DAY
$10 WEEKEND PASS
*You can also call 416-752-2744 FOR HOTEL or TICKET RESERVATIONS
==========
Meet Dan Wilga, Darek Mihocka, Bob Luneski, Peter
Zalesak, John Trautschold, Craig Harvey, Nathan
Potechin, Mario Georgiou, Greg Kopchak, Al Fasoldt,
Rick Ladage, Jim Fouch, David & Jennifer Troy,
Michael Burkley, Roger Burrows, DARLAH, Craig
Carmichael, Tom Harker, Chris Krowchuck, Jim
Collins, Ralf Dowich, Shawn Tedder, Mike Wilhelm,
Mike Hohman, Christian Ernst, Michael Snape, Ray
Williams, Stuart Watt, Stephen Christian, Steve
Cohen, Jeff Neveu, Sonny Ang, Bill Annand, Stuart
Watt, Robert Engberson, Suzy B, and couple of
thousand show visitors! Don't miss it!

"ATARI *IS* THE GREATEST!"
==========

ACE'95 is being held at:
North York Civic Center
Memorial Hall Exhibition Facility
5110 Yonge St. (at Parkhome Ave.)
Toronto, Canada
April 1-2, 1995 *CALL US* 416-752-2744 or 416-225-5823 *CALL US*
Saturday 9AM - 6PM
Sunday 9AM - 5PM
~~ Howard Carson, ACE'95 Chief Organizer ~~~
E-Mail: GEnie - H.Carson1
Atarinet - Howard. Carson@51:5/6
Internet - h.carson1@genie.geis.com
howard.carson@canrem.com
hcarson@io.org
TAF Online - Howard. Carson

... Microsoft is the QUESTION - and the ANSWER is NO!
___ Mountain Reader II - #00000007
--

| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

4772. Superboot Author G.W.Moore

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 08:30:13 UTC
From: zap@eskimo.com
Message-ID: <D5qCyE.D7K@eskimo.com>
Source record: 168970

Does anyone know if Superboot is still being supported? I would like
to get the latest version and find the author so I can register it. Any info
would be appreciated. I can't seem to get his e-mail address to work. A
current e-mail address would be great. Thanks in advance!
--
Randall Dale Spreadborough <zap@eskimo.com>
PGP v2.6.2 Public Key Available by Request

4773. Re: HSMOD06

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 08:51:30 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3kjfmi$gq1@epsilon.qmw.ac.uk>
Source record: 169062
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Mark Taylor (mtaylor@perth.DIALix.oz.au) wrote:
: I have also experienced this error with HSMODA4,5 &6 on my TT on modem
: port 2. I simply do not use it anymore and I have no problems at all. I

I found out that the problem was indeed HS-Modem...but it was my
fault...I had incorrect settings....

I have a modified serial port (not RSVE), and when it came to setting
up HS-Modem, I selected RSVE on...once I switched this off, everything
was fine. :-)

Danny
--
.signature.signature

4774. Re: NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 08:54:25 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3kjfs1$6ce@percy.cs.bham.ac.uk>
Source record: 168973

lais@cs.man.ac.uk (S Lai) writes:
>I hear it won't have a coverdisk as standard. How much will it cost then ? I
>sometimes look at STF's coverdisk and wish they'd not have one at all, rather
>than a few PD utilities, glorified by "X stupendous ST programs !" splattered
>around liberally in large lettering. How embarrassing.

There will be an 'optional Reader's Disk', no I'm not quite sure what
that means either. Perhaps it is subscriber only or something.

The mag is out on April 7.

I can't wait!!

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

4775. Re: Any News from CEBIT show in Germany??

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 08:55:07 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <3kjftb$c20@hpscit.sc.hp.com>
Source record: 168967

Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
: All I know is that 2B released a new version of NVDI - 3.03

Any groundbreaking news in this version, or is this just a bugfix release?

--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>---

4776. Re: Any News from CEBIT show in Germany??

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 08:58:23 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <3kjg3f$c20@hpscit.sc.hp.com>
Source record: 168971

sirsmedley@delphi.com wrote:
: I heard Atari had a lot of space for an upcoming UK show, NOT CeBit. And
: this UK show is supposed to be the official release of the Jag CD-ROM.
: I think the show was called ECTS.

Information passed around in rec.games.video.atari seems to confirm
what you say, and I'd think being at the ECTS actually makes a lot
of sense for Atari.

--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>---

4777. Re: TrueType for NVDI 3.01

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 08:58:27 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3kjg3j$6d0@percy.cs.bham.ac.uk>
Source record: 168974

gd63@vision.hrz.uni-giessen.de (Martin Schmidt) writes:
>Hi *
>
>I recently bought NVDI 3.01. It comes with Vector Font capability and -
>to enable the user to proof it - with eight Speedo fonts.
>
>You can use TrueType fonts as well.... but:
>
>I tried some Fonts from a PC (oh yes, with WIN..... :-( )
>but I get the message "TrueType font without ID !".

I got this too, but it didn't seem to affect anything. Have you got
the fonts registered into nvdi.fif? That may help -- choose the Font
Cache CPX and click the "Scan Fonts" button (I've got a German
version, so I'm guessing what the English text might be!)

NVDI 3.02 has been out a while; NVDI 3.03 has just come out according
to Hendrik. I would upgrade to that if you can.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

4778. Re: AV Protocol Docs in ENGLISH

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 09:00:25 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3kjg79$6di@percy.cs.bham.ac.uk>
Source record: 168975

Frank.Charlton@256-510-2.centron.com (Frank Charlton) writes:
>In a message of 06 Mar 95 sheppard_r@kosmos.wcc.govt.nz wrote to All :
>
> sr> Come on you Germans if you wish others to use and accept your
> sr> standards Please post them in a Language that most people in the
> sr> World can understand..
>
>Like gibberish, in your case?

Nice one, Frank!

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

4779. Re: NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 09:18:01 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3kjh89$gq1@epsilon.qmw.ac.uk>
Source record: 169063

Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
: There will be an 'optional Reader's Disk', no I'm not quite sure what
: that means either. Perhaps it is subscriber only or something.

Basically, there is no coverdisk. However, there is a disk available (upto 3 disks, actually), which will contain programs (PD and ShareWare) featured in the magazine. So there will be either a review or feature on a program, and it may be on the disk.

I don't know yet if there will be any free commercial programs on the disk though....

The disks will be competetively priced (don't know if I am yet allowed to say, so I won't), and should be comparable with a PD disk. The more disks you but..if there are more that month, then the cheaper it gets.

Danny
--
.signature.signature

4780. Re: english gemini

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 09:19:38 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3kjhba$gq1@epsilon.qmw.ac.uk>
Source record: 169064

tobias voss (vosst@ubaclu.unibas.ch) wrote:
: i remember somone asking if there was an english version of gemini. i
: didn't know of any, so i translated GEMINI.RSC myself. if anyone is
: interested in it, just let me know and i'll upload it to any ftp server
: of your choice. i could also email it to you. just ask =)
: peace, i'm out!

The official English version, as endorsed by the author will be out in
a couple of weeks time.

Danny
--
.signature.signature

4781. Original Infocom Games wanted

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 10:23:27 UTC
From: keith@atlantis.actrix.gen.nz
Message-ID: <D5qI73.KCn@actrix.gen.nz>
Source record: 168976

WANTED THE FOLLOWING ORIGINAL INFOCOM GAMES

Wishing to purchase the following original INFOCOM games
MUST have ALL original packaging and be in good condition
Any computer format is acceptable

The following each packaged as three separate games in a slide container

Enchanter Trilogy (3 games)
Classic Mystery Library (3 games)

ALso looking for Infocomics
ZorkQuest II: The Crystal of Doom

Willing sellers please e-mail details for negotiation

THanks

Keith Stewart

PS I already have Lost Treasures of Infocom I & II

4782. Re: *** TOWERS II FTP SITES

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 10:32:50 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3kjlki$od1@mserv1.dl.ac.uk>
Source record: 168978

To progress further in the game you need to look out for secret walls.
What do they look like, well they are green walls but with a little yellow
blob in the middle of them. Open them the way you would with normal doors.
I've found three of them on level 2 so far, You pull the chain on level
1 and it unlocks a nearby (on level 1 not far from chain) secret wall.

As for the door you can't open, forget the third key. This is where you
start the game, leaving via this door means you've left the Tower and
decided obviously you don't want to attempt the complete the game.

Good game isn't it? Post further questions to me, I'm working away on this
daily.

++
+ Mark Stephen Smith : msh@dl.ac.uk +
+ Atari Web Pages : http://www.dl.ac.uk/MISC/ATARI/atari.html +
+ +
+==+
+ Atari FTP List maintainer, Atari Web Page creator and maintainer. +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx +
++

4783. Atari Web Pages Closing Down!

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 10:38:36 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3kjlvc$od1@mserv1.dl.ac.uk>
Source record: 168979

Well I've just had some bad news. At a recent meeting of the computing management here at Daresbury it was brought to their attention the high level of usage of my Atari Web Pages, this service whilst not process intensive had the highest number of accesses on site and as it is not related to the sites purpose the decision was made to close this service down.

The service will no longer be available as of Thursday the 23rd of March 1995. My boss feels this is a shame but senior management would not let this continue any longer. Not wanting to see the pages removed and all the work destroyed I am now in the process of looking for any alternative sites to support these pages. I would be grateful if you could help me in any way with this.

Not to despair I have had a couple of offers so far but would appreciate any further offers of a new site. Thanks in advance.

```
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
+ Mark Stephen Smith : msh@dl.ac.uk +
+ Atari Web Pages : http://www.dl.ac.uk/MISC/ATARI/atari.html +
+ +
+============================================================================+
+ Atari FTP List maintainer, Atari Web Page creator and maintainer. +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx +
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```

4784. Re: Mac Sac+

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 11:08:29 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3kjnnd$rm9$2@mhadf.production.compuserve.com>
Source record: 168982

>I'm interested in playing with the Mac Sac+ which is supposed to be a
>(classic) Mac I emulator, but I need the correctly formatted 3 1/2"
>disk. I recall that this requires a Mac hooked up to the ST, is this so?

No.. the Magic Sac (if this is what you really meant) formats its own disks in its own proprietary format.. not Mac, but not Atari either. You can create as many Magic Sac formatted disks as you like directly from the startup menus right on the ST.

Where you DO need a Mac connected to the ST via serial link is to transfer the System files from a Mac, unless you can get them from another Magic Sac user. The Magic Sac package comes with a Mac disk with a basic serial transfer program, and another one with a matching ST program for this purpose.

All of this also means that you cannot use "real" Macintosh disks with the Magic Sac. You can transfer files and programs by modem using either an ST terminal program and then converting the files to Magic format, or by using a Mac terminal program running under emulation, but you cannot use programs on Macintosh disks.

The Spectre GCR connects to your ST floppy drives and DOES allow reading and writing directly to "native" Macintosh disks. It's also a MUCH better Mac emulator.. worth the difference in cost many times over.

BobR

4785. Signum3

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 11:11:02 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3kjns6$rp9$1@perth.DIALix.oz.au>
Source record: 168981

Thanks to all, I now have the required info for my friend to upgrade Signum2
to Signum3....

Regards

--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

4786. Re: 386 slot on Falcon030

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 11:14:47 UTC
From: Hrafnkell Hlodversson <freyr@diku.dk>
Message-ID: <3kjo37$g86@odin.diku.dk>
Source record: 168983

thomah@ifi.uio.no (Thomas Hansen) wrote:
>
>
> I read somewhere that there is room available in the Falcon for a 386sx-processor... is
> this correct? Is there an upgrade available enabling me to insert a 486 processor (and if
> there is, is it software switchable?)
I'm not quite sure, but I think there is a 386 emulator available
(maybe it was 286, I said I wasn't sure). But I do know it doesn't
emulate VGA with 256 cols. even though the Falcon is quite
capable of showing them.

>
> My problem is that I would like a Falcon for DTP purpouses, but I'd also really like to
> use some of the CD-ROMs available on the PCs...

I don't think you'll be able to use pc CD-ROMs with the emulator,
especially games, as they require sound, (wich the emulator doesn't
support) more than 16 cols. and higher speed.

As for DTP I think most "good" DTP packages run i Winblows(tm)
and therefore run eficciantly on the Falc. Why not use Calamus?

>
> --
> - Thomas Hansen - E-mail: thomah@ifi.uio.no
> - Oslo, Norway - WWW: http://www.ifi.uio.no/~thomah

- With regards...

Hrafnkell Freyr Hlodversson. (freyr@diku.dk)

4787. Re: nullmodem-, midi-prg's

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 11:16:52 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3kjo74$13$1@perth.DIALix.oz.au>
Source record: 168984

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: >Does anyone know any good Atari ST(E) games or programs which
: >
: >uses nullmodem- or midi-cables?

: MIDICom is very good. The demo is free and is limited to sharing drives A
: C on each machine in the network. You can also share a printer. It can use
: Serial, MIDI or LAN.

Also MidiMaze, all doc's are in German but it's easy to setup and FUN to use

Regards
--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

4788. Re: Atari Ste Going in BOMB!

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 11:33:48 UTC
From: bericd@bri.hp.com
Message-ID: <D5qLGC.zG@bri.hp.com>
Source record: 168985

Tommaso Mascioli (mascioli@cs.unibo.it) wrote:
: My friend, has a atari STE, when we start-up the monitor go immediatly black
: the floppy no respond, why?

: Anybody can tell me the problem?
: May be depends by ROM, or the floppy-disk abort the boot?

My guess is that you have a loose SIMM (OR no simms!!) I had this
problem with a Simm board in my STFM and it seems to be the STs
reaction to a memory fault - try reinserting the simms.

Beric..

4789. Re: NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 11:43:30 UTC
From: djs@jet.uk
Message-ID: <djs.795699611@gen-off-1>
Source record: 168986

sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard..) writes:

>My self and another were getting a bit fed up with all the Falcon
>stuff that was in it, more like 80%....
I don't think this is true, Roger. There weren't many Falcon-specific
products, so it would have been pretty difficult for the mag to be 80%
Falcon even if that's what it wanted to be.

Using a Falcon screen shot (to get colour) does not mean the s/w is Falcon-
specific. There were Falcon-specific PD pages, but there were also several
non-Falcon PD pages.

>I can get a full Multimedia PC for less than a Falcon 4/60 with out monitor
Get one then, if that's what you want.
--
For information about the JET project dial http://www.jet.uk/
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

4790. FORSALE: Atari ST/TT Software & Magazine Disks

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 12:00:08 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <3kjqo8$73r@canopus.cc.umanitoba.ca>
Source record: 168987
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
=====================================================================
SOFTWARE
=====================================================================
OSS Personal Pascal.............$ 24.00 (no box)

Night Shift.....................$ 11.00 (cute fun Lucasfilm platform/action)
Firezone........................$ 5.00 (strategic war game)

Michtron BBS....................$ 1.00 (classic bbs software, no box&docs)

=====================================================================
MAGAZINES
=====================================================================

Atari Interface Disks of the Month:
Oct'91 - Oct'92
*** 14 disks total with a wealth of useful & fun programs ***
Note: these are only the disks, not the magazines, all
documentation is on disk, though
Only $14 + shipping!

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Other items FORSALE! For a list, send e-mail with the *subject* "SEND INDEX"
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will give first
priority to those offering my asking prices. If you are interested in any of
the items, please reply via e-mail as soon as possible. Questions are
welcome. All prices are in US dollars. Buyer pays shipping. Shipping costs
are non-negotiable. Volume discounts available.
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

--
<Trevor_Cordes@umanitoba.ca> $ Atari TT030/8 48Mhz $ cds,comics,s/wr,videos,
3rd Year CompSci Honours $ PreludeVTEC Techno $ 4 SALE: E-mail me with
University Of Manitoba, Canada $ DrWho SCTV Unix AvT $ the subject: SEND INDEX
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
```

4791. 7Up 2.3...

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 12:07:26 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3kjr5u$nc3@golem.wcc.govt.nz>
Source record: 168999

*** 7UP 2.3 ***

Please can some one explain why the latest 7Up Text Editor
is over 800k and still 99.99% German..

I ended up dnloading this and still can't find out why,
there is no English Doc files or Help files even
the main program is some 350k long, even Tempus 2.07 is 80k long..

So Please why so BIG and what can it do that the other can't do..??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4792. Re: NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 12:08:20 UTC
From: chainxor@kom.auc.dk
Message-ID: <3kjr7k$9l9@news.iesd.auc.dk>
Source record: 168988

In article <3kh43r$ark@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard..) writes:
> In article <D5JsC4.8q6@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
> >>ST Review may have been a bit 'Falconised' but if you think about it
> > >
> > >STR was not Falcon oriented! Only the screengrabs were, and that's simply
> > >because we wanted colour. There were very few Falcon only articles. Count
> > >pages and articles before making sweeping statements.
> >
> >
> > Sorry Ofir please take the blinker off, it was more Falcon
> > than any thing else..

So, what about it ???

The Falcon is newer than the ST, most Atari-owners (whether it`s Falcon, Eagle, Medusa or MagicMAC) want to get on and not just hanging around on old, slow and boring stuff, which is the only thing the ST is today.
>
> My self and another were getting a bit fed up with all the Falcon
> stuff that was in it, more like 80%....
>
Well, what can I say..... When the most interesting software is coming for the newer machines, I can`t see why magazines shouldn`t cover it.

There`s no reason in trying to stop the development, just because you don`t want to buy a Falcon. If you`re so unsatisfied with all the Falcon stuff, that is coming and your ST is dying from being old, then why don`t you just switch platform and leave all of us who is soooo "unrealistic" and owning such a "unsupported" machine ???

> Lets bring back ST-World, the Real Atari magazine.....

Yes, that would be wonderfull now wouldn`t it ?????

Lot`s of "interesting" reviews of old ST-programs and games. ooohh YEAH.....NOT!!

>
> Falcons might sell in the UK or do they, but they don't sell here at all,
> I can get a full Multimedia PC for less than a Falcon 4/60 with out monitor
> that has been in a shop here for 2 years..

Well, buy a PC then...

>
> Sorry the Falcon is DEAD no real Support, and from what I read here I would

Crap talk.

> have to spend some $1000 to bring it up to speck and then it still has
> a stuffed OS with no more support....

More crap talk.

>
>
> Come on lads Please get real....!!!

Get real your self.

Keep Cool and Flying...

ChainXOR...

4793. Re: Eagle Power II

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 12:15:33 UTC
From: chainxor@kom.auc.dk
Message-ID: <3kjrl5$9l9@news.iesd.auc.dk>
Source record: 168990

In article <Pine.ULT.3.91.950319141950.15228C-100000@mars>, Jens Andreasen
<jens-and@dsv.su.se> writes:
>
>
> > appreciated than to support their existing computers. The Falcon, despite
> > its shortcomings, is designed the way that a computer should be designed.
> > It is a parallel processing computer with built in hardware for audio,
> > video, and all other forms of input output that few (if any) PC's could
> > handle.
>
> Allthough I pesonally agree that the falcon is a nice machine, PC's are not
> to be compared. If you want DSP's or "other brand name" processors, just
> stick'em in! (Example: Janus, the Atari-emulator :-)
>
> Its expensive to do so, but it gives a certain degree of freedom to the
> end-user to particiate in the design process.
>
> I have nothing against Amigas either. I just don't buy them :-)

Well, anyway there not avaiable at the moment. :-)

>
> /Jens M Andreasen

4794. Re: WWW-Browser for ATARI (esp. Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 12:18:13 UTC
From: avg@cwi.nl
Message-ID: <avg.795701893@news.cwi.nl>
Source record: 168998

dsb@cs.duke.edu (Scott Bigham) writes:

>> Besides, don't programmers or hackers have
>> anything better to do than running GCC on existing sources?
>> Isn't it time for new challenges?

>The maxim "Don't reinvent the wheel" springs to mind for no obvious
>reason.

I've heard that a THOUSAND times now. Make up a new slogan, will you?
If a wheel doesn't run smoothly, then clearly it needs reinvention.
Most ``wheels'' in the UNIX world are in urgent need of reinvention.

>> If you think UNIX is
>> perfect, then sell your Atari system and get a cheap
>> Linux box.

>No, it's not perfect, but it is widespread, well understood and well

Well understood only by a small elite of hackers who never see
any trees and plants (and have hence forgotten what a nice
environment looks like).

>> 2) Having everything in the /etc directory is not a trivial
>> matter. Most people don't even have /, let alone /etc.

>In mint.cnf:
> sln c:\etc u:\etc

>You've got an /etc now.

Not yet. You'll need to set something like a UNIXMODE variable
or some other horrifying thing. And even then, not everyone
is fit to run MiNT.

>You shouldn't really have to open u:/ in a GUI window; that's the point
>of this nice GEM configure program that everyone keeps telling you you
>should be writing. ;)

Bollocks. What about opening that window to maintain/delete the files
that the nice configure program creates?

>>I remember running ncftp once, and it definitely checked the
>>/etc/host file (whereas, btw, some other programs look at /etc/hosts
>>with an extra s---long live UNIX ports...)

>Did I miss something? You don't need a Minix filesystem or a multiuser
>setup to have an /etc/host[s] file.

OK.

>The bottom line is this: MiNTnet works. You said yourself that it's
>the user interface, not the socket interface, that you're complaining
>about. Fine. That knocking sound you hear in the background is called
>opportunity. Instead of trying to build an entire TCP/IP system from
>scratch, and making all the same bugs that Kay et al. have already made
>and fixed, why not take the existing socket interface and make a nice
>user interface for it? You'll be a hero. Need help? Have questions?
>Drop in on the MiNT mailing list. We're actually quite friendly when
>we're not being derided as "Unix freeks"[sic]. C'mon, Annius, isn't it
>time for new challenges? ;)

I've got a few 100 new challenges on paper. I'll put this one in
the stack (at the bottom, though).

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

4795. Getting Emacs to run on STe

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 12:29:57 UTC
From: cfuhrman@cray-ymp.acm.stuorg.vt.edu
Message-ID: <3kjsg5$3c@solaris.cc.vt.edu>
Source record: 168989

I'm trying to get emacs to run on my Mega STe. I've downloaded
the .zoo files from atari.archive and unarchived it. Following the
directions, I set the proper environment variables (I use Tom's Shell)
and when I tried to run the dumpemacs.tos program (this is the program
that will actually create the emacs M68000 executable) it gave me the
following output:

```
First dump. Commandline .\temacs -batch -l loadup.el dump
Warning: lisp library (/dev/e/emacs/e-lisp) does not exist
Warning: executable/documentation dir (/usr/lib/GNUemacs/etc/) does not
exist

Couldn't rename first dump to xemacs.1!!!
cmd exit code 1
```

Since I've double checked that loadup.el exists, I suspect that I have the
PATH set wrong. This is how I have the paths set up under Tom's Shell

```
EMACSLOADPATH=e:\emacs\e-bin
EMACSLIB=e:\emacs\e-lisp
EMACSETC=e:\emacs\e-etc
TERMCAP=e:\emacs\examples\termcap
HOME=e:\emacs\examples\emacs.rc
UNIXMODE=/.,rELAHdb
```

I have a batch file in Tom's Shell that sets these environment variables,
however, I appear to be doing something wrong. All my emacs files are
under the directory e:\emacs I suspect that I have the UNIXMODE set
wrong but I can't figure out what the exact problem is. I've tried to
set the directory separator to both "\" and "/" but this doesn't appear
to work. Can someone help? I'd really appreciate it!!! Thanks!

--
Chris Fuhrman | Association for Computing Machinery
cfuhrman@cray-ymp.acm.stuorg.vt.edu | Virginia Tech

4796. Re: Gregor Dutchalski`s e-mail adress?

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 13:53:40 UTC
From: erichall@io.org
Message-ID: <3kk1d4$jt1@ionews.io.org>
Source record: 169000

Vegard Hofsoey <vegard@henry.interlink.no> wrote:
>The title says it all, really. Anyone?

Try >> Gregor_Duchalski@do.maus.ruhr.de <<

This was his address as of July 1994 when I registered Two-in-One.

4797. Re: Superboot Author G.W.Moore

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 13:57:48 UTC
From: erichall@io.org
Message-ID: <3kk1ks$k2m@ionews.io.org>
Source record: 169051

Randell Spreadborogh <zap@eskimo.com> wrote:
> Does anyone know if Superboot is still being supported? I would like
>to get the latest version and find the author so I can register it. Any info
>would be appreciated. I can't seem to get his e-mail address to work. A
>current e-mail address would be great. Thanks in advance!

Latest addresses I have for Gordon are:

G.W.MOORE@genie.geis.com

or 73647.2735@CompuServe.com

4798. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 14:05:34 UTC
From: matija@sirius.ijs.si
Message-ID: <1995Mar20.140535.1798@cathy.ijs.si>
Source record: 168991

Personally, I prefer nag boxes or programs that disable themselves after some period. That way, I _use_ a program, find that I need it, and then I pay for it. If it has save or advanced options disabled, I usualy try it once then get rid of it.

Sure, you can reinstall gemview every month, but I need it about once a month, so I registered it. Sure, you can fool connect into not counting your time, but it is inconvenient, so I registered it. The same goes for Everest, etc.

Thinking back, I don't think I used a single shareware that had significant options options disabled. If freedom had, for instance, shown a nag box each first time it is called, I would probably use and register it. Since it is practicaly useless until it is registered, I'll probably wait until I have more memory before I register and use it. Why? Because I don't feel a NEED for it.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

4799. Re: *** TOWERS II FTP SITES

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 14:19:21 UTC
From: matija@sirius.ijs.si
Message-ID: <1995Mar20.141922.1799@cathy.ijs.si>
Source record: 168992

Has anybody found a use for the mace of seasons? I would have thought it
was some kind of major weapon, but my hit statistics revert to "fist" when
I wield it.
--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

4800. Re: C-LAB FALCON MK II he

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 14:35:51 UTC
From: m9003@abc.se
Message-ID: <3kk3s7$vf@oden.abc.se>
Source record: 168993

paul@xciv.demon.co.uk wrote something like :

p> In article <3kcomn$o2i@oden.abc.se> m9174@abc.se "Carl Lofgren" write
p> s:
p>
p> > j> Try running GEM bench, or another speed-tester to see if it is a
p> ny fa
p> > j> ster....
p> >
p> > The C-Lab Falcon030 is nothing but a bad joke.
p>
p> Good to see lots of well argued reasoning there.
p>
p> -Paul-

Well Paul, here's my own Gembench test on the C-LAB MKII:

GEM Bench II v1.0 © Ofir Gal 15.2.93
==========
ST TOS 4.04
Blitter Enabled
Cache On

GEM Dialog Box: 3.825 101%
VDI Text: 3.495 98%
VDI Text effects: 1.920 101%
VDI Small Text: 4.820 101%
VDI graphics: 4.760 100%
GEM Window: 3.960 100%
Integer division: 0.615 101%
Float math: 1.520 99%
RAM Access: 0.540 109%
ROM Access: 0.500 87%
Blitting: 1.145 100%
VDI Scroll: 1.710 101%
GDOS Fonts: 0.000 0%
VDI Enquire: 1.700 98%

==========
Average: 99%
Graphics: 100%
Other: 99%

As you see for yourself the rates are identical to a Sunnyvale F030,
wich is highly logical, since this is what it is. It's an Atari F030
with audio fix, internal 500 Mb SCSI HD and 14 Mb RAM, period.

There's absolutely nothing wrong with that, the F030 is a great computer. But there's not much new in it, *yet*. The second generation will come out later this year according to C-LAB, and this should be a more modified version of the Falcon concept.

Cheers
Martin Rossel

---
* Kivi (unregistered) 1.30 *

4801. Syncing C+LAB MKII/F030

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 14:35:55 UTC
From: m9003@abc.se
Message-ID: <3kk3sb$vi@oden.abc.se>
Source record: 168994

A couple of days ago I tried syncing up two falcons via sequencer
programs for the first time : I had the MK II running Logic Audio
and the Atari F030 running Cubase Audio, both with the latest
upgrades. I set it up with Midi Time Code, wich both programs support,
and Cubase Audio (CAF) slaved to Logic Audio (LA). To my great
pleasure it worked *right away* and the following settings and
possibilities are achieved with this : I set the Sync in CAF to MTC
and made it respond to MIDICLICK. Then I enabled SYNC in the arrange
page. In LA I changed nothing. Starting LA - CAF follows, and once it's had the first
midiclock input it slaves perfectly to LA and follows the LA song
position whether I use the play, stop, ffw or rew commands.
Recording in a fixed position can be achieved by setting CAF to record
mode, where in SYNC mode it awaits external sync, setting the left
and right locators where you want to record and then simply starting LA.
You can also punch in on CAF while running the two together.
With this setup 16 uncompressed tracks or 24 (8+16) comp. +uncomped.
ones could be run at the same time. Yesterday I got a second dongle
for CAF so the next test will be doubling CAF. I'll test running two
CAF's in parallell with 16 tracks uncomped. or 32 tracks comped.
A friend of mine will help me build a "DSP Split Box" wich should
make it possible to split the vital FDI signal so that I can have
44.1 and 48 Khz clock frequency input to both machines.
The ultimate test will of course be recording a stereo file in
CAF, splitting it in two mono files, and then running it left
side on the MK II and right side on the Atari.
Could be a nice phaser effect :-) ......or delay :-(

More Results Later
Martin Rossel

---
* Kivi (unregistered) 1.30 *

4802. Re: C-LAB FALCON MK II here !

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 15:04:55 UTC
From: s925377@mailserv.cuhk.hk
Message-ID: <3kk5in$ibi@hpg30a.csc.cuhk.hk>
Source record: 169052

In article <3k3iu6$4tc@oden.abc.se>, m9003@abc.se (Martin Rossel) says:
>
>Hi Folks...I'm sitting here with the first non Atari F030, namely
>the C-LAB Falcon MK II wich I got from the swedish general agent
How much does it cost(US$)?

>500 Quantum Daytona SCSI drive internally and 14 Mb of Atari RAM
Is it simm?

>The internal SCSI is set up with ICD and I've got some problems booting
Which version of ICD driver?

=====================================~ Malcolm <=====
| Good Luck! |
| |
| " I am such a peculiar girl |
| have my dreams and thoughts in another world..... |
| So lost in time So lost in space |
| I belong to an unknown human race....." |
| |
| Dreaming Girl, Bel Canto |

4803. Re: Any News from CEBIT show in Germany??

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 15:59:46 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503201453.AA02113@ilmen.lanl.gov>
Source record: 169053

In a previous article, mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) wrote:

> Atari wasn't there, just like last year. Atari has nothing to do with
> computers anymore. [...]
>
>As a developer I would surely know otherwise...

Unfortunately, Harald, in _this_ group it appears that several years
experience as an Atari software developer has little to do with one's
perceived credibility and inside knowledge about Atari Corporation.

Or didn't you know that? ;-)

-Hutch- @ Fair Dinkum Tech

4804. Atari SH204 HD formatting question

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 16:09:37 UTC
From: Kamran Faterioun <faterioun%clipcva.dnet@delcoelect.com>
Message-ID: <3kk9c1$f7b@kocrsv08.delcoelect.com>
Source record: 169077

We replaced an Atari SH204 20M MFM drive with a Mitsubishi MR535U00,
which is a 42.5M MFM drive. Using ADHI Ver. 5.04 formatter, we
cannot seem to format the drive correctly. We are looking for
information on any formatter which may help us or any information
from anyone who may have successfully tried this.

Thanks in advance,

E-mail addr. - faterioun%clipcva.dnet@delcoelect.com

4805. Re: Atari Falcon030 for $ale

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 16:10:03 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503201503.AA02123@ilmen.lanl.gov>
Source record: 169054

In a previous article, abstract@wam.umd.edu (One of the gang) wrote:

>Terry May (Terry.May@rebel.genesplicer.org) wrote:
>
>: I always wondered what i.e. stands for. ;^)
>
> i.e. is short for "id est", which is Latin for "that is". "e.g."
>is short for the Latin "exempla gratia" which means "a good example".

Yeh, and the smiley symbol

;^)

that Terry used in his message is Humor for "I'm only joking."

I don't think he really meant for anyone to take it seriously.

-Hutch- @ Fair Dinkum Tech

4806. Re: WWW-Browser for ATARI (esp. Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 16:16:08 UTC
From: dsb@cs.duke.edu
Message-ID: <3kk9o8$f2j@duke.cs.duke.edu>
Source record: 168997

From the Holy Book of <avg.795701893@news.cwi.nl>
as spake by avg@cwi.nl (Annius Groenink) :

>dsb@cs.duke.edu (Scott Bigham) writes:

>>The maxim "Don't reinvent the wheel" springs to mind for no obvious
>>reason.

>I've heard that a THOUSAND times now. Make up a new slogan, will you?

Why? It, like its referents, works fine.

>If a wheel doesn't run smoothly, then clearly it needs reinvention.
>Most ``wheels'' in the UNIX world are in urgent need of reinvention.

Tell that to the millions of people who use said "wheels" every day with
no complaint. You don't have to be a rocket scientist to run ftp or
telnet.

>>No, [Unix is] not perfect, but it is widespread, well understood and well

>Well understood only by a small elite of hackers who never see
>any trees and plants (and have hence forgotten what a nice
>environment looks like).

Um, Annius, I hate to break it to you, but Unix is widespread enough
that that "small elite" of Unix hackers is probably larger than the
entire installed Atari user base.

Besides, you don't have to be an "elite hacker" to grab the sources for
a Unix network program and recompile it for MiNTnet. You _would_ have
to be to rewrite it to work with this putative Atari-specific TCP/IP
system you seem to be advocating. And you'd definitely have to be to
recreate its functionality from scratch.

>>In mint.cnf:
>> sln c:\etc u:\etc

>>You've got an /etc now.

>Not yet. You'll need to set something like a UNIXMODE variable
>or some other horrifying thing.

Okay, then, two lines:
sln c:\etc u:\etc
setenv UNIXMODE ru
A GEM config program (based on the MDK, for instance) could probably do
this for you.

And again, I hate to break it to you, but some of your precious GUI utilities require environment variables, too (see, for instance, the AVSERVER variable for programs that use the AV protocol). And most newer desktops, like Neodesk or Gemini, let you set environment variables right from the desktop. What exactly is the problem here?

> [...] And even then, not everyone
>is fit to run MiNT.

Define "not fit". Do you mean "insufficient computer resources"? Then they're not likely to be able to do much with TCP/IP either (like Steven said, try writing a network daemon that runs under plain TOS). "Unable to set it up"? That's a job for another one of these GEM configure programs we keep wrangling over. "Unwilling to use it"? Your loss.

>>You shouldn't really have to open u:/ in a GUI window; that's the point
>>of this nice GEM configure program that everyone keeps telling you you
>>should be writing. ;)

>Bollocks. What about opening that window to maintain/delete the files
>that the nice configure program creates?

Um, maybe I wasn't clear on that point. Maintaining (and deleting, as necessary) said files is exactly the _purpose_ of said configure program.

>> [...] Instead of trying to build an entire TCP/IP system from
>>scratch, and making all the same bugs that Kay et al. have already made
>>and fixed, why not take the existing socket interface and make a nice
>>user interface for it? [...] [...] C'mon, Annius, isn't it
>>time for new challenges? ;)

>I've got a few 100 new challenges on paper. I'll put this one in
>the stack (at the bottom, though).

Is that above or below the "challenge" of writing an entire TCP/IP suite for plain TOS? Any way you look at it, writing a user interface for an existing socket interface has got to be easier than writing both.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1995 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

4807. Re: Bad News: TOS 5

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 16:18:48 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503201512.AA02126@ilmen.lanl.gov>
Source record: 168996

In a previous article, nat@zumdick.rhein-main.de (Nat!) wrote:

>In <199503140715.a6036@wi2.maus.de> Julian Reschke wrote:
>>There is no TOS 5 (only a beta release called TOS 4.92). I don't think
>>that Atari will supply anyone outside Sunnyvale with the sources
>>needed to finish it.
>
>What makes you think so ?

Well, history has often proven to be an excellent teacher.

Atari has been very 'tight-fisted' with their proprietary code in the
past and there is no reason to suspect otherwise, now. Because of the
tiny market, there is _very_ little money to be made by licensing the
code to a third party and it's likely more trouble than it's worth.
When Atari ever did consider licensing anything, the $$$ they wanted
in exchange made it nigh impossible for the third party to expect any
kind of decent profit. And while this may sound contrite, there is a
lot of sloppy code in TOS and Atari doesn't like airing dirty laundry.

So don't hold your breath on TOS 5. IMHO, of course. :)

-Hutch- @ Fair Dinkum Tech

4808. WANTED: 520ST's & color monitors for comp users group

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 16:33:14 UTC
From: "Jeffrey C. Davis" <wsh017@uwcmail.uwc.edu>
Message-ID: <3kkaoa$gq1@uwm.edu>
Source record: 169055

Our local computer user's group in Milwaukee is looking for Atari 520ST or 1040ST computers and color monitors. Each year the group sets up a MIDI-Maze ring at Gencon, the largest annual gaming show. Currently, members loan their machines for use at the show, but this is a small, limited number. The group or members of the group are willing to purchase machines with a minimum of a single-sided floppy drive for $50 each and color monitors for $25 each.

The revenue the group aquires from the show is its operating expenses for the entire year. If you can help support this worthy cause, please email me at wsh017@uwcmail.uwc.edu

The group is in the process of merging with another computer user group so the new name will not be decided for another month. The current name is MAST - Milwaukee All Systems Technologies. Once the merger is complete, the group will have non-profit status. Check with your accountant for possible tax deductions for sale and donation of machines and monitors.

Jeffrey C. Davis
<wsh017@uwcmail.uwc.edu>

4809. Stalker w/o HSMOD06

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 16:33:44 UTC
From: bede@li.net
Message-ID: <3kkap8$j0a@linet01.li.net>
Source record: 169056

Thanks for your report of problems on the TT whilst using Stalker and HSMOD06. My early experience, with my TT/Stalker/HS..., has been choppy as well. I'll experiment now and post back the results.
-- Cliff

4810. Any 1 with Pro Light out there?

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 17:01:16 UTC
From: jrg@cldc.howard.edu
Message-ID: <3kkccs$5pv@sulu.cldc.howard.edu>
Source record: 169058

I'm bought an Pro Light the other day and something seems to be wrong with the disk. I can view the files but when I try to run the executable ST goes crazy. I tried it in another drive and another ST, they all don't seem to like the disk.

Thanks in advance.

--
.....
. Julius R. Grant .
. .
. "Don't forget to remember, to remember never to forget!" .
; ;
,,,

4811. Re: Gregor Dutchalski`s e-mail adress?

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 17:02:34 UTC
From: msy@lafp.oche.de
Message-ID: <FCUQFJAIUP@lafp.oche.de>
Source record: 169060

In <3kik7f$sd0@henry.interlink.no> wrote:

>The title says it all, really. Anyone?

----- Atari Infopages -----------
Programm: Two-In-One

Version: 1.22
Datum: 18.12.1994

Autor(en): Gregor Duchalski
Download: DO MAUS Dortmund
Archiv: twoin122.ZIP
Preis: 20,00 DM

Typ: Packer
Copyright: Shareware

Hypertext: TWOINONE.HYP

Two-in-One, die Archiver-Shell fuer LZH-,ZIP-,ZOO-,ARC- und ARJ-Archive.
Laeuft wieder auf dem FALCON, ausserdem weitere Bugfixes und
Verbesserungen.

Gregor Duchalski
Im Wiescherfeld 21
D-44627 Herne

eMail: gregor_duchalski@do.maus.ruhr.de

Programme:

- Two-In-One 1.22
- GD-Flag 1.15
- GFA-FlyingDials 4.9a
- GFA-Patch 1.07
- TELE2STG 0.90
- ST-Guide Tools Release 4
- CONF_TOF 1.0
- CONF_SYS 1.01
- Ergo!pro 2.04

>Vegard

Regards, Manfred

--
/~~~~~~/~~\
| Manfred Ssykor Usenet: msy@lafp.oche.de |____|
| Huettenstr. 46 Mausnet: Manfred Ssykor @ AC3 |
| 52068 Aachen Phone: 49- 241 - 95 37 03 |
| PGP-Key: Mail to: fileserver@lafp.oche.de |
| Subject: send pgp-key |
/~~~~~~/ |
____/

4812. Re: 7Up 2.3...

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 17:10:21 UTC
From: py4sdh@bath.ac.uk
Message-ID: <Pine.SUN.3.91.950320170901.1572A@ss1.bath.ac.uk>
Source record: 169061

References: <3kjr5u$nc3@golem.wcc.govt.nz>

In the referenced article, sheppard_r@ix.wcc.govt.nz writes:
>*** 7UP 2.3 ***
>the main program is some 350k long, even Tempus 2.07 is 80k long..
>So Please why so BIG and what can it do that the other can't do..??

if it's 350k then it was written in 'C'. IIRC tempus was written in
assembler for writing source code and such.

____ ____ _ _ _ Simon Hammett - py4sdh@bath.ac.uk _ _ _ ____ ____
| Part time programmer and maintainer of the STAssembler Homepage |
| http://www.bath.ac.uk/~py4sdh/index.html |

4813. Re: Cruise for Corpse-Help!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 17:15:08 UTC
From: nfb1tea@bolton.ac.uk
Message-ID: <3kkd6s$q8t@yama.mcc.ac.uk>
Source record: 169057
Cross-posted to: comp.sys.ibm.pc.games.adventure,comp.sys.atari.st

Cruise for a Corpse.

I know it's quite an old game, but maybe someone out there can remember what I need to do.

I have reached the time 10.20am, I have questioned all of the available characters and I have tried everything I can possibly think of!
Has anyone got any hints to help me out of this? How do I feed the cat? Where do I find tools?

All help will be well appreciated. Thanks

Neil -B-

4814. Re: Cruise for Corpse-Help!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 17:17:12 UTC
From: nfb1tea@bolton.ac.uk
Message-ID: <3kkdao$q8t@yama.mcc.ac.uk>
Source record: 169059
Cross-posted to: comp.sys.ibm.pc.games.adventure,comp.sys.atari.st

Cruise for a Corpse - help desperately required!

I have reached the time 10.20am, I have questioned all of the available characters and I have tried everything I can possibly think of!
Has anyone got any hints to help me out of this? How do I feed the cat? Where do I find tools?

All help will be well appreciated. Thanks

Neil-B-

4815. Re: *** TOWERS II FTP SITES

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 17:50:08 UTC
From: gaghon@nevada.edu
Message-ID: <3kkf8g$ak6@news.nevada.edu>
Source record: 169076

Matija Grabnar (matija@sirius.ijs.si) wrote:

: Has anybody found a use for the mace of seasons? I would have thought it
: was some kind of major weapon, but my hit statistics revert to "fist" when
: I wield it.
: --

It is not important at this time, but it becomes very important later in the
game

Vince
*

4816. Re: GhostScript

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 18:12:20 UTC
From: thopman@uoguelph.ca
Message-ID: <3kkgi4$bcs@ccshst05.cs.uoguelph.ca>
Source record: 169065

Steve Taylor (S.P.Taylor@bradford.ac.uk) wrote:

: I am looking for a program which will convert a PostScript file to an IMG
: file. I have an idea that GhostScript may do this...
: Is it easy to install Ghostscript, and where can I get it from?
: Or would CompoScript do what I want?
I don't know about CompoScript, but GhostScript should do what you want.
I use GhostScript 3.01beta (or something close to that anyway), and I'm
satisfied with what it does. You may have problems with very complicated
Postscript files, and GhostScript can't display EPS files(at least I
can't get it to), however.

It's very easy to install. I think I got mine from an FTP site at the
university of Texas, but I can't remember the site name. Sorry.

THeo

4817. Re: Any News from CEBIT show in Germany??

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 18:50:30 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCUSEGUSUP@dksoft.ping.dk>
Source record: 169067

In <FCTMFBBXUP@galaxy.teuto.de> Hendrik Mylius wrote:

HM> Get a life, as Roge always says ...
HM>

Ahmm, perhaps we should start calling you Roger then ? 8-)

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

4818. Re: [Q} Which CD-ROM allows reading Audio-CD's over SCSI?

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 19:05:12 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCUSEGVBUP@dksoft.ping.dk>
Source record: 169068
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <FCTMFBCIUP@galaxy.teuto.de> Hendrik Mylius wrote:

HM> >- which CD-ROM players allow this (and also allow Photo-CD reading, and
HM>
HM> The Toshiba drives will definetely do that. Works like a charm on my XM-3401
HM>
HM> The newer ones, i.e. 5201, 3501, and 3601 should do that as well. The latter
HM> being _very_ fast, some 600plus kb/sec transferrate.

Most Cd drives are capable of reading/playing audio disc. The worse problem
is the software driver often isn't supporting the drive, unless it's an SCSI
2 drive. I got two cd-rom drives here, and both a capable of playing audio
cd's, but i got no driver who supports it 8-((

So to be sure your cd-rom drive will play audio, you either have to get
an scsi-II drive, or you may be lucky to get the audio scsi commands for
your none-scsi II drive, and then get the author to support it.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

4819. BEWARE of Brian J. Hawthorn

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 19:17:34 UTC
From: wgg@col.hp.com
Message-ID: <3kkkce$4g@nonews.col.hp.com>
Source record: 169066

I'm very sad, and upset, to report that Briab J. Hawthorn is mis-using his net privilages.

This is about Brian J. Hawthorn, bh2d+@andrew.cmu.edu.

To make a long story short. I had advertised some Atari computer equipment for sale. Brian made me a offer, which I accepted. We agreed that I would ship it equipment via USPS COD, which I did. Brian did not pick it up, even after several inquiries/promptings by myself. So, I ended up getting stuck for shipping the unit to Brian and then back to myself.

Brian does not answer my email, so I can only assume that he has shafted me.

You may want to re-consider before you arrange a net deal with this individual. If you do make sure you get cash up front.

Thank you for your time,

W. Grant Grovenburg
(wgg@col.hp.com)

4820. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 19:41:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCUTCGVXUP@dksoft.ping.dk>
Source record: 168995

In <3kiisn$sd0@henry.interlink.no> Vegard Hofsoey wrote:

>I agree, but all I`ve ever gotten from users is registrations. I would
>appreciate bug reports (though there shouldn`t be any bugs :-), but also
>suggestions for new or better functions. If feasible, I will always try
>to implement suggested functions that make sense.

Which is a very good way to improve your own software.

>Yes we do!

No you don't 8-)
You probably do, but i could mention a quite a few who doesn't.

>I have "collected what I can" (and it`s not much...), and when I feel the
>response to my program is less than I had hoped for, I look for ways to
>improve it. How would *you* like this to work?
>

A very good question, i really don't know for sure.. I guess, what i really
want, is the same you would have expected, if you were the user.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

4821. Re: Atari St MIDI SysEx progr

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 19:45:26 UTC
From: Andrew.Nemchick@rebel.genesplicer.org
Message-ID: <92a_9503202157@genesplicer.org>
Source record: 169083

>> I am looking for a program to send and receive MIDI System Exclusive
>> messages (SysEx) for my 1040 ST. I found one program in the umich ar
>> chives,
>> STMIDIEX.LZH, but I have been unable to get it perform correctly.

CL>> You could try my Dumpman Uni utility, it _should_ manage it. Can I
CL>> mail you a copy of it?

I can't believe I've never heard of this utility. Would anyone be able
to upload this to GEnie?

4822. Copying from PC to ST

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 19:53:37 UTC
From: micky@dcs.qmw.ac.uk
Message-ID: <3kkmg1$opr@epsilon.qmw.ac.uk>
Source record: 169078

[No readable article body recovered]

4823. Re: HSMOD06

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 20:28:58 UTC
From: harun@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3kkoia$q9d@mars.fb1.fhtw-berlin.de>
Source record: 169069
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

May be that some programs don't use the Rsconf-call or the Gemdos-calls
to set the handshake mode and simply try to write to the Iorec, which
will not switch the hardwarehandshake on.

Regards, harun@linux.fb3.fhtw-berlin.de

4824. ACC bombs my mste

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 21:27:03 UTC
From: dking@gbc.gbrownc.on.ca
Message-ID: <3kkrv7$hs4@gbc.gbrownc.on.ca>
Source record: 169072

Hi all,

I put a program (acc) that I had written and thought was free of bugs
in the root directory of C: drive on my Mega STe. I then found out
on re-boot that there were bugs (or bug!) in it because every time I
boot, my machine bombs with 2 bombs. I would remove the offending
program but it won't boot for me. Also for some strange reason, my
machine (TOS 2.05) won't boot from the floppy but I have known this
for years.

Any help would help...

dk.
--
Darren King, George Brown College :: -> dking@gbrownc.on.ca

4825. 1040 ST for Sale

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 21:46:12 UTC
From: dougs@cruzio.com
Message-ID: <D5rDt1.8uA@cruzio.com>
Source record: 168910

Anybody interested in buying barely used 1040 ST - no hard drive, mono screen - hust the basic unit. $200 OBO.

4826. Re: SMS2

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 22:27:58 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D5rFqM.EJM@cix.compulink.co.uk>
Source record: 169074

>Just out of interest, what are you interested in the product. From what I
>remember, it had little practical use. I was, however, impressed by the
>power the system seemed to have.

SMS2 is a versatile O/S that plugs into to catridge port. The high speed
multi-threaded O/S is probably one of the fastest windowing system I have
ever seen. Rather than being a new O/S for the ST it is best to look on
it as a new platform for the Sinclair QL which allows QL users to run their
existing applications faster and allows full utilization of the QL
multi-tasking front end. It is, in effect, the QL version of MagicMac

4827. Converting HybridArtsSMPTEtrack files to ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 23:32:14 UTC
From: accesskg@ix.netcom.com
Message-ID: <3kl39u$oji@ixnews3.ix.netcom.com>
Source record: 169070

I have hundreds of Hybrid Arts SMPTE Track II MIDI files, songs I composed. Now that Hybrid Arts is no more, does anyone know if there is a sequencing software program that will import these files accurately, keeping the track, tempo, etc. information intact?

I have experienced no problems with SMPTE Track II, but I am sure there are better programs out there and I would like to upgrade to a more modern sequencing software. Plus, if and when the sync box fails, these files would be useless! I love my 1040ST and would move to another program, or I could switch to PC or Mac if conversion of my files would be possible.

Any response would be appreciated. Thanks.

KG

4828. Re: Toad Catalogs

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 23:42:00 UTC
From: sven.bornemark@p56.dada.ct.se
Message-ID: <ftn_2.200.136.56$fidonet.org_2f6e1302_Sven.Bornemark@p56.dada.ct.se>
Source record: 169084

To: toad@charm.net

Hi Dave,

> In the meantime, it is simply too expensive for us to send catalogs
> to Canada, and most of the rest of the world, for free. At more than
> $1 in postage per catalog in many cases, we simply cannot do this on
> a large scale.

I would like to order a copy of your catalogue. I live in Sweden. How much
should I send you?

BTW, do you have the email address to Best Electronics? If I remember it
correctly they are suppliers of every little bit and piece related to Atari co
mputers. I would like to order their catalogue as well.

Yours sincerely

-Sven-
Sven Bornemark Musik
Lergodsv 79, S-238 40 OXIE, Sweden. +46-40 54 54 54
sven@dada.ct.se | 2:200/136.56 | 90:1102/116.56
Hot software from the cold north

(UUCP Dialup connection)

4829. Re: Asteroidia bombs on my computer! Why?

Newsgroup: comp.sys.atari.st
Date: 1995-03-20 23:46:35 UTC
From: kill yourself kill Yourself Kill Yoursel <chrishinds@delphi.com>
Message-ID: <xw27mnr.chrishinds@delphi.com>
Source record: 169075

David Stuart <stuart@falun.cs.ualberta.ca> writes:

>From what I can tell of the game, it looks of a pretty high quality- so I
>was a little surprised when about 4 seconds into the game, my screen was
>filled with bombs.
>
>first two bombs, then a few more, then a few more, then my computer reset.
>
>I have a Falcon030 w/80meg SCSI HD and a VGA monitor (which is actually more

I also have a Falcon, but it ran fine for me...Have you tried running it
without the modfile program?
I've gotten the modfile program to run, but maybe you have a bad mod file
or incompatible mod.
If it still doesn't work, I'd try d/l'ing it from another site.
good luck

--chris
A--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--A
T ||| F C [] Earth's become sour, stripped & torn, New age of T
A / | \ A O [] man is being born, Infecting pollution never seems A
R / | \ L N [] to stop, Within the womb embryonic tri-clops R
I--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--I
<chrishinds@delphi.com> <quote courtesy BROKEN HOPE>

4830. Re: GhostScript

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 00:24:40 UTC
From: jason@whatnext.demon.co.uk
Message-ID: <28684777wnr@whatnext.demon.co.uk>
Source record: 169071

In article: <1995Mar17.202145.21909@bradford.ac.uk>
S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>
>
> I am looking for a program which will convert a PostScript file to
> an IMG file. I have an idea that GhostScript may do this...

Yes it will, and mono or 8-bit .GIF's.

> Is it easy to install Ghostscript,

.. I've been using GS.TTP version 2.5.2 with a shell called gemGS.prg
(Version 1.3) to simplify using it. Could be better, but then
the shell is totally configurable.

I've recently downloaded atari version 2.61 which is a .GTP
program with it's own windows etc.

In both cases, unless the postscript files only contain 'downloaded'
or no fonts inside, you will need to get the fonts for the package.
Apparently GS can convert adobe type 1's, but I haven't worked out how yet.

> and where can I get it from?

I got V2.5.2 from a UK bulletin board and V2.61 via a main
Atari FTP site, though off hand I can't remember which ones.

I got the basic set of ghostscript fonts from a friends CD - they
were for the PC version but they seem to work just as well with
an Atari... the files were gs22fnt(a-e).zip.

------------ * What Next! Media Services * ------------

---- * Design * Artwork * Typesetting * Printing * ----

4831. Re: ALL Computers & Electronics SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 01:02:14 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3kl8im$kdr@nic-nac.CSU.net>
Source record: 169073
Cross-posted to: comp.sys.ibm.pc.hardware.misc,alt.forsale,alt.satellite.tv.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.hp.misc,comp.sys.mac.wanted,comp.sys.misc,comp.sys.tandy,comp.sys.ti

Man! WHEN will this thing move south to northern California!? I know
about some Sacramento Atari (or maybe not JUST Atari) thing going on and
even THAT's too far for me to bother going to.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Atari 8-bit & IBM PC
William (Bill) Kendrick / | \ ** New Breed Software ** public domain softw.
Soon: My WWW page, Cooltris 2.

4832. Re: 386 slot on Falcon030

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 03:12:48 UTC
From: guenther@cabal.shnet.org
Message-ID: <FCVCDEAOUP@cabal.shnet.org>
Source record: 169095

In <3kf66g$g5p$2@mhade.production.compuserve.com> BobR wrote:

>>I read somewhere that there is room available in the Falcon for a 386sx-
>>processor... is this correct?

>There are a few PC emulator boards that CAN be plugged into the DP slot,
>although I don't have any direct experience with any of them. There are always
>rumors about new ones being developed, but I don't know what exactly really
>is available.

Avalable is a 286 board by Sack Elektronik in Germany. I don't consider it
the wisest choice to buy this expansion, though, for a Mighty Sonic (TT
speed/FastRAM), a Nova Falcon (graphic card) or a ScreenEye (digitizer)
are also possible occupants of this slot.

A short glimpse on the Nova Falcon: it works with the Mighty Sonic,
according to Mausnet, and currently only 4 megs of ST RAM are possible,
due to some strange reason it'll not like 14 megs.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

4833. Re: HSMODEM6 ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 03:33:35 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3klhef$2nv@golem.wcc.govt.nz>
Source record: 169081

```
] RT>Is 19.2k baud "reasonably" fast? If so, then the answer is yes.
]
] Well, even more is possible:
]
] RT>HSMODA6 is the latest, I think.
]
] Right. Using HSMODA6 you can speed up the RS232 up to 230kbaud.
```

Anyone out there want to sell me the gadget to up the max' port speed
of my 1040STe to 57600Baud. At a _reasonable_ price, not 5x what it
actually costs :) Making it is easy enough, sorting out the chip is
a bit tricky, but no doubt someone out there can do it with minimaѥl
hassle.

```
WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!
```

4834. Re: Eagle Power II

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 03:36:01 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3klhj1$2nv@golem.wcc.govt.nz>
Source record: 169082

] EM>I timed my friend's 486 DX2-66 booting up OS/2 ... from start to
] EM>finish, two minutes, ten seconds. This is progress? What happened
] EM>to "Faster?"

Yeah, check memory, examine config.sys, load drivers, examine autoexec.bat,
load whatever, boot software which reads bits out of dozens of files...

I saw a supposedly "impressive" demo on a 486-66 today, apparently it
pushed the machine quite a bit, I've seen the exact same things done on
my STe.... Quite sad really.... The demo wasn't too bad though as far
as the music went :)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

4835. Re: Copying from PC to ST

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 04:53:52 UTC
From: simon@kingres.demon.co.uk
Message-ID: <795761632snz@kingres.demon.co.uk>
Source record: 169079

In article <3kkmg1$opr@epsilon.qmw.ac.uk> micky@dcs.qmw.ac.uk "Sahote" writes:

>
>
By any chance are you after some info about transferring files from PC to ST?

If you want you can use a null modem cable and a very good program called
Ghostlink. Which will allow you to traansfer from either computer to
the other.

Or just format your disks in the pc and use these to copy from one computer
to the other.

--

/ | / Snail-mail E-mail
\ |< 216 Scarborough Avenue simon@kingres.demon.co.uk
/ imon | \ ing Stevenage. Herts SG1 2HW

4836. 56001 DSP

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 05:15:39 UTC
From: ekl@sdf.saomai.org
Message-ID: <D5ryM6.Gu8@sdf.saomai.org>
Source record: 168912
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.next

Is it true that the 56001 DSP can execute 3 threads of execution simultaneously? I heard that the DSP has an average instruction execution time of 1 cycle - does this take into consideration the 3 execution threads, or can I actually get 3 instructions per cycle by using 3 different execution threads?

Does anyone have a neural net simulator? Preferably in 56001 Assembler, or maybe C. There is an application I want to experiment with and I'm wondering if the Atari Falcon will be fast enough for it.

Any information would be appreciated.

4837. Atari can read standard midi files..

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 09:28:42 UTC
From: jsy@aloha.net
Message-ID: <3km5r7$80b@nuhou.aloha.net>
Source record: 169085

we use Platium (smpte track) for our sequencer... and an Atari 1040ST machine.. it has work for
us for over 7 years... with out any trouble....

sydney

4838. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 09:30:27 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950321101916.22097A-100000@mars>
Source record: 169086

On 16 Mar 1995, BobR wrote:

> >Bob and James,
>
> >There is something called email if you didn't know that.
>
> Umm..no thanks. I have no desire to have my e-mail box full of that garbage.
>

It takes two to quarrel! If you don't want the "garbage", then just stop listening to it. Play dead and it will go away. Tab to the next interresting posting and respond to that instead.

/Jens M Andreasen (puzzled by the never ending silliness)

4839. List of WWW Browsers curr

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 09:40:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <165_9503211440@tor250.org>
Source record: 169090

G > Someone in Mausnet claimed that there will not ever be any WWW
G > browser besides Lynx for our machine. I'd like to prove him
G > wrong, but to do so i need a list of all WWW Browsers
G > currently available or under development, including the
G > features planned etc. and the system requirements
G > (MiNT/X/MTOS/MagiC, RAM, additional software (SLIP/PPP)).

Thorsten - the guy on Mausnet is a dufus.

There are at least TWO WWW browsers currently in development.
One by Annius Groeniuk (the developer of EDITH PROFESSIONAL), a port
of MOSAIC, which he hopes will run on a minimum monochrome ST system
with no other software system requirements. He's on this conference
from time to time, so how's about an update, Annius? :)

The other is being done by a fellow named Sid Celery. No details
on that yet, but I'll see if I can get him in the conference he's in
and see if I can squeeze some more details out of him and post them
here.

And also - someone in Toronto has figured out how to get XMOSAIC
running on an ST! According to Sam Mesbah, it'll run using XMint,
and should run on a minimum 2 megabyte ST. He's going to be doing a
seminar at ACE '95 in Toronto on April 2nd on how to configure it
(and will have disks available with everything you need to get
started). I'm hoping to be at that seminar, so I'll try to get
details on that, too.

If the Mausnet guy won't believe that, then tell him to take a
look at the March 1995 issue of .net, page 71, which tells of what's
available for the Atari currently, and of the two WWW browsers in
development (albeit not by name). (BTW, I'm QUITE impressed with the
quality of .net - if only ST FORMAT were done this good <to be fair,
from what I've seen of issue 68 they're headed in the right
direction>).

... Drunk Borg: "Resilience is floor tile. Wan'be sim'lated?"
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

4840. NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 09:40:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <166_9503211440@tor250.org>
Source record: 169091

> STR was not Falcon oriented! Only the screengrabs were, and
> that's simply because we wanted colour. There were very few
> Falcon only articles. Count pages and articles before making
> sweeping statements.

S > Sorry Ofir please take the blinker off, it was more Falcon
S > than any thing else.. My self and another were getting a bit
S > fed up with all the Falcon stuff that was in it, more like
S > 80%....

Maybe if you took off YOUR blinkers you'd realize that the amount of Falcon-ONLY material was rather minimul. From the copies of the magazine I read and bought, I found it was rather evenly distributed regarding ST and Falcon material - which it should have been, seeing as there is much that can work on both the Falcon and ST. Or did they ship special "Falcon-Only" issues of ST REVIEW to New Zealand?

Ofir, great news on ATARI WORLD! Let's hope it's just as good as ST REVIEW, which IMHO was the BEST Atari-oriented magazine I'd ever seen.

S > Sorry the Falcon is DEAD no real Support, and from what I read
S > here I would have to spend some $1000 to bring it up to speck
S > and then it still has a stuffed OS with no more support....

The only really DEAD computer is the one that everybody doesn't use any more. Much as you may dislike the Falcon or think that a PC is better than it, Roger, there are quite a few people here who disagree with you who get quite a bit of use and enjoyment out of their Falcon.

Plus - to bring a PC up to the spec of a stock Falcon you'd also have to spend a substantial amount of money.

YOU may think little of the operating system of the Falcon as well, but to me it's the operating system that makes the most sense to use and operate. Unlike something like Windoze (which takes up too much memory, is slow, and is admitted by several US PC magazines to be seriously buggy). The only PC operating system that makes any sense and is currently available is OS/2, which is VERY similar to TOS (although it STILL takes up too much memory). And PLEASE don't try to bring up WINDOWS '95, which IMHO is still vapourware.

Besides, speaking of "buggy" systems, Atari isn't the only one who's had that problem - as anybody who's owned a Pentium PC will attest to (buggy as the Falcon had been, at least it could still do

proper math :))

And seeing as the Atari Canada Exhibition on April 1st-2nd is having a lot of developers showing off a lot of Falcon-specific new products (including the C-Lab Falcon II), I'd have to question your "No Support" accusation (albeit it's third-party support, it's STILL support of some kind).

That's all MY opinion of the Falcon and Atari situation. Maybe not as rosy as we'd all like it to be, but much better that the "doom and gloom" people like you like to ram down other people's throats.

_Dan (who doesn't subscribe to "Roger is Always Right (tm)", and is not a "useless, STOS using teenager")

... "That was setting #1. Anyone want to see setting #2?" - Guinan
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

4841. Re: English Docs for Ultimate Arena

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 10:18:32 UTC
From: "<Worried? You should be.>" <cs2ev@herts.ac.uk>
Message-ID: <Pine.SUN.3.91.950321101719.10058B-100000@altair.herts.ac.uk>
Source record: 169087

Where the hell can I get hold of the demo version of Ultimate ARENA!
I wish people would tell us these things.
The game sounds great and I'd love to play it!

Waiting... From Ray.

4842. Re: EXPERIENCE FALCON DEMO

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 10:21:59 UTC
From: vlefevre@cordeliers
Message-ID: <3km9c7$67f@cri.ens-lyon.fr>
Source record: 169088

In article <D5MCut.Jy8@freenet.carleton.ca>, Eva Crouse (bx685@FreeNet.Carleton.CA) wrote:

> Instructions in the Doc file for the Expereince demo indicated we
> can use VGA monitors. afew of us here in Canada are having
> troubles where the screen locks up at the main screen. I have used
> a SC1224 colour monitor and it seems to work fine until almost to
> the end of the demo where it freezes. I have disabled all acc's
> and my auto folder as weel on my Falcon.
> Any idea folks why this may be happening??

Disabling all acc's and auto programs is not sufficient.
Press Ctrl during the boot. (Try several times if the demo freezes.)

Vincent Lefevre

4843. Re: Not a word about MacMagic

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 11:00:55 UTC
From: oberle@informatik.uni-koblenz.de
Message-ID: <3kmbl7$6tm@newshost.uni-koblenz.de>
Source record: 168942

In article <FCPJFGVTUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:
|> In <199503121142.a63682@hh2.maus.de> Volker Ricke wrote:
|>
|> >Hi Uwe,
|> >
|> >Uwe Martin @ BM schrieb am 09.03.95 in der Msg A63478@BM (Gruppe CS.ATARI):
|> >
|> >UM>What Mac is he running it on?! MagiCMac isn't the fastest thing,
|> >UM>believe me!
|> >
|> >Sorry??? It really has at least TT speed on less powerfull Macs (Powerbook 150
|> >for example).
|>
|> Oh yeah? So how does it achieve this, as I consider it an impossibility
|> that a slower CPU may result in a faster machine. And even the 150 has got
|> a 030/33 inside.
|>

The speed of a machine isn't only determined by the processor.
The 68030 in a TT runs at 32MHz, but the rest of the board at
16 MHz. And as far as I know, the board in a MAC runs at the
same speed as the processor. So a MAC with a 25 MHz 68030 doesn't
have to be slower than a TT.

Chris

4844. Re: ACC bombs my mste

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 11:05:15 UTC
From: Anthony Jacques <jacquesa@cs.man.ac.uk>
Message-ID: <3kmbtb$mqr@m1.cs.man.ac.uk>
Source record: 169089

dking@gbc.gbrownc.on.ca (Darren King) wrote:
>
> Hi all,
>
> I put a program (acc) that I had written and thought was free of bugs
> in the root directory of C: drive on my Mega STe. I then found out
> on re-boot that there were bugs (or bug!) in it because every time I
> boot, my machine bombs with 2 bombs. I would remove the offending
> program but it won't boot for me. Also for some strange reason, my
> machine (TOS 2.05) won't boot from the floppy but I have known this
> for years.

Hold down <CONTROL> while booting, and you'll get a clean desktop - no
DA's / auto stuff. This should work with TOS >= 2.xx (I believe.)

Holding down <ALT> should cause it to ignore the HD, and boot off the
floppy drive....

Hope this helps...

Anthony

4845. Emagic Logic ?S

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 11:29:00 UTC
From: Doug.Byfield@miramax.ship.net
Message-ID: <6c7_9503220553@ship.net>
Source record: 168902

CL> Wrong. Emagic will _not_ support Atari computers any more. At
CL> least, that was their attitude at the Frankfurt fair.

I believe that you are right, Carl. A few months ago when Emagic finally brought out Logic Audio, they announced that there was an upgrade from Logic-->Audio, but there would be no further support for the Atari version. Great way to get customers to move over from Cubase, eh? :-) Emagic waited far too long to bring out their equivalent to Cubase Audio, and CA already had the Atari market to themselves. Then when Emagic comes out after a year of broken promises, they whine that the Falcon market is too small! Unbelievable.

... Dijon vu: the feeling you've tasted this mustard before.
___ Mountain Reader II - #Demo 001

4846. C-lab Falcon Mk Ii He

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 11:29:00 UTC
From: Doug.Byfield@miramax.ship.net
Message-ID: <6c6_9503220553@ship.net>
Source record: 168903

CL> The C-Lab Falcon030 is nothing but a bad joke.

It looks like all they did was slap their own label on the existing Atari Falcon, plus do a few minor upgrades that any dealer could do: Sound levels, more ram, bigger hd. Even if we had to wait a few more months for the 040, they could have at least put the 030 in a tower and/or rackmount case. I wouldn't say it's a "bad joke" more like a big disappointment. On the other hand, the Wizztronics 040 has the specs we want, but the price could be better! :-)

... Everytime I know the answer somebody changes the question
___ Mountain Reader II - #Demo 001

4847. Re: Atari Falcon030 for $ale

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 11:34:00 UTC
From: sven.bornemark@p56.dada.ct.se
Message-ID: <ftn_2.200.136.56$fidonet.org_2f6eb9ba_Sven.Bornemark@p56.dada.ct.se>
Source record: 169096

Hi Hutch,

>> Terry May (Terry.May@rebel.genesplicer.org) wrote:
>>
>> : I always wondered what i.e. stands for. ;^)
>>
>> i.e. is short for "id est", which is Latin for "that is". "e.g."
>> is short for the Latin "exempla gratia" which means "a good
>> example".
>
> Yeh, and the smiley symbol
>
> ;^)
>
> that Terry used in his message is Humor for "I'm only joking."
>
> I don't think he really meant for anyone to take it seriously.

I did! Being a Swede I always wondered what these abbreviations meant, so I'm thankful for the info!

Yours sincerely

-Sven-
Sven Bornemark Musik
Lergodsv 79, S-238 40 OXIE, Sweden. +46-40 54 54 54
sven@dada.ct.se | 2:200/136.56 | 90:1102/116.56
Hot software from the cold north

(UUCP Dialup connection)

4848. Re: Any News from CEBIT show in Germany??

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 12:07:45 UTC
From: lais@cs.man.ac.uk
Message-ID: <3kmfih$oga@m1.cs.man.ac.uk>
Source record: 169099

In article <FCTMFBBXUP@galaxy.teuto.de>, neptune@galaxy.teuto.de (Hendrik Mylius) writes:
|> In <3k6uqr$dmf@m1.cs.man.ac.uk> S94 wrote:
|>
|> >|> AFAIK, Atari did not have a booth at the CeBIT show. Some Atari
|> developers
|> >|> showed their stuff at the Apple booth (MagicMac etc.).
|> >WHAT ????? I heard that the organizers of CeBIT said Atari had booked
|> space,
|>
|> Yeah, right.
|>
|> Are you dreamin' or what? Several folks over here in MausNet called the
|> Fair-organizers and they _clearly_ stated that Atari dind't book any place
|> at
|> all.

OK, I get the point. It seems like you've answered this particular post countless
times.

|> Get a life, as Roge always says ...

Would you care to offer some justification for this remark ?

S.Lai

4849. Re: *** TOWERS II FTP SITES

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 13:13:49 UTC
From: nj1@ukc.ac.uk
Message-ID: <11236@falcon.ukc.ac.uk>
Source record: 169093

In article <3kff33$knl@sun24.tfh-berlin.de> s581021@tfh-berlin.de (Stefan Schoene) writes:
>Craig Graham (Craig.Graham@ncl.ac.uk) wrote:
>
>: Does anyone know where the third key is? Also, what does pulling the chain
>: on the first level do?

Where is this chain?!?! I had a hunt around for it last night but I still can't
find it!!!

>I've got the same Problem.
>But where did you find the arrows?

I think I had to kill a guard for them, in one of the large rooms on the
second or third floor (as you can guess I get lost quite easily in these games!)

Neil.
--
Neil Jones-Rodway Caught a ride with the moon.....
University Of Kent I know, I know you well
(Well, better than I used to)
-- Tori Amos (Tear in your Hand)

4850. Hollywood Hustler

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 13:21:14 UTC
From: "G.R.Keen" <G.R.Keen@dcs.hull.ac.uk>
Message-ID: <3kmjsa$3bt@wimbledon.dcs.hull.ac.uk>
Source record: 169092
Body handling: HTML body converted to readable text

Calling all Atari owners, Desert Star Software
are proud to announce the release of Hollywood Hustler.

HOLLYWOOD HUSTLER ADVERT/PREVIEW

*** NOW AVAILABLE WORLDWIDE ***
ALL ATARI ST/STFM/STEs (1 MEG+).

ATARI FALCON COMPATIBLE VERISON
AVAILABLE THE BEGINNING OF APRIL.
(orders being taken now)

H O L L Y W O O D H U S T L E R
- American Version -

THE FIRST LIVE-ACTION POKER GAME ON
ANY FORMAT ... AND IT'S ON THE ATARI!

* * * * THE STORY SO FAR * * * *

WHAT A DAY!

YOU LOST YOUR JOB... YOUR GIRLFRIEND
LEFT YOU... AND YOUR CAR HAS JUST
BEEN REPOSSESSED!

WHAT A NIGHT!

NOW YOU'RE ALONE ON THE STREETS OF
HOLLYWOOD WITH NOTHING TO LOSE AND
EVERYTHING TO PLAY FOR!

YOU WILL NEED ALL YOUR NERVE AND
SKILL AS YOU ENTER THE HARD-CORE
GAMBLING WORLD OF JOE, CHUCK AND
THE LEGENDARY MONTANA SLIM - THE
MEANEST POKER PLAYERS IN TOWN.
HAVE YOU GOT WHAT IT TAKES TO BE
A HOLLYWOOD HUSTLER?

HURRAY! Finally, after all the years of endless
A-T-A-R-I jokes - you've got the last laugh.
Listen as your console crazy, PC proud friends say,
"Wow! What a game!...It must be on the PC...
the Mega-Drive, too"? And you just smugly grin and
shake your head, "Nope!"

* * * * LOOK AT THE FACTS * * * *

THE FIRST FULLY DIGITISED COMMERCIAL
GAME ON THE ATARI ST/STE!

OVER 1 MEG OF REAL INTERACTIVE SAMPLED
SPEECH & FX!

ORIGINAL HOLLYWOOD LOCATIONS

COLOURFUL CAST OF ACTORS WITH FILM
& TV CREDITS THAT INCLUDE
THE ROCKY HORROR PICTURE SHOW..
THE BEIDERBECK AFFAIR..
CONFESSIONS OF A WINDOW CLEANER
ETC.

ADVENTURE STYLE "CINEMATIC" INTRO,
PLUS 3 ENDINGS

SPECIALLY DEVELOPED ARTIFICIAL
INTELLIGENCE FOR TOTALLY COMPELLING
AND WHOLLY AUTHENTIC PLAY

NOTE ON THE LATTER - HUSTLER CONTAINS
WHAT IS PERHAPS THE MOST ADVANCED
GAME ENGINE IN ANY COMPUTER CARD
GAME TO DATE. USING THIER REVOLUTIONARY
MULTI-LEVEL PSYCHOLOGY YOUR COMPUTER
OPPONENTS, JOE, CHUCK AND SLIM,
CONSTANTLY WATCH, ANALYZE AND ADJUST
THEIR PLAY TO THE CIRCUMSTANCES.
THEY'LL BLUFF... THEY'LL LURE YOU
IN AND SOCK IT TO YOU ... BUT UNLIKE
OTHER COMPUTER CARD GAMES THEY WON'T
CHEAT ... THEY DON'T NEED TO!!

* * * WHAT THE INDUSTRY IS SAYING * * *
* * * * * ABOUT HUSTLER * * * * *

"THIS GAME'S GOTTA BE ON CD ROM
OR HARD DRIVE!"
Senior Atari Excecutive

"HUSTLER - THE CLOSEST THING TO
INTERACTIVE VIDEO WE'VE SEEN ON
THE ST!"
ST Format

"IT'S THE REAL THING!"
Mike Singleton - Author of the
best selling 'Midwinter' series

STILL NOT SURE? WHY NOT CALL OUR DEMO
LINE (Between 6.30pm - 8.30pm 7 days a week,

at normal phone rates)
- U.K. 01482 871210
- WORLDWIDE (+44) 1482 871210
- AND HEAR HUSTLER FOR YOURSELF.
WE PROMISE, YOU WON'T HAVE HEARD
ANYTHING LIKE IN ON YOUR ST!

* * * * HOW TO GET HUSTLER * * * *

U.K. 24.95 including U.K. P&P.
U.S.A - via TOAD COMPUTERS, INC

HOLLAND
FRANCE
GERMANY 25.95 including air mail delivery
SCANDINAVIA & packaging
SPAIN
ITALY

OTHER COUNTRIES PLEASE ENQUIRE

U.K. - Cheques/Postal Orders
EUROPE - International Money Orders/
Euro-Cheques(sterling)

Please make all Cheques/P.O.s/I.M.O.s etc payable to
DESERT STAR SOFTWARE
and forward to
DESERT STAR SOFTWARE (HUSTLER)
120 BURDEN ROAD
BEVERLEY
NORTH HUMBERSIDE
HU17 9LH
ENGLAND

TEL: U.K. 01482 871210
WORLDWIDE (+44) 1482 871210

We are still seeking RETAIL/DISTRIBUTION outlets
throughout mainland Europe - Germany, Holland,
France, Scandinavia..

All direct enquiries to the above phone/address.
If you prefer, you can also reach us via E-Mail at:-
G.R.Keen@dcs.hull.ac.uk

4851. Atari FTP List Updated!

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 13:29:03 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3kmkav$47k@mserv1.dl.ac.uk>
Source record: 169094

```
Posted to newsgroups: comp.sys.atari.st, comp.sys.atari.st.tech,
comp.sys.atari.announce
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -

Last edit: 21-March-1995
Additions/changes since last list: 4

- aupair.cs.athabascau.ca (Atari section empty. Site removed)
- ftp.cs.tu-berlin.de (IP number change)
- ftp.uni-kl.de (Directory addition)
- ftp.switch.ch (Umich mirror)

- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -

()==========================()
// ____/__ __/ ____/ //\\
// / / / _/ // ()
// __/ / ____/ // //
// / / / // //
// _/ _/ _/ Archives // //
// // //
()==========================() //
\\ \\//
()==========================()

(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!

A T A R I S T F T P S I T E S :
-----------------------------------
USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
email server.............atari@atari.archive.umich.edu
cs-ftp.bu.edu.............(128.197.13.20)...../PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/ and /pub/atari/
ftp.std.com...............(192.74.137.7)....../pub/atari/
f.ms.uky.edu..............(128.163.128.6)...../pub2/atari/

CZECH REPUBLIC:
---------------
ftp.dcs.muni.cz.....(147.251.48.3)........../pub/archives/atari/

SLOVAKIA:
---------
ftp.upjs.sk.........(158.197.16.30)........./pub/systems/atari
```

NETHERLANDS:
----
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)......../pub/atari/
ftp.icce.rug.nl.....(129.125.14.129)......../pub/erikjan/Atari

FINLAND:
----
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

FRANCE:
----
ftp.cnam.fr.........(163.173.128.15)......../pub/Atari/

GERMANY:
----
alice.fmi.uni-passau.de...(132.231.1.180)...../pub/atari/
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/ or /pub3/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
email server.............mail-server@ftp.tu-clausthal.de
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
ftp.uni-paderborn.de......(131.234.10.42)....../atari/
ftp.cs.tu-berlin.de.......(130.149.144.4)....../pub/atari/
email server.............mail-server@cs.tu-berlin.de
pascal.math.fu-berlin.de..(130.133.4.50)....../pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)..... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/
email server.............archive-server@Germany.eu.net
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
email server.............ftpmail@ftp.uni-stuttgart.de
ftp.informatik.tu-muenchen.de...(131.159.0.198)..../pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.225.3)....../pub/atari/
wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)......../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)........./pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/
platforms/atari/
email server...........ftp-mailer@ftp.informatik.tu-muenchen.de
ftp.hrz.uni-kassel.de....(141.51.12.12)..../pub/machines/atari/
ftp.ira.uka.de...........(129.13.10.90)..../pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)...../pub/atari/
nibelung.worms.fh-rpl.de..(143.93.16.3)..../atari/
rzserv3.rz.tu-bs.de......(134.169.9.31)..../pub/atari/
email server............archive-server@ibr.cs.tu-bs.de
ftp.coli.uni-sb.de.......(134.96.68.1)...../pub/atari
ftp.inf.tu-dresden.de....(141.76.1.11) ...../pub/atari/

UK:
---
micros.hensa.ac.uk (148.88.8.84) .... /micros/atari/

email server......archive-server@micros.hensa.ac.uk
disabuse.demon.co.uk.(158.152.1.44)........ /pub/atari/
phlem.ph.kcl.ac.uk...(137.73.4.24)......... /pub/atari/

SWITZERLAND:
----
ftp.isbiel.ch.....(147.87.2.27)...../atari/
ezinfo.ethz.ch....(129.132.2.72)...../st/
ftp.switch.ch.....(130.59.1.40)...../mirror/atari/
ftp.switch.ch.....(130.59.1.40)...../software/atari/

AUSTRALIA:
----
closer.brisnet.org.au.....(203.4.149.97).../pub/archive1/ATARIST

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
------------------- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or
(128.193.4.2) or (128.255.21.233) or (128.255.40.200)
barnone.citi.umich.edu.....(141.211.128.22)...
/afs/umich.edu/group/itd/archive/atari
- (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/
- (umich.edu, USA)
ftp.switch.ch.............(130.59.10.40) or (130.59.1.40)...
/mirror/atari/ - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/umich/
PS!!! 155.198.1.40 is more reliable!!! - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/uni-paderborn
PS!!! 155.198.1.40 is more reliable!!! - (uni-paderborn, GERMANY)

- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions: [CR]= carriage return/return/enter
----
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR]
OR use the (IP) number address, NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once.
i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having
to reply "y" for each file when asked "get {filename}?".
12) quit [CR] to end FTP session and go back to UNIX

13) close [CR] to close the FTP site you're currently on, so that another site can be opened without having to set bin, hash, prompt etc. again.

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on which the programs were intended, or in UNIX .....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after uncompressing .Z and/or .uu.
Use the appropriate decompression program for this.

- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys, xlinksys etc...) (ALL files with "sys" in their names)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh, xlba.lzh etc...) (ALL files ending with ".lzh")
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to another computer (use an other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

Part of this is dependent on you having the GNU msdos-utilities available at your site. If you don't, ask your local system operator how to transfer files to/from MSDOS disks.

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:

- mdir [CR] to show disk-directory/space left.

- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)

- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for "low density")

- mcopy a:{filename on disk} {copy filename} [CR] to get a file from disk to computer. i.e. "mcopy a:dlist.txt test1.zip"

- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

- eject [CR] to eject disks from disk-drives that don't have "eject buttons".

- -
Original idea and list compilation by Hallvard Tangeraas, Oslo, Norway

Now handled by Mark Stephen Smith (msh@dl.ac.uk) with permission from Hallvard

This list may by all means be reproduced and distributed freely, but only
with all data intact.

Copyright (C) 21-March-1995

4852. Re: C-LAB FALCON MK II he

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 13:55:09 UTC
From: lais@cs.man.ac.uk
Message-ID: <3kmlrt$rlk@m1.cs.man.ac.uk>
Source record: 168906

"Sunnyvale F030" - I like that!

S.Lai :)

4853. Freeze Dried Tricks qq

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 14:09:26 UTC
From: johnmoon@pyromania.apana.org.au
Message-ID: <3kmmmm$6nt@eplet.mira.net.au>
Source record: 169097

Here is quite a neat trick to use on the net with Freeze Dried.
For a long time i've been annoyed when using the 'talk' command
and not being able to scroll any text upward with carriage returns.

If you change the terminal emulation on your UNIX sight to ansi, then
everything will work puuurrrrfectly. This also works for IRC as well!
The only problem is that the capture buffer tends to loose long lines
that dont have a carriage return (Big Deal).

There is quite a simple 'alias' command that you can place in either
your .cshrc or your .login file that makes this process quick and painless
when going fromn vt100 to ansi and back again.

```
alias ansi setenv TERM ansi
alias vt100 setenv TERM vt100
```

if you type ansi at the command line bingo you are in ansi term
and to got back to vt100 type vt100

Hope this helps some of you FREEZE DRIED fans out there.

--

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

johnmoon@pyromania.apana.org.au

4854. Re: MODS: where?

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 14:10:58 UTC
From: diehl@grin.io.org
Message-ID: <3kmmpi$cvl@ionews.io.org>
Source record: 168923

Ian Taylor (Ian_Taylor@a2w.maus.sub.org) wrote:

: U.S.A.:
: ftp.etsu.edu /pub/aminet/mods/chart
: ftp.wustl.edu /pub/aminet/mods/chart
: wasp.eng.ufl.edu /pub/msdos/demos/music/MOD_CHARTS
: wuarchive.wustl.edu /pub/aminet/mods/chart

: GREAT BRITAIN:
: src.doc.ic.ac.uk /computing/systems/amiga/mods/chart

Just so you know, there are thousands of MODs available on these charts in
/pub/aminet/mods
I've sent a few of mine there, and there are absolutely tons of varying
quality available there, categorized in various directories. I'd reccommend
getting the index file; some MODs are rated. ftp.wustl.edu is the head site
for Aminet.

: Ian_Taylor@a2w.maus.de The hidden secret of life is

--
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

4855. Re: Baracuda 040?

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 14:25:27 UTC
From: contacts@mits.mdata.fi
Message-ID: <3kmnkn$3r6@prime.mdata.fi>
Source record: 168905

In article <3kf9o3$6ji@oden.abc.se>, Martin Rossel <m9003@abc.se> wrote:
>lglb@doc.ic.ac.uk wrote something like :
>
>l> Hi. I'm asking about the Baracuda 040 - the 68040 upgrade for the
>l> Falcon. Does anyone know:
[...]
>Q: Will the Barracuda 040 fit in my stock Falcon case?
>A: No, because of the limited power supply included with the
> Falcon 030, as well as space restrictions, the user will need to
> use an alternate mounting enclosure with larger power
> supply.

So, is the Wizztronics MIDirack-casing + keyboard available now?
How much - where to order (preferably in Europe)?
What's the keyboard in it (PC?)?

>Q: What do I need to know about the RAM option?
>A: The RAM card supports from 1 Megabyte to 128 Megabyte of
> local RAM, (TT compatible). The only restriction placed on you,
> is all 8 banks of memory must be occupied by memory of
> the same type. E.G. If bank on uses a 1 Megabyte
> SIMM, then the entire board will need to use the 1 Megabyte SIMMs,
> giving you a total of 8 Megabyte of local RAM. 4 Megabyte
> SIMMs will give you 32 Megabyte, and 16 Megabyte SIMMs 128
> Megabyte.

It this RAM combined automatically WITH the internal RAM (Wings), or
do you have to tell which application use which?
BTW. This "fill all slots with same type" is downright silly, if
you get 8 1meg SIMMs and decide you need more: ONLY option is to sell
those and buy 4 4meg SIMMs and have 32 Megs of RAM.
What's the point of this?

> PRICES M.S.R.P.
>
>* Barracuda 040 from $800.00 US
>* 68040-33MHz Proc. Upgrade $150.00 US

What's this upgrade (is 68040LC-33MHz much slower?)?

>* RAM Expansion $300.00 US
>* 486DX-33 PC Emulator $400.00 US
>* Video Funnel $600.00 US
>* Video Editing System from $1500.00 US

Are these video expansions usable with Apex Media?

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16MbRAM/FPU/MAG17"MultisyncMonitor/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

4856. Re: English Docs for Ultimate Arena

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 14:43:36 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95080.094336STIRRE31@MAINE.MAINE.EDU>
Source record: 168907

Ray,
Try ftp.cnam.fr is the pub/Atari/Games directory.
-scott tirrell

4857. Re: <<<HELP!>>, Data lost !

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 14:58:42 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.199.0009FAC9@cfcsc.dnd.ca>
Source record: 168911

mbaffoni@skat.usc.edu (Michael Baffoni) writes:
> What is the latest version of Diamond Edge out? I currently have
>1.03. Does it support Minix partitions yet (both recovery and defrag)? V2
>Minix partitions?
Version 2.0 is out, at least I see version 2 advertised for ACE'95
> Have they made any utilites like "image" in the (clone) Norton
>utilites so that you can save your fats (and other critical info) on every
>boot to an identifiable sector on the disk to enhance recoverablility in the
>case of catastrophic (but soft) failures?
YES! I save my disk info(FAT, etc) to a diskinfo file on a floppy for every
partition, plus it also has Mirror, which you can set to run at every
boot up, I also save this to a floppy when I run it manually. Makes
recovering deleted files easier!

>-MikeB
hope this helps
-ken

4858. Timer-A after DMA-play/record

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 15:00:53 UTC
From: hitm@idefix.rz.tu-clausthal.de
Message-ID: <3kmpn5$ht4@ikarus.rz.tu-clausthal.de>
Source record: 168909

```
Hi!
I have a problem:
I want the timer-A to be executed AFTER playing or recording a buffer
( This is only a test, my real program makes more sense. )
First, the soundsystem is initiated, then a buffer is cleaned, to
see if something was recorded and aufnahme1() or aufnahme2() is executed
to start recording. In the interrupt, the variable laufe is cleared.
After calling aufnahme1/2() the program goes into a while-loop.
Here the variable laufe can also be cleared by pressing a key.
The interrupt is never called, often the system crashes.
Who can help me ?

Torsten Mohr
eMail: hitm@sun.rz.tu-clausthal.de

p.s.: in <boolean.h> TRUE and FALSE are defined as 1 and 0.

TEST.PRJ:
test.tos
=
pcstart.o

test.c
timer.s

pcstdlib.lib
pcextlib.lib
pcgemlib.lib
pctoslib.lib
pcfltlib.lib

SOUND.H:
#define LTATTEN 0
#define RTATTEN 1
#define LTGAIN 2
#define RTGAIN 3
#define ADDERIN 4
#define ADCINPUT 5
#define SETPRESCALE 6
#define ADC 3
#define DMAREC 1

#define AUFNEHMEN 1
#define WIEDERGEBEN 0
#define AUFNEHMEN_PAUSE 2
#define WIEDERGEBEN_PAUSE 3
```

```
#define ATTRIBUTE NAME|MOVER|CLOSER|INFO|LFARROW|RTARROW|HSLIDE
#define EREIGNISSE MU_MESAG|MU_KEYBD|MU_BUTTON

#define BILDER_PRO_SEK 25
#define FENSTER_HOEHE 176
#define FENSTER_WORD 32
#define FENSTER_BREITE FENSTER_WORD * 16
#define VORTEILER 11

typedef struct
{
long playbufptr;
long recbufptr;
long resv1, resv2;
}
BUFF_PTR;

TEST.C:
#include <tos.h>
#include <stdio.h>
#include <stdlib.h>
#include <boolean.h>
#include <ext.h>

#define LEN 81920L

extern void interrupt_A( void );
extern long aer_aendern( void );
extern long aer_normal( void );
extern long mfp_7( void );

int anfang[LEN], i;
long alter_zustand[7];
volatile boolean laufe;
int *phb, *q;

void aufnahme2( void ) /* MFP-7 */
{
buffoper( 0 );
devconnect( 3, 9, 0, 11, 1 );
devconnect( 0, 0, 0, 11, 1 );
setbuffer( 1, anfang, (void *)&anfang[LEN] );
setbuffer( 0, anfang, (void *)&anfang[LEN] );
Jdisint( 7 );
Mfpint( 7, interrupt_A );
setinterrupt( 1, 2 );
Supexec( mfp_7 );
Jenabint( 7 );
buffoper( 4 );
}
void aufnahme1( void ) /* Timer A */
{
Supexec( aer_aendern );
```

```
buffoper( 0 );
devconnect( 3, 9, 0, 11, 1 );
devconnect( 0, 0, 0, 11, 1 );
setbuffer( 1, anfang, (void *)&anfang[LEN] );
setbuffer( 0, anfang, (void *)&anfang[LEN] );
Jdisint( 13 );
Xbtimer( 0, 8, 1, interrupt_A );
setinterrupt( 0, 2 );
Jenabint( 13 );
buffoper( 4 );
}
void taste( void )
{
if( kbhit() )
laufe = FALSE;
}
void wirkliches_programm( void )
{
phb = Physbase();

laufe = TRUE;
aufnahme1();

do
{
taste();
} while( laufe );

Supexec( aer_normal );
Jdisint( 13 );
Jdisint( 7 );
}
boolean sound_init( void )
{
if( locksnd() < 0L )
{
printf( "Soundsubsystem gesperrt.\n" );
getch();
return FALSE;
}
else
{
for( i = 0; i < 7; alter_zustand[i++] = soundcmd( i, -1 ) );
sndstatus( 1 );

soundcmd( 0, 0x80 );
soundcmd( 1, 0x80 );
soundcmd( 2, 0xc0 );
soundcmd( 3, 0xc0 );
soundcmd( 4, 2 );
soundcmd( 5, 0 );
```

```
setmode( 2 );
settracks( 0, 0 );
devconnect( 3, 9, 0, 11, 1 );
devconnect( 0, 0, 0, 11, 1 );
setmontracks( 0 );
return TRUE;
}
}
void main( void )
{
for( i = 0; i < 32; anfang[i++] = 0 );
if( sound_init() )
{
wirkliches_programm();
printf( "Fertig.\n" );
getch();
for( i = 0; i < 32; i++ )
printf( "%i ", anfang[i] );
getch();
for( i = 0; i < 7; soundcmd( i++, (int)alter_zustand[i] ) );
unlocksnd();
}
exit( 0 );
}
```

```
TIMER.S:
.GLOBL laufe, interrupt_A, phb, aer_aendern, aer_normal, mfp_7
.SUPER
mfp_7:
bset #7, $fffa15
rts
aer_normal:
bclr #4, $fffa03
rts
aer_aendern:
bset #4, $fffa03
rts
interrupt_A:
move sr, -(sp)
movem.l d0-d7/a0-a6,-(sp)
; bclr #5, $fffa03
clr.w laufe
move.l phb, a0
move.l #10000, d0
loop1:
move.w d0, (a0)+
dbt d0, loop1

movem.l (sp)+,d0-d7/a0-a6
move (sp)+, sr
rts
```

4859. Re: EXPERIENCE FALCON DEMO

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 15:09:39 UTC
From: Per B�rge Heidenstr�m <perhei@calvin.nhidh.nki.no>
Message-ID: <3kmq7j$m5@ratatosk.uninett.no>
Source record: 168918

bx685@FreeNet.Carleton.CA (Eva Crouse) wrote:
>
>
> Instructions in the Doc file for the Expereince demo indicated we
> can use VGA monitors. afew of us here in Canada are having
> troubles where the screen locks up at the main screen. I have used
> a SC1224 colour monitor and it seems to work fine until almost to
> the end of the demo where it freezes. I have disabled all acc's
> and my auto folder as weel on my Falcon.
> Any idea folks why this may be happening??
>
> Perhaps some of you can reach one of these fella's??
>
> SkynetLoic BAUMANN
> 72 rue du Dauphine
> 69003 Lyon
> FRANCE
>
> Simplet
> Stephane LESAGE
> Rue des monts jura
> 01200 Chatillon en Michaille
> FRANCE
>
> Haltero
> Gr�gory COIN
> 53 Rue des peupliers
> Cidex 35
> 38070 ST Quentin Fallavier
>
> Thanks so much.....Eva

```
The only way I've got this demo to work properlyy
is on a multisync monitor that does RGB mode as well as VGA
mode.The demo works fine with 3 megs of memory..
So what you need is for example a Microvitec monitor and
a RGB/VGA switch...

Per B
```

4860. Re: HD recording: Cubase audio or Logic audio?

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 15:16:16 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.795798976@liskeard>
Source record: 169100

>Hi!
>I worked with all versions of cubase audio falcon from v.1.00 to 2.03,
>and every time I found many bugs that put this system in a non
>professional sector (eg. the filters, the syncronism etc.).
>Can anybody tell me something about the potential (and the bugs!) of
>Logic audio?

Logic is a fine program, but the Falcon is not well supported. Basically,
Cubase Audio will give better audio facilities on a Falcon, but I prefer
Logic to Cubase any day. Mail me if you want to chat some more.

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk

4861. Re: C-Lab

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 15:19:21 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.795799161@liskeard>
Source record: 168901

> Emagic (which is the next generation of C-lab) has a user digest on
>the net. The address is: logic-users@mcc.ac.uk. They also answer C-lab
>questions.

And we're quite a friendly bunch! :)

Oh, and Emagic are the software programmers that once worked for C-Lab.
The list features C-Lab soft/hardware (Notator, Creator, Unitor etc) and
all Emagic products.

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk

4862. Re: Falcon Shareware Games

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 15:28:17 UTC
From: Per B&#65533;rge Heidenstr&#65533;m <perhei@calvin.nhidh.nki.no>
Message-ID: <3kmrah$m5@ratatosk.uninett.no>
Source record: 168913

rmccall@mcs.dundee.ac.uk (Rod McCall) wrote:
>
> Right, who can tell me of any good Falcon shareware/tryware or
> PD games?
>
> I've just downloaded towers II , but what esle is there that is worth
> downloading?
>
> Rod
>
> --
> Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
> President, Lip Theatre Co. Computer: Atari F030 (yawn!)
> CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
> DEMO CD ROM FOR PC & MAC only #3.50
>
>
>
SWITCH !!! it's great !!!!

Available at CNAM and UNI-KL I think....

Per B

4863. Towers II spoilers (was Re: *** TOWERS II FTP SITES)

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 15:31:12 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3kmrg0$1hb@m1.cs.man.ac.uk>
Source record: 168904

In article <3kff33$knl@sun24.tfh-berlin.de>, s581021@tfh-berlin.de (Stefan Schoene) writes:
|> Craig Graham (Craig.Graham@ncl.ac.uk) wrote:
|>
|>
|> : Anyone else gonna back me up here? I've managed to reach the third floor,
|> : but I'm a bit stuck now. I've got the armour, bow & arrows (but I used them
|> all
|> : :( ), got the Axe Spell & Food Spell, found the secret passage on the
|> : second floor with the flying eyeballs in it. Got the boots from the toilet
|> : and the silver & gold keys by killing the janitors on the first level -
|> : but there is one door on the first level that these keys don't open.
|> : Does anyone know where the third key is? Also, what does pulling the chain
|> : on the first level do?
|>
|> : Craig (lost in the Tower, and getting ready to pay for the rest of the
|> game).
|>
|> I've got the same Problem.
|> But where did you find the arrows?

Cannot remember where the arrows are, but the place to go now is the secret area
on level 1. (from the room with the chain - which must be pulled first.) Here there
are some more stairs, leading to the bit of level 2 which cannot be reached from the
other bit.

In the room with lots of chains (you know - lust / love / hate and that which it
creates etc.) on level 2 (?) what order do they have to be pulled in?

I successfully got through once, but randomly pulling the chains....

(BTW I actually reached the end of the tryware bit without saveing - still not got
it to work...wheres the patch?)

Cheers

Anthony

4864. announce

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 15:40:27 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.200.000AACE8@cfcsc.dnd.ca>
Source record: 168919

Since my provider(?) doesn't carry Atari...Announce is there any way I could subscribe to it? as in list.serve. Thanks/merci
-ken

4865. Re: MODS: where?

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 16:15:28 UTC
From: Per B�rge Heidenstr�m <perhei@calvin.nhidh.nki.no>
Message-ID: <3kmu30$m5@ratatosk.uninett.no>
Source record: 168921

Ian_Taylor@a2w.maus.sub.org (Ian Taylor) wrote:
>
> Wakko Warner (abstract@wam.umd.edu) wrote on 15.03.95:
>
> >Anybody know where I can find any good Mod files? I'm finally starting
> >to really get into them...
> *Me too*. Just to wet your appetite, I found this chart of the current
> best mods - but where the heck can I find the mods themselves??
>
> place last title filename filesize
> month
>
> 1) 2 Defloration (deflorat.mod) 408.043 Bytes
> 2) 1 Guitar Slinger (gslinger.mod) 406.354 "
> 3) 3 Space Debris (spdebris.mod) 347.582 "
> 4) 4 Beyond music (beyond.mod) 402.166 "
> 5) 5 Boom! And she cums (boom.mod) 284.004 "
> 6) 6 Digital Innovation 2 (digital2.mod) 137.124 "
> 7) 7 What's up (whats-up.mod) 604.676 "
> 8) 9 Don't you want me (dontuwan.mod) 99.768 "
> 9) 8 What is love (whatislo.mod) 723.886 "
> 10) 10 Free from guitar (freeguit.mod) 190.698 "
>
> complete (Top 100) charts available from:
>
> U.S.A.:
> ftp.etsu.edu /pub/aminet/mods/chart
> ftp.wustl.edu /pub/aminet/mods/chart
> wasp.eng.ufl.edu /pub/msdos/demos/music/MOD_CHARTS
> wuarchive.wustl.edu /pub/aminet/mods/chart
>
> GREAT BRITAIN:
> src.doc.ic.ac.uk /computing/systems/amiga/mods/chart
>
>
> Ian_Taylor@a2w.maus.de The hidden secret of life is

Here are some modsites:

ftp.brad.ac.uk /misc/mods
lysator.liu.se /pub/amiga/mods
geocub.greco-prog.fr /pub/incoming/amiga/mods
ftp.luth.se /pub/OS/amiga/mods
ftp.uni-kl.de /pub/amiga/wuarchive/mods
/pub/amiga/aminet/mods

/incoming/amiga/mods
ftp.germany.eu.net /pub/comp/amiga/mods
faramir.informatik.uni-oldenburg.de /pub/amiga/incoming/mods
cs.uwp.edu /pub/music/sounds/mods
/pub/music/lists/btl/mods
amiga.physik.unizh.ch /pub/aminet/mods
quepasa.cs.tu-berlin.de /pub/amiga/uni-kl/wuarchive/mods
/pub/amiga/uni-kl/uni-kl/mods
/pub/amiga/uni-kl/incoming/mods
/pub/amiga/uni-kl/aminet/mods
/pub/amiga/sound/modules
wuarchive.wustl.edu /systems/amiga/incoming/mods
/mirrors4/amiga.physik.unizh.ch/amiga/mods
switek.uni-muenster.de /pub/sounds/mods
rs3.hrz.th-darmstadt.de /pub/machines/amiga/aminet/mods
plaza.aarnet.edu.au /micros/amiga/incoming/mods
oes.orst.edu /pub/mirror/amiga.physik.unizh.ch/amiga/mods
nic.funet.fi /pub/amiga/audio/modules

I haven't tried them all, though...
It's hard to find good mods, simply because there are so many. Some
sites have Index files which lists all the files in the directory and often
state who made the music and if it's any good.

You could always E-mail me, and I'll recommend a few mods to you.
I have nearly 70 MB of mods on my HD at home you see...

Happy listening !

Per B

E-mail: perhei@calvin.nhidh.nki.no

4866. MiNT and Geneva

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 16:22:06 UTC
From: thopman@uoguelph.ca
Message-ID: <3kmufe$2oa@ccshst05.cs.uoguelph.ca>
Source record: 168908

Is it possible to get MiNT and Geneva to work together? I'm quite happy with my setup as it is now (ie TeraDesk/Geneva), but I'm thinking of installing X-Windows on my system (summer project) but I'd also like to be able to continue to use Geneva (not at the same time as X, obviously). I suppose I could survive going back to single-tasking GEM, but it's so, well, ugly and non-functional. I tried setting Geneva as the init program under MiNT, but that didn't work. Running Geneva and then MiNT from the auto folder make Geneva crash.

Any suggestions? If not, does anyone know if/when Gribnif plan to make MiNT and Geneva compatible? I seem to recall that it was originally part of the plan for Geneva, but I don't think anything's happened since the release 003 update.

THeo

4867. Re: Problems with no|Desk

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 17:17:18 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCVSACALUP@galaxy.teuto.de>
Source record: 168917

In <FCPSFFWOUp@ost1.ping.de> Oliver Sturm wrote:

>But I have a problem using UPoint light for UUCP-polling. UPoint will
>do the polling alright, but it doesn't manage to unpack a single file.

Could be a problem with the new desktop, but there was a version of UPoint
with similar problems.

Get yourself an UPoint-update, and you'll probably be fine.

You could ask Stefan personally as well, too.

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/personen/hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

4868. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 17:27:54 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCVSCGAFUP@galaxy.teuto.de>
Source record: 168916

In <3k8f8m$52v$2@mhadf.production.compuserve.com> BobR wrote:

>>There is something called email if you didn't know that.
>Umm..no thanks. I have no desire to have my e-mail box full of that garbage.

Think again.

You waist _all_ our time and pollute _our_ mailboxes ...

--
Hendrik Mylius |P| WWW: http://www.teuto.de/personen/hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

4869. Re: Epson GT-8000 scanner & Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 17:41:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199503211941.a46430@m4.maus.de>
Source record: 168932

>GT-scan3 has since been upgraded to GT-LOOK II which is also available
>from them and is in the new catalogue from System Solutions/Atari
>Workshop (Phone: 01753 832212).

...and the latter has recently been upgraded to support the new GT-9000 scanner (600 dpi).

bye, Peter

4870. Re: Falcon internal HD swap?

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 17:42:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199503211942.a46431@m4.maus.de>
Source record: 168933

>>2,5" IDE drives aren't that hard to get - and up to about 350 MB, they
>are
>>reasonably priced, too.
>
>What about drivers? Will the Atari-supplied driver work with these
>devices?
>If so, how do you configure it for different capacities?

Atari drivers will work just fine. HDX and AHDI auto-detect drive sizes, no matter if these are IDE or SCSI. Some IDE drives have stupid or buggy firmware and won't work - I mentioned these in my previous post. Current models from Conner CFN series or Seagate 9xxxAG series work fine.

bye, Peter

4871. Re: SC1224 pinouts?

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 17:45:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199503211945.a46432@m4.maus.de>
Source record: 168934

>I believe the "General Purpose Output" pin on the ST monitor jack
>brough out the composite video signal that would normally drive the
>RF modulator **on some** models of the ST.
>
>Depending on the model you could use a composite monitor even if there
>was no modulator.

Sorry, no. The GPO comes from the Soundchip and is a plain programmable TTL level output bit.

bye. Peter

4872. Answers to Ghostscript Questions

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 18:49:58 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <3kn74m$qgt@geraldo.cc.utexas.edu>
Source record: 169098

In response to a few recent posts concerning Ghostscript ...

The latest Atari version is 3.12. The source and 68000 executable are
available through:

ftp://lifshitz.ph.utexas.edu/pub/atari/ghostscript/3.12 or
http://godel.ph.utexas.edu/Members/timg/gs/gs.html

gs312s.zoo source
gs312b.zoo binaries and minimal support files

The WWW site has lots of general information about GS, including a few
screen shots. If you have trouble gaining WWW or ftp access, send me
email.

The current fonts can be had from GNU distribution sites like

ftp://ftp.wisc.cs.edu

One person mistakenly stated that GS would not processes EPS files.
Perhaps the problem is that some EPS files do not include the "showpage"
operator. It is a simple matter to edit the file and add this, or to
type "showpage" at the GS> prompt after interpreting an EPS file.

>> I am looking for a program which will convert a PostScript file to
>> an IMG file. I have an idea that GhostScript may do this...

GS can convert PS to IMG and other bitmap formats.

>> Is it easy to install Ghostscript,

It is neither extremely simple nor very difficult. The difficulty you
have depends on your experience and your knowledge of environment
variable usage.

>.. I've been using GS.TTP version 2.5.2 with a shell called gemGS.prg

GemGs is obsolete, although I have had a couple of requests to update
it. Almost all of its functionality is now included in GS itself.

>Apparently GS can convert adobe type 1's, but I haven't worked out how yet.

If you have commercial or PD type-1 fonts, GS can use them. You have to
modify a file called "fontmap" which tells GS which disk files contain
which fonts. Further explanation is in the docs.

Tim Gallivan
timg@landau.ph.utexas.edu

4873. WTB, Notator Logic ref Manual, Bad!

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 18:52:07 UTC
From: nggilber@cca.rockwell.com
Message-ID: <D5t0Ew.313@lazrus.cca.rockwell.com>
Source record: 168928

I need one of these!

I have a legit version (1.73) of
Emagic Notator Logic with the log3 dongle and all that.
have the Tutorial manual and the blue addendum man but
not the Ref manual. I need it by hook or crook!

If you have an extra one of these laying around
(In one form or another)and want to get rid of it.
Let me know. I'll pay.

Neal G

4874. Supra 14.4 express series modems and Atari computers?

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 19:07:35 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <D5t14n.CF7@freenet.carleton.ca>
Source record: 168922

I just looked at the Supra 14.4 express series modem (external IBM version). It was listed at Compucentre at $139 CA (A great price). In order to save money, Supra does not include an AC adapter. Instead, the modem gets its power directly from the DB 25 pin RS-232 port.

Q. Is the RS 232 port on the Atari putting out the same line voltage, on the same pin, as the IBM 25 pin RS 232 port? Will the Power supply on the Mega STE handle the extra load? And, when you convert a DB 25 to the smaller mac style RS 232 port (like on the Mega STE) with an adapter plug is the line voltage still available?

This modem looks like it could be a super deal, if it doesn't bloww Atari's RS 232 ports!
--
"Pick a card, any card at all... except THAT one!"
Mark Montreuil (613) 990-4833 (voice)
Magician
As seen on YTV's "Take Part"

4875. Falcon030: 80 columns at bootup?

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 21:03:35 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95080.160335STIRRE31@MAINE.MAINE.EDU>
Source record: 168930

I recently downloaded a simple boot-up program. Unfortunately, in 40 columns, it is not readable. Is there a program that I can run before this program that will set the resolution to 80 columns? Thanks for any help!
scott tirrell

4876. Re: MiNT and Geneva

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 21:35:45 UTC
From: alib107@titan.oit.umass.edu
Message-ID: <3kngrh$5t2@nic.umass.edu>
Source record: 168927

Theodore L Hopman (thopman@uoguelph.ca) wrote:
: Is it possible to get MiNT and Geneva to work together? I'm quite happy
: with my setup as it is now (ie TeraDesk/Geneva), but I'm thinking of
: installing X-Windows on my system (summer project) but I'd also like to
: be able to continue to use Geneva (not at the same time as X, obviously).
[further comments removed]

I am, at this very moment (OK, not quite this very moment <smile>) finishing release 004 of Geneva, to be released in May. One of the last things I'm working on right now is getting it to work with MiNT. We will be sending out newsletters and making a public announcement when it's ready.

4877. Re: Atari--->Mac or DOS

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 21:40:46 UTC
From: awright@stamford.win-uk.net
Message-ID: <4@stamford.win-uk.net>
Source record: 168914

>What are some names of software which can be used to convert Atari text
> files to Mac or Dos, and where can one get this software? Thanks.

Edhak isn't too bad but it requires a lot of user input. Having
just subbed Atari World where 1/3 of contributors use Macs, 1/2 use
Ataris and I use a PC, I think I've seen the problems at first hand!

AFAIC cross-platform compatibility is a sick joke.

Regards
Andrew

4878. Re: Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 21:42:29 UTC
From: awright@stamford.win-uk.net
Message-ID: <5@stamford.win-uk.net>
Source record: 168915

>It's Ofir Gal, Vic Lennard
>
>Just correctin'

Glad to see Andrew Wright can't be deformed too much <g>.

Regards
Andrew

4879. Re: Atari Web Pages Closing Down!

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 22:47:30 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3knl22$d3s@golem.wcc.govt.nz>
Source record: 168920

In article <3kjlvc$od1@mserv1.dl.ac.uk>, msh@mserv1.dl.ac.uk (M.S. Smith) writes:
>Well I've just had some bad news. At a recent meeting of the computing
>management here at Daresbury it was brought to their attention the high level
>of usage of my Atari Web Pages, this service whilst not process intensive had
>the highest number of accesses on site and as it is not related to the sites
>purpose the decision was made to close this service down.

Please what is this Sites Purpose, I thought that is this what Internet is
all about, or is the Purpose to just piss people around...

Or were we waring out there computers...??

May be your Management need educating...:-)

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4880. Re: Searching for Hydra

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 22:51:10 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <f2c_9503220521@genesplicer.org>
Source record: 168936

```
MTL> As somebody mentioned there is this bidirectional protocol named Hydra
MTL> existing for Atari.
```

```
Hydra is not for regular BBS use. It's a protocol for front-end Fido-type
mailers, such as BinkleyTerm and Semper. It's either built into your
front-end mailer or it's not. You don't use it as a stand-alone program.
```

4881. Re: Atari Falcon030 for $ale

Newsgroup: comp.sys.atari.st
Date: 1995-03-21 22:54:24 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <f2d_9503220521@genesplicer.org>
Source record: 168937

```
H> >Terry May (Terry.May@rebel.genesplicer.org) wrote:
H> >
H> >: I always wondered what i.e. stands for. ;^)
H> >
H> > i.e. is short for "id est", which is Latin for "that is". "e.g."
H> >is short for the Latin "exempla gratia" which means "a good example".
H>
H>
H> Yeh, and the smiley symbol
H>
H> ;^)
H>
H> that Terry used in his message is Humor for "I'm only joking."
```

Good answer.

4882. RDE Ramdisk installation problems

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 00:00:00 UTC
From: amez1@monash.edu.au
Message-ID: <amez1.15.2F6F9222@monash.edu.au>
Source record: 168940

Can someone please tell me how to install RDE v5 ramdisk? The doc on the disk is hopeless!

Anthony
E-Mail AMEZ1@PFS01.CC.MONASH.EDU.AU

4883. Looking for ST female vid

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 01:57:00 UTC
From: jim.gain@primetime.org
Message-ID: <1e3.2677.4071@primetime.org>
Source record: 168924

```
BM> I am currently looking for a "female atariST female video connection"
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Hmmmnn... sounds like your looking for a lesbian video dating service! ;-)
ROTFL!!!!!!

... Raining Cats and Dogs is better than hailing Taxis!
___ Mountain Reader II - #00000066

--- Internet: jim.gain@primetime.org (Jim Gain)
This message lovingly processed in beautiful Muskoka, Ontario, Canada by:
PrimeTime BBS - (705)689-1757
---
```

4884. CALAMUS SL Problems

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 02:03:49 UTC
From: amez1@monash.edu.au
Message-ID: <amez1.14.2F6F8585@monash.edu.au>
Source record: 168925

Can someone tell me how to get the TEXT EDITOR on Calamus SL to work. When I click on the Text editor option I get a message telling me that I cannot use the text editor because I have not got the correct MODULE loaded. But I have loaded and executed every single module but I still get the same mssage. Can someone please help me!

Anthony
E-mail: AMEZ1@PFS01.CC.MONASH.EDU.AU

4885. Re: Would like more information about the Janus St emulator

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 03:16:12 UTC
From: guenther@cabal.shnet.org
Message-ID: <FCWDAJAJUP@cabal.shnet.org>
Source record: 168926
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

F'up set!

In <3klo30$n1q@saturn.caps.maine.edu> William B. Jones wrote:

>Could someone fill me in about this Janus St emulator for the PC? I've been
>seeing some traffic about it. I've never heard of it.

Ask janus@vhf.cube.de for details.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

UPoint 'medium' 20. Mar. '95

4886. ACE '95 - News Release 18

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 03:46:41 UTC
From: schrist@io.org
Message-ID: <3ko6j1$bki@ionews.io.org>
Source record: 168929
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

```
********
******** ACE'95 VISITORS & EXHIBITORS INFORMATION!!
********
"If you miss ACE'95, you're going to miss ... EVERYTHING!"
April 1st & 2nd, 1995 - Toronto April 1st & 2nd, 1995 - Toronto
**************************************************
NEWS RELEASE 18: THE TORONTO ATARI FEDERATION PRESENTS - ACE '95!!
**************************************************

==========================================================
ACE '95 *** THE SHOW OF THE DECADE *** ACE '95
==========================================================
LLLLLLLL
LLLLLLLL EVERYTHING YOU WANT WILL BE AT ACE'95!
LLLLLLLL JAGUARS
LLLLLLLL COMPUTERS
LLLLLLLL MIDI
LLLLLLLL THOUSANDS OF PROGRAMS, APPLICATIONS, GAMES,
LLLLLLLL IDEAS & PRODUCTS
LLLLLLLL DEALERS & DEVELOPERS
LLLLLLLL

>ACE'95 is being held at the North York Civic Center. It is a GREAT
>complex: Shopping, Restaurants, Subway, Theatres, Hotel and - of
>course - MEMORIAL HALL & ACE'95!! THE NOVOTEL HOTEL is located
>directly adjacent to the Exhibition area. It's a great place to
>stay! PLAN ON TAKING IN ALL OF ACE'95 (... you really should!!).
>The *GREATEST*ATARI*EXHIBITION*IN*YEARS* is happening on April
>1st & 2nd, 1995, in TORONTO!! This is the ACE '95 Exhibitors List:
LLLL Gribnif Software (NEODESK 4, Geneva!)
LLLLL TOAD Computers (just your basic SUPERSTORE!)
LLLLLL Branch Always Software (GEMulator!)
LLLLLLL Cybercube Research (Cyrel Sunrise Card, CaTTamaran!)
LLLLLLLL DMC Publishing (Calamus, Outline Art 3, Invision Elite!)
LLLLLLLLL Scarborough Computers (*THE* Toronto Atari Dealer!)
LLLLLLLLLL Missionware Software (Flash II, lottODDS, Cyberdrome!)
LLLLLLLLLLL ICD INC/4Play/Black Cat Designs!
LLLLLLLLLLLL It's All Relative (every CD imaginable, Photo Show!)
LLLLLLLLLLLLL ABC Solutions (SARA, Edith Professional, tbxCAD)!
LLLLLLLLLLLLLL Esquimalt Digital Logic (OMEN!)
LLLLLLLLLLLLLLL GEnie Information Services!
LLLLLLLLLLLLLLLL Suzy B's Software (& CDs!)
LLLLLLLLLLLLLLLLL chro_Magic (RAM Gizmo, Pianistics, Crawly Crypt!)
LLLLLLLLLLLLLLLLLL Clear Thinking (EditPlus!)
```

LLLLLLLLLLLLLLLLLL Schauzmoll Soft (ORBIT - The first GUI BBS)!
LLLLLLLLLLLLLLLLLLL Anodyne Software (ExtenDOS, ExtenDOS Pro)!
LLLLLLLLLLLLLLLLLLLL Oregon Research Associates (Diamond Edge 2!)
LLLLLLLLLLLLLLLLLLLLL Computer Direct (DirecTT030, MagicMAC and an
LLLLLLLLLLLLLLLLLLLLLL enormous lineup of Atari products!)
LLLLLLLLLLLLLLLLLLLLL Binary Sounds (SMPTE, Edit Track Platinum!)
LLLLLLLLLLLLLLLLLLLL Fine Tooned Engineering (MIO2, Sweet 16!)
LLLLLLLLLLLLLLLLLLL Compuworld (Service, Parts, Drives, Upgrades!)
LLLLLLLLLLLLLLLLLL Encore Music (Falcon MIDI systems, Cubase!)
LLLLLLLLLLLLLLLLL Wizztronics (The Falcon Rack, Barracuda!)
LLLLLLLLLLLLLLLL Steinberg/Jones (Cubase, Cubase Score!)
LLLLLLLLLLLLLLL SKWare One Software (Seurat!)
LLLLLLLLLLLLLL BEST Electronics (everything part imaginable!)
LLLLLLLLLLLLL COMPO (That's Write 3, SpeedoGDOS 5!)
LLLLLLLLLLLL SPECTRUM Atari Group of Erie (SAGE!)
LLLLLLLLLLL STUG (ST User Group of Winnipeg!)
LLLLLLLLLL The ExtremiST (the NEW independent Atari Newsletter!)
LLLLLLLLL Red Hot BBS (Atari Support Network!)

*W*H*A*T *A* *G*R*E*A*T* *L*I*N*E*U*P*

There are some SEMI-EXHIBITORS(?) we should mention too: ASTMUM (Atari ST/Mega Users of Montreal), will be represented by Kest Carter-Morgan. Kest is providing support for ESQUIMALT DIGITAL LOGIC (OMEn), and SCHAUZMOLL SOFT (ORBIT Tele-Information System). Nima Montaser will be showing his superb AUDIO CD Player in the IT'S ALL RELATIVE booth (and Damien Jones will be running the *brand new* TT version of Photo Show Pro in the It's All Relative booth!) IT DOESN'T GET MUCH BETTER THAN THIS!!

=-=-=-=-=-=-
The ACE'95 SEMINAR/LECTURE SCHEDULE:
=-=-=-=-=-=-
SATURDAY APRIL 1 SUNDAY APRIL 2
---

9 AM | Telecommunications &
| Internet with
| Stephen Christian

10 AM Cybercube Research | National Atari Newsletter
Ralf Dowich | User Group Co-operation
| Reg Loeppky

11 AM Branch Always Software | Suzy B's Software/CD
GEMulator | Michael Burkley
Darek Mihocka

12 NOON Missionware, Flash II | Secrets of ... Everything!
John Trautschold | Al Fasoldt

1 PM DMC Publishing | Binary Sounds
Calamus SL | MIDI for Beginners

Mario Georgiou | Rick Ladage

2 PM SARA CD Software | Esquimalt Digital Logic
Peter Zalesak | OMEn
Craig Carmichael

3 PM Gribnif Software | Xwindows/Xmosaic
Neodesk 4 & Geneva | for Atari! Internet
Dan Wilga | Sam Mesbah

4 PM Oregon Research
Diamond Edge 2
Bob Luneski

5 PM Steinberg Jones
Cubase
Ray Williams

=-=-=-=-=-=-
Check our WORLD WIDE WEB pages: http://www.io.org/~schrist/taf.html
=-=-=-=-=-=- or http://www.io.org/~schrist/ace95.html

****
FEATURE EXHIBITOR - Cybercube Research of Thornhill, Canada
****
It is said that Ralf & Gunther & Ulrich
Dowich belong to a secret society. It's said
that the society is dedicated to one thing:

**** SPEED ****

Race your 'stock' TT against a CaTTamaran
... I dare you!
Of course there is another group of people
who believe that all Cybercube ever sees are
colors ... millions and millions of colors!
The Cyrel Sunrise Card will dazzle and amaze
you. Absolutely! And there are at least a
dozen other spectacular products that will
be on display in the Cybercube booth (#4).
Prepare to be amazed!

MIDI, DTP, Wordprocessing, Graphics, JAGUAR GAMES, Power
Computing, Software Libraries, Utilities, Accessories, Databases,
Spreadsheets, Accounting, Animation, Custom Solutions, Games,
Education, Internet, BBS, Networks, Accelerators, Emulators, 6502
support, 68000 support, 68030 support, 68040 support, Mosaic,
Modems, Upgrades, Telecommunications, JAGUAR STATION, User Group
Center, INCREDIBLE SALE PRICES, Software, Hardware, Advice,
Service and EVERYTHING you need to get the VERY BEST out of your
Atari!

BOOK YOUR HOTEL & YOUR TICKETS IN ADVANCE! Call
or e-mail for info: for INDIVIDUALS, USER GROUPS,
ORGANIZATIONS, DEVELOPERS & DEALERS! The Show Site
(North York Civic Center, Memorial Hall Exhibition
Facility) has hotel, shoppping, restaurants and more!
NOVOTEL HOTEL: $89 Cdn PER NIGHT
(single OR double occupancy)
** Call Novotel direct* @ 416-733-2929 and ASK FOR
A ROOM WITH THE TORONTO ATARI FEDERATION GROUP! **

ACE'95 TICKETS: $6 PER DAY
$10 WEEKEND PASS

SHOW HOURS: Saturday April 1 - 9 AM to 6 PM
Sunday April 2 - 9 AM to 5 PM

You can also call 416-752-2744 FOR HOTEL or TICKET RESERVATIONS
==========
Meet Dan Wilga, Darek Mihocka, Bob Luneski, Peter
Zalesak, John Trautschold, Craig Harvey, Nathan
Potechin, Mario Georgiou, Greg Kopchak, Al Fasoldt,
Rick Ladage, Jim Fouch, David & Jennifer Troy,
Michael Burkley, Roger Burrows, DARLAH, Craig
Carmichael, Tom Harker, Chris Krowchuck, Jim
Collins, Ralf Dowich, Shawn Tedder, Mike Wilhelm,
Mike Hohman, Christian Ernst, Michael Snape, Ray
Williams, Stuart Watt, Stephen Christian, Steve
Cohen, Jeff Neveu, Sonny Ang, Bill Annand, Stuart
Watt, Robert Engberson, Suzy B, Nima Montaser,
Damien Jones and couple of thousand show visitors!

Don't miss it!

"ATARI *IS* THE GREATEST!"
==========

ACE'95 IS BEING HELD AT:
North York Civic Center
Memorial Hall Exhibition Facility
5110 Yonge St. (at Parkhome Ave.)
Toronto, Canada
April 1-2, 1995 *CALL US* 416-752-2744 or 416-225-5823 *CALL US*
Saturday 9AM - 6PM
Sunday 9AM - 5PM ~~ Howard Carson, ACE'95 Chief Organizer ~~~
E-Mail: GEnie - H.Carson1
Atarinet - Howard. Carson@51:5/6
Internet - h.carson1@genie.geis.com
howard.carson@canrem.com
hcarson@io.org
TAF Online - Howard. Carson

Stephen Christian _ Member of: TAF, DWIN
schrist@muffin.dnet.dupont.com (_'-/-_ _ |_ _ _ EoH, HCoG, EoO III

or schrist@io.org ._)((-'|_)|)(-'|). TT IX, ACE 95
- http://www.io.org/~schrist ---------------|---------------------------------
Disclaimer: The opinions expressed above are strictly my own and in no way
represent those of my employer and/or clubs/organizations I am
a member of.

Phone: Home: (905) 826-0671, Work: (905) 821-5125, Fax: (905) 821-5790

--

4887. CD-ROMs for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 04:22:34 UTC
From: lamarth@delphi.com
Message-ID: <p037m9y.lamarth@delphi.com>
Source record: 168935

A small question....

Can ANY CD-ROM drive normally for use for PCs and/or Macs be used on the Falcon? Also, what about driver software- is there some commercial Atari software (or even any free/shareware) available?

Thanks...

David (lamarth@delphi.com)

4888. Fast Technology

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 05:45:28 UTC
From: Norman Butler <Butler@netvision.net.il>
Message-ID: <NEWTNews.22479.795854895.Butler@Base.netvision.net.il>
Source record: 168931

Does anyone out there know what happened to Fast Technology (Jim Allen) and the Tiny Turbo accelerator for the ST and Mega STE. I sent a deposit but never received the goods. Am I the only one?. Where is he now?.

4889. Re: MODS: where?

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 06:54:36 UTC
From: abstract@wam.umd.edu
Message-ID: <3kohjc$imp@cville-srv.wam.umd.edu>
Source record: 168938

Thanks to all for the info! I've already started probing...
--Lunatic

4890. Sample Mixer for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 07:13:14 UTC
From: legrand@tesla.mbi.ucla.edu
Message-ID: <3koima$llk@saba.info.ucla.edu>
Source record: 168939

Hi guys, anybody out there have an opinion as to what the best sample mixer that runs on the falcon might be? It can exist within a mod tracker or outside of it. We'd prefer P/D but if it's commercial or shareware, that's fine too as long as we can get our hands on it fairly quickly...

Thanks in advance, replies by email, if anyone else is interested, request what I receive by email...

Scott

4891. Re: Atari SH204 HD formatting question

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 08:35:20 UTC
From: borst@cs.utwente.nl
Message-ID: <3kong8$8hk@utrhcs.cs.utwente.nl>
Source record: 168943

In article <3kk9c1$f7b@kocrsv08.delcoelect.com> you wrote:
: We replaced an Atari SH204 20M MFM drive with a Mitsubishi MR535U00,
: which is a 42.5M MFM drive. Using ADHI Ver. 5.04 formatter, we
: cannot seem to format the drive correctly. We are looking for
: information on any formatter which may help us or any information
: from anyone who may have successfully tried this.

: Thanks in advance,

: E-mail addr. - faterioun%clipcva.dnet@delcoelect.com

Did you enter the specifications of the drive in the WINCAP file in the HDX
folder? In this file there is a short description of the format of the
information you have to put in this file. Note that lines beginning with #
are comments, so in the original version all specified drives are commented out.
Just add a line for your drive and it should show up in the menus of hdx.prg.
Also, you should make sure that the drive is configured to be drive 1.
This can be done with jumpers or dip-switches on the drive.
Then it must be possible to format it. Just recently I formatted a 65Mb
Fujitsu drive in a Megafile 30 this way and everything worked.
If you don't have the specs of your drive, look in the pub/msdos/utils/dskutl
directory on ftp.wustl.edu. There are a couple of files with the specs of
various hard drives.

Good luck,
Pim.

PS. your mail bounced so I had to post a followup.
Maybe you should check your mail address or something.

4892. Re: Falcon030: 80 columns at bootup?

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 08:48:20 UTC
From: sanders@sci.kun.nl
Message-ID: <D5u34L.52K@sci.kun.nl>
Source record: 168941

In <95080.160335STIRRE31@MAINE.MAINE.EDU> <STIRRE31@MAINE.MAINE.EDU> writes:

>I recently downloaded a simple boot-up program. Unfortunately, in 40
>columns, it is not readable. Is there a program that I can run before
>this program that will set the resolution to 80 columns? Thanks for
>any help!

You can set that in the NVRAM. There are NVRAM configuring programs
all over the net...

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

4893. Re: Atari SH204 HD formatting question

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 09:31:46 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <3koqq2$1g0@hpscit.sc.hp.com>
Source record: 168946

Kamran Faterioun (faterioun%clipcva.dnet@delcoelect.com) wrote:
: We replaced an Atari SH204 20M MFM drive with a Mitsubishi MR535U00,
: which is a 42.5M MFM drive. Using ADHI Ver. 5.04 formatter, we
: cannot seem to format the drive correctly. We are looking for
: information on any formatter which may help us or any information
: from anyone who may have successfully tried this.

Get yourself an older version of HDX. HDX 5.xx do no longer support
the old drives.

--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>---

4894. Atari SLIP programs?

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 09:52:03 UTC
From: Peter_Epp@learnnet.nt.CA
Message-ID: <311013.ensmtp@learnnet.nt.ca>
Source record: 168944
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know of SLIP software that is available for Atari? Also, is there FirstClass software, or a reasonably good clone of FirstClass, available for the Atari? If anyone knows, please E-mail me. I don't care if you post the answer here as well, just as long as you E-mail me.

Also, please excuse the weird cross-posting. I just wanted to reach as many people as possible who might know.

Thanks in advance,

Pete

4895. WTB: UK:Hard disk drive (or Atari SCSI adaptor)

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 10:09:17 UTC
From: jat@unix.york.ac.uk
Message-ID: <795866957.0@cs.york.ac.uk>
Source record: 168945
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

What more do I need to say? Anything from 20MB upwards considered!

Reply to addresses below please - replying to this article directly
won't work!

john..

--
jat5@unix.york.ac.uk
jat@ohm.york.ac.uk

4896. Re: SMS2

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 11:25:17 UTC
From: thomah@ifi.uio.no
Message-ID: <3kp1et$euo@skalk.ifi.uio.no>
Source record: 168947

In article <1995Mar19.210149.10715@bradford.ac.uk>, S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:

> : Browsing through some of my magazines, I came across an article in ST Format regarding a
> : new operating system called SMS2 (I think). Does anyone know anything about this? Can
> : anyone provide me with an address to the developers, Furst Ltd.?
>
> Just out of interest, what are you interested in the product. From what I
> remember, it had little practical use. I was, however, impressed by the
> power the system seemed to have.

Yes, it was this power that impressed me also, and I would like to find out what`s happening with it.

--
- Thomas Hansen - E-mail: thomah@ifi.uio.no
- Oslo, Norway - WWW: http://www.ifi.uio.no/~thomah

4897. Re: 386 slot on Falcon030

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 11:29:57 UTC
From: thomah@ifi.uio.no
Message-ID: <3kp1nl$euv@skalk.ifi.uio.no>
Source record: 168948

In article <3kjo37$g86@odin.diku.dk>, Hrafnkell Hlodversson <freyr@diku.dk> writes:

> > My problem is that I would like a Falcon for DTP purpouses, but I'd also really like to
> > use some of the CD-ROMs available on the PCs...
>
> I don't think you'll be able to use pc CD-ROMs with the emulator,
> especially games, as they require sound, (wich the emulator doesn't
> support) more than 16 cols. and higher speed.

I have been in touch with Compo Software, and according to them, a 386 and 486 model is still under development, but they had no idea when it they would be finished.

As for PC CD-ROMs, I will need some sort of a Windows driver written with the Falcon`s hardware in mind. It problably doesn't exist at the moment, but if the 486 emulator sells well, I would think that such a driver will be written.

> As for DTP I think most "good" DTP packages run i Winblows(tm)
> and therefore run eficciantly on the Falc. Why not use Calamus?

That's exactly what I want to do, to use Calamus and yet have access to PC CD-ROMs.

--
- Thomas Hansen - E-mail: thomah@ifi.uio.no
- Oslo, Norway - WWW: http://www.ifi.uio.no/~thomah

4898. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 11:30:11 UTC
From: ethami@duna.ericsson.se
Message-ID: <9503221128.AA03938@duna40.danubius>
Source record: 168950

matija@sirius.ijs.si (Matija Grabnar) wrote:

> Personally, I prefer nag boxes or programs that disable themselves after some
> period. That way, I _use_ a program, find that I need it, and then I pay for
> it. If it has save or advanced options disabled, I usualy try it once then
> get rid of it.

Hahaha :).
You know as well as I do that those programs which disables themselves
after a period are 5 minutes to crack and you are going to use it
without paying the fee (why anyone bother paying for it if he has the
full version?) Of course this is not peculiar for everybody.

As a programmer myself, I have bad experiences with shareware.
I am sure that I will spread only the demo version of the upcoming
object-oriented desktop I am developing.

I think the best way to spread any demo is to leave out
certain parts of code when compiling, in this way
it cannot be reverse engineered to revitalize the disabled parts.
This is the only possibility for programmers to avoid
reverse engineering.

> Thinking back, I don't think I used a single shareware that had significant
> options options disabled. If freedom had, for instance, shown a nag box

You can decide whether you pay shareware fee ONLY if we
(programmers) send you a full version without restrictions, Mr User, Sir?
Then you must be a politician.

---
jrichter@tbag.tscs.com (Joseph Richter Jr) wrote:

> PETER MISSEL writes:
>
> > Just my two cents on this issue:
> >
> > Forget it. To "trust the users" in NO WAY works nowadays. If your public
> > shareware is anywhere near useable (for regular users, that is), noone will
> > pay
> > for it. Face it. It's a proven fact.
>
> well, you know what they say, there is always someone in the bin that will
> make a liar
> out of you (grin).

Well, I have to agree with Peter. It is sad but _generally_ true.

Joseph, why are you using so strong words? If you paid the
shareware fees then the story is not about you.
Have you got any experience about the topic as a programmer?

Unfortunately I joined too late in this thread.
I'm looking for a way to distribute software which is
good for the users AND for the programmers.
If you have a thought, please share it with us.

/Attila

4899. Re: 386 slot on Falcon030

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 11:32:16 UTC
From: thomah@ifi.uio.no
Message-ID: <3kp1s0$ev2@skalk.ifi.uio.no>
Source record: 168949

In article <FCVCDEAOUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:

> Avalable is a 286 board by Sack Elektronik in Germany. I don't consider it

Do you have an address/faxnumber/e-mail address for Sack Elektronik?

--
- Thomas Hansen - E-mail: thomah@ifi.uio.no
- Oslo, Norway - WWW: http://www.ifi.uio.no/~thomah

4900. Re: Falcon030: 80 columns at bootup?

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 11:34:19 UTC
From: evgaster@hvsae01.ns-nl.att.com
Message-ID: <D5uAt9.5IC@nntpa.cb.att.com>
Source record: 168870

STIRRE31@MAINE.MAINE.EDU wrote:
: I recently downloaded a simple boot-up program. Unfortunately, in 40
: columns, it is not readable. Is there a program that I can run before
: this program that will set the resolution to 80 columns? Thanks for
: any help!
: scott tirrell
: stirre31@maine.maine.edu

There is a CPX or ACC with which you can change the NVRAM settings. The
40/80 columns is one of those.

Ed

4901. Re: *** TOWERS II FTP SITES

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 12:04:17 UTC
From: Anthony Jacques <jacquesa@cs.man.ac.uk>
Message-ID: <3kp3o1$ng0@m1.cs.man.ac.uk>
Source record: 168868

nj1@ukc.ac.uk (N.Jones-Rodway) wrote:
>
> In article <3kff33$knl@sun24.tfh-berlin.de> s581021@tfh-berlin.de (Stefan Schoene)
writes:
> >Craig Graham (Craig.Graham@ncl.ac.uk) wrote:
> >
> >: Does anyone know where the third key is? Also, what does pulling the chain
> >: on the first level do?
>
> Where is this chain?!?! I had a hunt around for it last night but I still can't
> find it!!!

In the big room through the locked doors stright in front of the door
that you come in. Unlock them with the key from one of the "mop-men".

What does it do? - well, it enables the secret door (I believe) in the
same room....

Anthony

4902. HAY ALGUIEN EN ESPANIA QUE USE UN ST (todavia)???

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 12:04:37 UTC
From: i0193698@petra.euitio.uniovi.es
Message-ID: <3kp3ol$2p8@pinon.ccu.uniovi.es>
Source record: 168851

Si queda alguno de los miles de ellos que habia , a escribir.

Decidme algo!! Estoy en i0193698@petra.euitio.uniovi.es

4903. Can I run Falcon without fan

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 12:12:57 UTC
From: af366@cfn.cs.dal.ca
Message-ID: <D5uCLM.EIs@cs.dal.ca>
Source record: 168869

I have a Falcon with 14 Meg and no internal harddrive in my music studio.
would it be unwise to un hook the fan or open (cut up case) .thanks Dick
email af366@cfn.cs.dal.ca

--

4904. Re: HD recording: Cubase audio or Logic audio?

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 13:24:20 UTC
From: johnmoon@pyromania.apana.org.au
Message-ID: <1995Mar22.132420.17104@pyromania.apana.org.au>
Source record: 168882

HALL B J (cb170@city.ac.uk) wrote:
>>Hi!
>>I worked with all versions of cubase audio falcon from v.1.00 to 2.03,
>>and every time I found many bugs that put this system in a non
>>professional sector (eg. the filters, the syncronism etc.).
>>Can anybody tell me something about the potential (and the bugs!) of
>>Logic audio?

>Logic is a fine program, but the Falcon is not well supported. Basically,
>Cubase Audio will give better audio facilities on a Falcon, but I prefer
>Logic to Cubase any day. Mail me if you want to chat some more.

>--
>---
> |> | | WWW: http://web.city.ac.uk/~cb170
> |> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk
>---
--

__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___

4905. Re: Falcon030: 80 columns at bootup?

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 13:26:34 UTC
From: davecook@yarrow.wt.uwa.edu.au
Message-ID: <3kp8ia$l53@styx.uwa.edu.au>
Source record: 168880

STIRRE31@MAINE.MAINE.EDU wrote:
: I recently downloaded a simple boot-up program. Unfortunately, in 40
: columns, it is not readable. Is there a program that I can run before
: this program that will set the resolution to 80 columns? Thanks for
: any help!
: scott tirrell
: stirre31@maine.maine.edu

Scott,

what you need is a program called nvram (Im sure its a CPX actually).
It is on a.a.u.e I think. Its in german, but is pretty easy to
figure out :)

Just make note of _all_ the settings before you change any, in case
something goes wrong.

Cheers,
Dave

+-------------------------------------+
| Dave Cook Perth, Western Australia |
| Internet: davecook@yarrow.wt.com.au |
+-------------------------------------+

4906. Re: Falcon Shareware Games

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 13:34:47 UTC
From: vlefevre@monplaisir
Message-ID: <3kp91n$ah@cri.ens-lyon.fr>
Source record: 168871

In article <3ki4el$dt6@dux.dundee.ac.uk>, Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
> Right, who can tell me of any good Falcon shareware/tryware or
> PD games?

I've written Tetrhex. It is available on ftp.cnam.fr and
atari.archive.umich.edu.

Vincent Lefevre (vlefevre@ens.ens-lyon.fr)

4907. Re: HD recording: Cubase audio or Logic audio?

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 13:36:23 UTC
From: johnmoon@pyromania.apana.org.au
Message-ID: <1995Mar22.133623.17205@pyromania.apana.org.au>
Source record: 168883

Bugger it! the previous followup karked it! 8-(

Anyway as i was saying.....

On Tuesday night, Gerhard Lengeling and others from E-MAGIC were here in
Melbourne demo'ing all the latest tricks for LOGIC AUDIO.

As far as they are concerned, they are not interested in developing Logic
any further for the ATARI range of computers 8-(

They are only interested in MAC & PC. and nothing else.

FUCKIN' PRICKS!!!!

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

johnmoon@pyromania.apana.org.au

--

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
```

4908. FORSALE: Jaguar System

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 13:48:47 UTC
From: DOMINGO@news.delphi.com
Message-ID: <3kp9rv$k07@news2.delphi.com>
Source record: 168872

*** Jaguar System for sale ***

I still have an extra Jaguar System for sale. I bought it to play networked games, but they don't seem to be coming out very fast. So instead of sitting on it, I've decided to let somebody else enjoy it.

Here is what I have for sale:

Jaguar core system (RF box, controller, AC adapter)
Composite A/V Cable
Cybermorph

I have the boxes and manuals.

Price? $165 plus shipping/COD

Dom

4909. Where can I get the MagiCMac Demo?

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 14:54:29 UTC
From: rumpf.1@osu.edu
Message-ID: <199503221452.JAA17662@postbox.acs.ohio-state.edu>
Source record: 168873

Subject line says it all...thanks in advance!

4910. Atari Fest

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 15:05:38 UTC
From: jahronch@koptss03.delcoelect.com
Message-ID: <3kpec2$d2n@kocrsv08.delcoelect.com>
Source record: 168891

Some time ago there was a request for info on Atari gatherings in
the USA. I received a flyer from a group in Indianapolis that will be having
an 'AtariFest' this July 29, 1995 at the Waterfront Best Western in Indianapilos,
Indiana.

They say that many major vendors will be present. If there is more
interest in the details, I will scan the invitation and post it.

4911. Re: WWW-Browser for ATARI (esp. Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 15:13:40 UTC
From: avg@cwi.nl
Message-ID: <avg.795885220@news.cwi.nl>
Source record: 168875

dsb@cs.duke.edu (Scott Bigham) writes:

>And again, I hate to break it to you, but some of your precious GUI
>utilities require environment variables, too (see, for instance, the
>AVSERVER variable for programs that use the AV protocol). And most
>newer desktops, like Neodesk or Gemini, let you set environment
>variables right from the desktop. What exactly is the problem here?

Curious... Edith Pro uses the AV protocol, but I never heard of an
AVSERVER variable. (but I do have an idea what it might contain:
either 'GEMINI ' or 'VENUS '). BTW, how does a classical Accessory
read an environment variable under out-of-box TOS 1.4?

As to the rest of the discussion: you win, time for me to take some
rest and do some actual work instead of waffling around.

>>I've got a few 100 new challenges on paper. I'll put this one in
>>the stack (at the bottom, though).

>Is that above or below the "challenge" of writing an entire TCP/IP suite
>for plain TOS? Any way you look at it, writing a user interface for an
>existing socket interface has got to be easier than writing both.

That's the exact point of the whole story. Easy writing is not the
important matter, it is writing something that is useful. Example: X
windows on an ST. Very nice, well done. But who's waiting for X on an
ST? TOS and GEM, that's what the ST is good at. Let's keep developing
applications for those systems; right now we have

single GEM,
MultiTOS,
Geneva,
MagiX,
MagiC,
Mint + X windows.

The only thing all those systems have in common is that they can all
run standard TTP programs. (I guess if the only program you use
frequently is Emacs, that is fine; but it also means you are an
elite hacker :-)

If the OS situation wasn't so desperate, I would still be writing for
the Atari series. Right now, to be entirely honest, I have sort of
given up.

Porting UNIX utilities is easy for programmers, but will only serve the
small minority that agrees with you that MiNT is a workable system.

You'll find many of you people here on this news group, but my investigations show that 80% of the people who would like to see a Web browser for the Atari are scared to death that it is going to require MiNT.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

4912. Re: Atari Web Pages Closing Down!

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 15:25:07 UTC
From: avg@cwi.nl
Message-ID: <avg.795885907@news.cwi.nl>
Source record: 168876

Mark,

I would be happy to help you out; but how on earth are we to arrange this? I can't give you access to my account (first because the providers wouldn't like it, second because the time you use would be charged to me...).

I'd be happy to take over some of your responsibilities, but that's probably not what you want.

regards,
Annius.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

4913. Re: Any News from CEBIT show in Germany??

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 15:29:15 UTC
From: chainxor@kom.auc.dk
Message-ID: <3kpfob$cb3@news.iesd.auc.dk>
Source record: 168877

In article <3kbkkn$lqq@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
> redhead@sys6626.bison.mb.ca (eva crouse) writes:
> >Anyone having access to the CEBIT show in Germany??
> >I would sure like to hear what Atari had to offer to show and any other
> >tidbits.
> >Did they deliver on any new hardware that have been rumouring for quite
> >some time??
>
> All I know is that 2B released a new version of NVDI - 3.03, and
> released MagiC!3 for ST/TT machines.

Huh ??? What about the Falcon-compatible version ???

> I don't think Atari were there, if they did they would only have showed
> the Jaguar.
>
> --
> --Chris
> Other email addresses:
> Work: C.Ridd@imc.exec.nhs.uk
> Cix: chrisridd@cix

Keep Cool and Flying...

ChainXOR...

4914. Re: 7Up 2.3...

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 15:31:24 UTC
From: avg@cwi.nl
Message-ID: <avg.795886284@news.cwi.nl>
Source record: 168878

sheppard_r@ix.wcc.govt.nz (Roger Sheppard..) writes:

>*** 7UP 2.3 ***

>Please can some one explain why the latest 7Up Text Editor
>is over 800k and still 99.99% German..

>I ended up dnloading this and still can't find out why,
>there is no English Doc files or Help files even
>the main program is some 350k long, even Tempus 2.07 is 80k long..

>So Please why so BIG and what can it do that the other can't do..??

I'd be interested to know this too :-) AFAIK Edith does everything
there is to do. (just kidding)

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

4915. Re: PowerDOS?

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 15:32:08 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.201.000A896F@cfcsc.dnd.ca>
Source record: 168890

>abstract@wam.umd.edu (One of the gang) writes:
> I have a program which says that it needs PowerDOS to run. Is
>this something to do with multitasking? - I don't have Geneva or MultiTos
>or anything... Thanks in advance for help!
> --Lunatic
PowerDOS was a semi replacement for TOS, etc that speeds up disk access,
had multi-tasking(?) etc..Sorry for being so vague, I never used it even
though I was intrigued by it. You should be able to ftp it from somewhere,
although I never have so I don't know what site to use. Looking under
multi-tasking, systems enhancements.
hope this feeble attempt is somewhat usefull
-ken

4916. Re: 7Up 2.3...

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 15:32:17 UTC
From: avg@cwi.nl
Message-ID: <avg.795886337@news.cwi.nl>
Source record: 168879

py4sdh@bath.ac.uk (Sim H) writes:

>References: <3kjr5u$nc3@golem.wcc.govt.nz>

>In the referenced article, sheppard_r@ix.wcc.govt.nz writes:
>>*** 7UP 2.3 ***
>>the main program is some 350k long, even Tempus 2.07 is 80k long..
>>So Please why so BIG and what can it do that the other can't do..??

>if it's 350k then it was written in 'C'. IIRC tempus was written in
>assembler for writing source code and such.

I wouldn't trust something written in assembler, really.
BTW, Edith Pro was written in C as well, it does (as far as I know)
quite a lot compared to 7up, and is 100K shorter. And I didn't
exactly write it to be as small as possible (although of course
I try to avoid ridiculous exstravaganza).

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

4917. Leasing a Falcon030

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 16:00:57 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503221454.AA02545@ilmen.lanl.gov>
Source record: 168881

Anyone in the U.S. have any interest in leasing a Falcon030 on a monthly basis? I don't want to sell the bird but it's not seeing much use anymore and I have enough other computers (Atari and otherwise) to keep me busy.

I'm just toying with the idea and we would have to figure out the rate and security deposit and all that but if you are interested, email me. Maybe we could work something out.

-Hutch- @ Fair Dinkum Tech

4918. Atari Transputer

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 16:06:58 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3kphv2$rie@epsilon.qmw.ac.uk>
Source record: 168885

Anyone got any specs on the Transputer?

--
.signature.signature

4919. Re: Bad News: TOS 5

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 17:02:19 UTC
From: John Townsend <John_Townsend@taligent.com>
Message-ID: <3kpl6r$bp4@ns.taligent.com>
Source record: 168852

In article <9503201512.AA02126@ilmen.lanl.gov> Hutch,
hutch@ilmen.lanl.gov writes:
>Atari has been very 'tight-fisted' with their proprietary code in the
>past and there is no reason to suspect otherwise, now. Because of the
>tiny market, there is _very_ little money to be made by licensing the
>code to a third party and it's likely more trouble than it's worth.
>When Atari ever did consider licensing anything, the $$$ they wanted
>in exchange made it nigh impossible for the third party to expect any
>kind of decent profit. And while this may sound contrite, there is a
>lot of sloppy code in TOS and Atari doesn't like airing dirty laundry.
>
>So don't hold your breath on TOS 5. IMHO, of course. :)
>
>-Hutch- @ Fair Dinkum Tech

Don't ever count on seeing TOS 5.0. It probably will never happen. I know
the
folks at Atari aren't even working on TOS (and haven't in quite some
time) and
they don't know if they will ever get back to it.

Right now, the former TOS Group is busy putting the final touches on their
first game: HoverStrike. Look for it in a store near you soon! <grin>

-- John Townsend

4920. Teradesk w/ TOS 1.00...

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 17:07:03 UTC
From: jws4p@fermi.clas.Virginia.EDU
Message-ID: <D5uq7r.EDD@murdoch.acc.Virginia.EDU>
Source record: 168889

Teradesk (v. 1.38-1.40) is not entirely compatible with TOS 1.00. The bug is occurs when you exit a program launched from Teradesk... a few bombs briefly flash on the screen and then the computer returns to the inferior GEM desktop instead of the Tera desktop. My question is: Does anybody know of a patch to fix this? I'm not an ST programmer myself but I had an idea... the program Resound traps whatever system vector is called when a program is exited and uses this as the cue to play a digital sound identified in the resound.inf file. Would it be easy for someone to modify a program like Resound so that instead of playing a sample it would run a another program identified in an .inf file? (namely Teradesk)

Thanks,
John

--
John Stanmeyer/jws4p@virginia.edu/504 Rugby Rd Ch'ville VA 22903/804-979-5457

4921. MURDER!!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 17:14:35 UTC
From: nfb1tea@bolton.ac.uk
Message-ID: <3kpltr$1cb@yama.mcc.ac.uk>
Source record: 168887
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc.games.adventure

Help! Mr Karaboudjan has been murdered and I cannot find the culprit!

The game is CRUISE FOR A CORPSE (I know it's an old one, but...) the time is 10.20am, and I am stuck. All the suspects have been questioned as far as possible and I have tried every possible action I can with the items in my possession. There are very few items I can pick up to mess around with. How do I find the tools? How do I feed the cat?

If you don't help the murderer will surely escape justice and may strike again.

Hints and tips would be appreciated.

Neil-B-

4922. Re: WWW-Browser for ATARI (esp. Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 17:15:43 UTC
From: dsb@cs.duke.edu
Message-ID: <3kplvv$ahg@duke.cs.duke.edu>
Source record: 168888

From the Holy Book of <avg.795885220@news.cwi.nl>
as spake by avg@cwi.nl (Annius Groenink) :

>Curious... Edith Pro uses the AV protocol, but I never heard of an
>AVSERVER variable. (but I do have an idea what it might contain:
>either 'GEMINI ' or 'VENUS ').

I read about it in the Thing docs, with reference to accs like ParaFin.
It may be, for instance, that since accessories are in a sense ``second
class citizens'', they can't do AV things on their own and so have to
ask someone else -- namely the AV server -- to do it for them. That
would explain why you as an app writer wouldn't have had to use it.
[This is, of course, rank speculation.]

> BTW, how does a classical Accessory
>read an environment variable under out-of-box TOS 1.4?

Using getenv(), I'd assume.

>Porting UNIX utilities is easy for programmers, but will only serve the
>small minority that agrees with you that MiNT is a workable system.
>You'll find many of you people here on this news group, but my
>investigations show that 80% of the people who would like to see a Web
>browser for the Atari are scared to death that it is going to require
>MiNT.

But it very well might.

And why exactly are they scared? Have you been telling them horror
stories again? ;) Seriously, though, if we knew what their problems
were, we might be able to fix them. For instance, would a lot of this
problem go away if Simon were to update the MDK? No-fuss point-n-click
installation of MiNT and the MinixFS, maybe add a section for MiNTnet
installation? How far would that go toward eliminating the fears of
your 80%?

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1995 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

4923. Re: List of WWW Browsers curr

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 17:51:31 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D5us9x.6vD@watserv3.uwaterloo.ca>
Source record: 168898

> And also - someone in Toronto has figured out how to get XMOSAIC
>running on an ST! According to Sam Mesbah, it'll run using XMint,
>and should run on a minimum 2 megabyte ST. He's going to be doing a
>seminar at ACE '95 in Toronto on April 2nd on how to configure it
>(and will have disks available with everything you need to get
>started). I'm hoping to be at that seminar, so I'll try to get
>details on that, too.

Yeah, that would be me. I should clear up a few things here:
Xmosaic runs from a UNIX system and uses the my X display at home over
a PPP connection - this can be done with any ST and Mint-X because the
actually memory needed and processing power are REMOTE. It takes very
little of your own RAM. (<100k) The only issue here is that
you have a system you can dial into that runs Xmosaic. A local web
browser called Chimera is working with Mint-X. I am in the process
of fixing a few bugs on the Atari port. The difference here is that
you need local RAM and processing power to run it - the nice thing
is that you don't need to be connected to a system that runs Xmosaic.

I often run both side by side to compare speed - here are my conclusions:

Xmosaic takes a little time to start up from a remote host (it querys
your X server, etc etc) but once it's running it is very quick with
14.4. The real advantage is that the data connection between my school
host and the outside internet is MUCH faster than my 14.4 modem so the
ridiculous amounts of data from a site come in VERY fast and are dithered
by my school's host computer. WHat gets sent over my modem is the
bitmap left over after all is said and done. This makes Xmosaic the
faster way to browse the web.

Chimera is nice for displaying stuff you're writing (since it's local
and you don't actually have to be connected). It is also nice for
saving undithered full colored pictures or html source because it
is local. Performance is slower (in general) because all the data
from a site has to come over my 14.4 modem. Dithering, etc are quick on
my TT so that is not really an issue. So far Mint-X only supports
monochrome but these programs will work with color once supported.
WHen color works, Xmosaic will be a lot slower because a lot more
data will have to be sent over the modem. Chimera will keep the
same performance level it has now.

Note: nobody has ported Xmosaic locally for Mint-X, and not because
it can't be done, it's just that it requires the Motif libraries
which are a commercial product and requires a hefty licence fee for
the lucky person who want to compile it. Chimera does all the same
stuff but it absolutely free.

Sam

> If the Mausnet guy won't believe that, then tell him to take a
>look at the March 1995 issue of .net, page 71, which tells of what's
>available for the Atari currently, and of the two WWW browsers in
>development (albeit not by name). (BTW, I'm QUITE impressed with the
>quality of .net - if only ST FORMAT were done this good <to be fair,
>from what I've seen of issue 68 they're headed in the right
>direction>).

And tell him I've been running Xmosaic and Chimera SIMULTANEOUSLY :)

4924. Fried Bits?

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 18:19:59 UTC
From: gordov3@icebox.iceonline.com
Message-ID: <D5utnJ.G4M@iceonline.com>
Source record: 168899

FRIED BITS III? FRIED BITS III? FRIED BITS III? FRIED BITS III?
FRIED BITS III? FRIED BITS III? FRIED BITS III? FRIED BITS III?

Last year at the beginning of April there was a Demo convention
called Fried Bits II, where some great demos for the Falcon was
released.

Does anyone know if there will be another Fried Bits Demo convention

4925. TOWERS II wonderful!

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 18:30:41 UTC
From: peterkem@sterbbs.nl
Message-ID: <05352UYSGSPYNTSNOQB@sterbbs.nl>
Source record: 168893

Stefan Schoene (s581021@tfh-berlin.de) wrote to Craig Graham
(Craig.Graham@ncl.ac.uk):

s5>:Cr: Craig (lost in the Tower, and getting ready to pay for the rest
s5>:Cr: of the game).

s5>I've got the same Problem.
s5>But where did you find the arrows?

Hey, this is one helluva game! I've managed to reach the point now
where I need the passwords if I want to go any further. So I've
completed all three levels now, and by the looks of it, there are 10
more to go. This is great programming! Never seen anything like it on
a Falcon, I want more! :-) So I would like to contact the people who
programmed this gem. I live in Holland, so I'm not quite sure how to
go about ordering the manual. Are there any dealers of this game in
Holland?
The attention to detail in this game is incredible really, even the
sound is great, true stereo, whenever someone is approaching you from
the left, you actually hear footsteps in your left speaker! So if you
stand still and you hear nothing, then there's nobody in the room
with you. I like things like that! The pace of the game is wonderful.
So far however the puzzles have not been too difficult, hopefully that
will change in the higher levels. But then again, I used to play Dungeon
Master a LOT :-)
I would like to fully support the people who programmed this game,
keep up the good work! Also, this is a great way of advertising a
game! Not some stupid demo where you can only walk about for a bit,
shoot a few guys and return to desktop. With this game you can play
for hours and after that you really WANT to order the passwords :-)
It's the same with this new pinball game called OBSESSION, the first
level of this game came free with the ST FORMAT disk. Great game as
well! And the complete first level to play with! Made me addicted for
life :-) I say cheer tryware!

Are there any other games like Towers II around?

Peter Kemner
Rotterdam, The Netherlands
peterkem@sterbbs.nl

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

4926. Re: PowerDOS?

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 18:36:53 UTC
From: abstract@wam.umd.edu
Message-ID: <3kpqo5$82s@cville-srv.wam.umd.edu>
Source record: 168894

Ken Macdonald (macdonald@cfcsc.dnd.ca) wrote:
: >abstract@wam.umd.edu (One of the gang) writes:
: > I have a program which says that it needs PowerDOS to run. Is
: >this something to do with multitasking? - I don't have Geneva or MultiTos
: >or anything... Thanks in advance for help!
: > --Lunatic
: PowerDOS was a semi replacement for TOS, etc that speeds up disk access,
: had multi-tasking(?) etc..Sorry for being so vague, I never used it even
: though I was intrigued by it. You should be able to ftp it from somewhere,
: although I never have so I don't know what site to use. Looking under
: multi-tasking, systems enhancements.
: hope this feeble attempt is somewhat usefull
: -ken

Thanks, it has helped... I read this message, checked out Toad's
BBS again, and found it there. I haven't tried it yet, though. Thanx again!

--Lunatic

4927. Re: Can I run Falcon without fan

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 18:37:18 UTC
From: mlake@dgs.dgsys.com
Message-ID: <3kpqou$dmj@DGS.dgsys.com>
Source record: 168853

In article <D5uCLM.EIs@cs.dal.ca>, dick snook <af366@cfn.cs.dal.ca> wrote:
>I have a Falcon with 14 Meg and no internal harddrive in my music studio.
>would it be unwise to un hook the fan or open (cut up case) .thanks Dick
>email af366@cfn.cs.dal.ca

I have a 4 meg Falcon with an 85 meg internal HD sans fan. My Falcon
flakes out after relatively brief up time. Having an external HD would
probably reduce the internal heat significantly but the additional RAM
would offset that in my mind.

Try unplugging your fan and see what happens (I'd be interested in
knowing). The only problem I run into when my F030 overheats is with
the I/O ... it can't read or write. But I have never lost a file.

--
Marshall Lake
mlake@dgs.dgsys.com

4928. Re: Atari Transputer

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 18:41:06 UTC
From: kilwing@ibm.net
Message-ID: <3kpr02$1ofb@news-s01.ny.us.ibm.net>
Source record: 168895

In <3kphv2$rie@epsilon.qmw.ac.uk>, efac001@alpha.qmw.ac.uk (D.Bhabuta) writes:
>Anyone got any specs on the Transputer?

Atari doesn't sell the ATW since 1991. If you get the specs does it matter ?

If it does I'll spend some time to find it. I worked with the ATW and developed on it.

//--
// Wilfred F. Kilwinger kilwing@ibm.net

4929. Re: Baracuda 040?

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 18:59:39 UTC
From: healy@nosc.mil
Message-ID: <1995Mar22.185939.26683@nosc.mil>
Source record: 168854

In article <3kmnkn$3r6@prime.mdata.fi> contacts@mits.mdata.fi (Pekka Saarinen) writes:
>BTW. This "fill all slots with same type" is downright silly, if
>you get 8 1meg SIMMs and decide you need more: ONLY option is to sell
>those and buy 4 4meg SIMMs and have 32 Megs of RAM.
>What's the point of this?

Are there any boards that let you mix different size SIMMs?

Mike Healy

healy@nosc.mil

4930. Noisy Falcon fan

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 20:15:00 UTC
From: sven.bornemark@p56.dada.ct.se
Message-ID: <ftn_2.200.136.56$fidonet.org_2f70867a_Sven.Bornemark@p56.dada.ct.se>
Source record: 168816

To: ma2jswc@bath.ac.uk

>> Anyhow my Falcon helps to keep me nice and warm at nights ;->>>>>
>> Although my 486DX2 would keep me even warmer!
>
> Yeah, but the damned cooling fan would keep you up all night.

Couldn't help noticing the above words, and would like to point out
that I've been running my Falcon for a full year now with the fan
disconnected. This seems quite okay, although I must admit to not
having an internal hard drive.

See you chaps!

-Sven-
Sven Bornemark Musik
Lergodsv 79, S-238 40 OXIE, Sweden. +46-40 54 54 54
sven@dada.ct.se | 2:200/136.56 | 90:1102/116.56
Hot software from the cold north

(UUCP Dialup connection)

4931. Atari-Emulator in the Macintosh

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 20:26:57 UTC
From: "Dr. Karlheinz Essl" <essl@ping.at>
Message-ID: <3kq16i$m2f@pong.ping.at>
Source record: 168855

Being a Atari user since 1985 I switched to Mac two years ago. However, I have some software (especially a very good LOGO-implementation dating from 1988) which I am still using - the only reason not to sell my old Mega/STE.

Are there any experiences with the Atari-Emulator? According to computer magazines the performance must be great, but before buying it I must be shure whether my beloved (and heavily used) xLOGO would work.

If someone could do me a favor, I would send him/her my LOGO-interpreter and would be happy if this person could see whether it runs.

Please reply be email.

Cheers,

Dr. Karlheinz Essl Tel: +43-2243-7971
Am Oelberg 26-30 Fax: +43-2243-79714
3400 Klosterneuburg - Austria/Europe email: essl@ping.at

4932. Netware and the ST???

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 20:31:29 UTC
From: scroggkw@RoseVC.Rose-Hulman.edu
Message-ID: <scroggkw.33.795904289@RoseVC.Rose-Hulman.edu>
Source record: 168812

I am wondering if there is anyway to connect an ST (ie 520 ST, 1040 ST, or 1040 STE) to a Novell 3.12/4.1 network? Is there anyway it could share Hard drives with either an AMiga or PC, or just use their Hard Drive space?

4933. COBOL compiler for the ST

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 20:46:43 UTC
From: csu0008@queens-belfast.ac.uk
Message-ID: <1995Mar22.204643.261@queens-belfast.ac.uk>
Source record: 168900

Hi All.

Does anyone know of a COBOL compiler for the Atari ST available over the
Internet. It would need to be able to run on a 1/2 meg ST...

Any help would be appreciated.

Andy Castles

a.castles@v2.qub.ac.uk
or
u9345094@qub.ac.uk

4934. For Sale: Spectre GCR v3.

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 21:22:00 UTC
From: jim.gain@primetime.org
Message-ID: <1e3.2695.4071@primetime.org>
Source record: 168826

```
-> Well for some reason ones current contact has failed to get back to me so
-> i'm offering my hardly used Spectre GCR v3.0 + Mac Roms, and some software
-> to who ever would like to take it for a reasonable sum. Not much

Didn't you e-mail me that it was sold... or you had a buyer? I might still be
interested.

---------------------------------------------------------------------------
Internet: jim.gain@primetime.org (Jim Gain)
This message lovingly processed in beautiful Muskoka, Ontario, Canada by:
PrimeTime BBS - (705)689-1757
---------------------------------------------------------------------------
```

4935. TCP/IP for HAMRADIO AND ST

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 22:02:02 UTC
From: pouelle@uoft02.utoledo.edu
Message-ID: <D5v3vE.C73@utnetw.utoledo.edu>
Source record: 168805

Hello all,
Does anyone have a version of NOS for the ST that works (for packet radio)?
I grabbed a copy from atari.archive.umich.edu a while back and it exits
back to the OS when a packet is received. I'm hoping I don't need to
debug the version I have. Please email responses as I don't get on this
group much.

Patrick
KB8PYM
pouelle@uoft02.utoledo.edu

4936. Re: MiNT and Geneva

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 22:22:41 UTC
From: thopman@uoguelph.ca
Message-ID: <3kq7vh$379@ccshst05.cs.uoguelph.ca>
Source record: 168804

Dan Wilga (alib107@titan.oit.umass.edu) wrote:
: I am, at this very moment (OK, not quite this very moment <smile>) finishing
: release 004 of Geneva, to be released in May. One of the last things I'm
: working on right now is getting it to work with MiNT. We will be sending out
: newsletters and making a public announcement when it's ready.
Great stuff...it it too late to ask for extra goodies? How about a
non-modal fileselector? A faster GenevaTOS? A wider (and non-modal)
dialog box when entering parameters when lauching a program from
GenevaTOS? The ability to pass parameters to .TTP's and .GTP's from
Geneva Manager? I'm sure I can think of more, but even these would
enhance the functionality of an already excellent piece of software.

THeo

4937. Re: Any News from CEBIT show in Germany??

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 22:23:05 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3kq809$iqd@osiris.wu-wien.ac.at>
Source record: 168803

Claus Brod (clausb@hpbbn.bbn.hp.com) wrote:
: Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
: : All I know is that 2B released a new version of NVDI - 3.03

: Any groundbreaking news in this version, or is this just a bugfix release?

Fonts are checked if they are corrupted, you can use older GDOS drivers
and a solid amount of small changes (speed improvement on boot up, for
example) and bugfixes, and functioning color printer driver support.

Regards,

Alfred

: --clausb@hpbeo79.bbn.hp.com---
: Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
: --#include <std_disclaimer>---

4938. Re: Distributors in Germany and France???

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 22:44:25 UTC
From: popemerlin@delphi.com
Message-ID: <J6453cB.popemerlin@delphi.com>
Source record: 168806

Graham Irvine <Graham.Irvine@mettav.exnet.com> writes:

>Tell us more (in announce maybe ?) what's the Game about and who are your UK
>distributors ?

Hello,

The sole distributors in the UK are Merlin, they can be contacted at PO Box 77
Stroud, Glos, GL6 9YD. Our telephone is 01452 770133. See the advert in
Atari World.

Ping is based on the original Pong but has been jazzed up for the 90's. It
is Falcon only and runs from a Hard disk. Hope this helps.

Merlin

4939. Freeze Dried Terminal Registrations.

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 22:48:02 UTC
From: popemerlin@delphi.com
Message-ID: <Ba5Y3oK.popemerlin@delphi.com>
Source record: 168807

Hi,

I am looking to register my copy of FZT and that of one of my customers.
I would grateful if the author could email me, Our customers are looking
to register this excellent program but can't.

Please help, thanks in advance.

Phin

4940. ACE '95 news #18

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 23:01:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <88d_9503230351@tor250.org>
Source record: 168863

```
********
******** ACE'95 VISITORS & EXHIBITORS INFORMATION!!
********
"If you miss ACE'95, you're going to miss ... EVERYTHING!"
April 1st & 2nd, 1995 - Toronto April 1st & 2nd, 1995 - Toronto
**************************************************
NEWS RELEASE 18: THE TORONTO ATARI FEDERATION PRESENTS - ACE '95!!
**************************************************

==========================================================
ACE '95 *** THE SHOW OF THE DECADE *** ACE '95
==========================================================
LLLLLLLL
LLLLLLLL EVERYTHING YOU WANT WILL BE AT ACE'95!
LLLLLLLL JAGUARS
LLLLLLLL COMPUTERS
LLLLLLLL MIDI
LLLLLLLL THOUSANDS OF PROGRAMS, APPLICATIONS, GAMES,
LLLLLLLL IDEAS & PRODUCTS
LLLLLLLL DEALERS & DEVELOPERS
LLLLLLLL

>ACE'95 is being held at the North York Civic Center. It is a GREAT
>complex: Shopping, Restaurants, Subway, Theatres, Hotel and - of
>course - MEMORIAL HALL & ACE'95!! THE NOVOTEL HOTEL is located
>directly adjacent to the Exhibition area. It's a great place to
>stay! PLAN ON TAKING IN ALL OF ACE'95 (... you really should!!).
>The *GREATEST*ATARI*EXHIBITION*IN*YEARS* is happening on April
>1st & 2nd, 1995, in TORONTO!! This is the ACE '95 Exhibitors List:
LLLL Gribnif Software (NEODESK 4, Geneva!)
LLLLL TOAD Computers (just your basic SUPERSTORE!)
LLLLLL Branch Always Software (GEMulator!)
LLLLLLL Cybercube Research (Cyrel Sunrise Card, CaTTamaran!)
LLLLLLLL DMC Publishing (Calamus, Outline Art 3, Invision Elite!)
LLLLLLLLL Scarborough Computers (*THE* Toronto Atari Dealer!)
LLLLLLLLLL Missionware Software (Flash II, lottODDS, Cyberdrome!)
LLLLLLLLLLL ICD INC/4Play/Black Cat Designs!
LLLLLLLLLLLL It's All Relative (every CD imaginable, Photo Show!)
LLLLLLLLLLLLL ABC Solutions (SARA, Edith Professional, tbxCAD)!
LLLLLLLLLLLLLL Esquimalt Digital Logic (OMEN!)
LLLLLLLLLLLLLLL GEnie Information Services!
LLLLLLLLLLLLLLLL Suzy B's Software (& CDs!)
LLLLLLLLLLLLLLLLL chro_Magic (RAM Gizmo, Pianistics, Crawly Crypt!)
LLLLLLLLLLLLLLLLLL Clear Thinking (EditPlus!)
LLLLLLLLLLLLLLLLLLL Schauzmoll Soft (ORBIT - The first GUI BBS)!
```

LLLLLLLLLLLLLLLLLLL Anodyne Software (ExtenDOS, ExtenDOS Pro)!
LLLLLLLLLLLLLLLLLLLL Oregon Research Associates (Diamond Edge 2!)
LLLLLLLLLLLLLLLLLLLLL Computer Direct (DirecTT030, MagicMAC and an
LLLLLLLLLLLLLLLLLLLLL enormous lineup of Atari products!)
LLLLLLLLLLLLLLLLLLLLL Binary Sounds (SMPTE, Edit Track Platinum!)
LLLLLLLLLLLLLLLLLLLL Fine Tooned Engineering (MIO2, Sweet 16!)
LLLLLLLLLLLLLLLLLLL Compuworld (Service, Parts, Drives, Upgrades!)
LLLLLLLLLLLLLLLLLL Encore Music (Falcon MIDI systems, Cubase!)
LLLLLLLLLLLLLLLLL Wizztronics (The Falcon Rack, Barracuda!)
LLLLLLLLLLLLLLLL Steinberg/Jones (Cubase, Cubase Score!)
LLLLLLLLLLLLLLL SKWare One Software (Seurat!)
LLLLLLLLLLLLLL BEST Electronics (everything part imaginable!)
LLLLLLLLLLLLL COMPO (That's Write 3, SpeedoGDOS 5!)
LLLLLLLLLLLL SPECTRUM Atari Group of Erie (SAGE!)
LLLLLLLLLLL STUG (ST User Group of Winnipeg!)
LLLLLLLLLL The ExtremiST (the NEW independent Atari Newsletter!)
LLLLLLLLL Red Hot BBS (Atari Support Network!)

*W*H*A*T *A* *G*R*E*A*T* *L*I*N*E*U*P*

There are some SEMI-EXHIBITORS(?) we should mention too: ASTMUM (Atari ST/Mega Users of Montreal), will be represented by Kest Carter-Morgan. Kest is providing support for ESQUIMALT DIGITAL LOGIC (OMEn), and SCHAUZMOLL SOFT (ORBIT Tele-Information System). Nima Montaser will be showing his superb AUDIO CD Player in the IT'S ALL RELATIVE booth (and Damien Jones will be running the *brand new* TT version of Photo Show Pro in the It's All Relative booth!) IT DOESN'T GET MUCH BETTER THAN THIS!!

=-=-=-=-=-=-
The ACE'95 SEMINAR/LECTURE SCHEDULE:
=-=-=-=-=-=-
SATURDAY APRIL 1 SUNDAY APRIL 2
---
9 AM | Telecommunications &
| Internet with
| Stephen Christian

10 AM Cybercube Research | National Atari Newsletter
Ralf Dowich | User Group Co-operation
| Reg Loeppky

11 AM Branch Always Software | Suzy B's Software/CD
GEMulator | Michael Burkley
Darek Mihocka

12 NOON Missionware, Flash II | Secrets of ... Everything!
John Trautschold | Al Fasoldt

1 PM DMC Publishing | Binary Sounds
Calamus SL | MIDI for Beginners
Mario Georgiou | Rick Ladage

2 PM SARA CD Software | Esquimalt Digital Logic
Peter Zalesak | OMEn
Craig Carmichael

3 PM Gribnif Software | Xwindows/Xmosaic
Neodesk 4 & Geneva | for Atari! Internet
Dan Wilga | Sam Mesbah

4 PM Oregon Research
Diamond Edge 2
Bob Luneski

5 PM Steinberg Jones
Cubase
Ray Williams

=-=-=-=-=-=-
Check our WORLD WIDE WEB pages: http://www.io.org/~schrist/taf.html
=-=-=-=-=-=- or http://www.io.org/~schrist/ace95.html

****
FEATURE EXHIBITOR - Cybercube Research of Thornhill, Canada
****
It is said that Ralf & Gunther & Ulrich
Dowich belong to a secret society. It's said
that the society is dedicated to one thing:

**** SPEED ****

Race your 'stock' TT against a CaTTamaran
... I dare you!
Of course there is another group of people
who believe that all Cybercube ever sees are
colors ... millions and millions of colors!
The Cyrel Sunrise Card will dazzle and amaze
you. Absolutely! And there are at least a
dozen other spectacular products that will
be on display in the Cybercube booth (#4).
Prepare to be amazed!

MIDI, DTP, Wordprocessing, Graphics, JAGUAR GAMES, Power
Computing, Software Libraries, Utilities, Accessories, Databases,
Spreadsheets, Accounting, Animation, Custom Solutions, Games,
Education, Internet, BBS, Networks, Accelerators, Emulators, 6502
support, 68000 support, 68030 support, 68040 support, Mosaic,
Modems, Upgrades, Telecommunications, JAGUAR STATION, User Group
Center, INCREDIBLE SALE PRICES, Software, Hardware, Advice,
Service and EVERYTHING you need to get the VERY BEST out of your
Atari!

BOOK YOUR HOTEL & YOUR TICKETS IN ADVANCE! Call
or e-mail for info: for INDIVIDUALS, USER GROUPS,
ORGANIZATIONS, DEVELOPERS & DEALERS! The Show Site
(North York Civic Center, Memorial Hall Exhibition

Facility) has hotel, shoppping, restaurants and more!
NOVOTEL HOTEL: $89 Cdn PER NIGHT
(single OR double occupancy)
** Call Novotel direct* @ 416-733-2929 and ASK FOR
A ROOM WITH THE TORONTO ATARI FEDERATION GROUP! **

ACE'95 TICKETS: $6 PER DAY
$10 WEEKEND PASS

SHOW HOURS: Saturday April 1 - 9 AM to 6 PM
Sunday April 2 - 9 AM to 5 PM

You can also call 416-752-2744 FOR HOTEL or TICKET RESERVATIONS
==========
Meet Dan Wilga, Darek Mihocka, Bob Luneski, Peter
Zalesak, John Trautschold, Craig Harvey, Nathan
Potechin, Mario Georgiou, Greg Kopchak, Al Fasoldt,
Rick Ladage, Jim Fouch, David & Jennifer Troy,
Michael Burkley, Roger Burrows, DARLAH, Craig
Carmichael, Tom Harker, Chris Krowchuck, Jim
Collins, Ralf Dowich, Shawn Tedder, Mike Wilhelm,
Mike Hohman, Christian Ernst, Michael Snape, Ray
Williams, Stuart Watt, Stephen Christian, Steve
Cohen, Jeff Neveu, Sonny Ang, Bill Annand, Stuart
Watt, Robert Engberson, Suzy B, Nima Montaser,
Damien Jones and couple of thousand show visitors!

Don't miss it!

"ATARI *IS* THE GREATEST!"
==========

ACE'95 IS BEING HELD AT:
North York Civic Center
Memorial Hall Exhibition Facility
5110 Yonge St. (at Parkhome Ave.)
Toronto, Canada
April 1-2, 1995 *CALL US* 416-752-2744 or 416-225-5823 *CALL US*
Saturday 9AM - 6PM
Sunday 9AM - 5PM ~~ Howard Carson, ACE'95 Chief Organizer ~~~
E-Mail: GEnie - H.Carson1
Atarinet - Howard. Carson@51:5/6
Internet - h.carson1@genie.geis.com
howard.carson@canrem.com
hcarson@io.org
TAF Online - Howard. Carson

... No, Rover, don't chew on that wire, you'l %$^*)! NO TERRIER
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org

| Standard disclaimer: The views of this user are strictly his own.

4941. Where can I find a GI

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 23:01:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <88e_9503230351@tor250.org>
Source record: 168864

```
S > For my purposes, mgif seems to be the best viewer for my ST,
S > with its mono monitor. I agree that Gemview is better for a
S > colour system, but the display quality is not as good on a
S > mono monitor.

though it's true that you get the most mileage out of GEMview on
a colour system, even in monochrome it has some great use as well. I
use it to convert colour graphics files to monochrome .IMG files for
use within Calamus (I halftone the graphic first so that I can get
the best resolution from it using my Canon BJ5 BubbleJet printer).
Works GREAT on Kodak PhotoCD files from the Corel Stock Photo Image
CDs.

We do agree though on the usefulness of mgif for actually
viewing .GIFs (and JPEGS) on our colour-deprived systems :)

... Mr. Safety Tip #5 - DON'T punch bears.
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.
```

4942. 56001 Dsp

Newsgroup: comp.sys.atari.st
Date: 1995-03-22 23:49:00 UTC
From: Doug.Byfield@miramax.ship.net
Message-ID: <6c7_9503230153@ship.net>
Source record: 168865

EL> Is it true that the 56001 DSP can execute 3 threads of
EL> execution simultaneously?

From Modern Atari System Software, Pp 9:

"Part of the key to this staggering performance is in the fact that the processor does not support one address bus(like the 68030), but notationally three! ...This form of addressing is fast because it contains three separate sections of circuitry which can each pick up data and instructions simultaneously and process that data in a couple of cycles. "

EL> I heard that the DSP has an average instruction execution time
EL> of 1 cycle - does this take into consideration the 3 execution
EL> threads, or can I actually get 3 instructions per cycle by using
EL> 3 different execution threads?

From Modern Atari Systems Software, Pp9:

"...most instructions are capable of executing in 2 or 4 clock cycles(1 or 2 instruction cycles) "

Hope that helps some. :-)

... Cat bathing as a martial art.
___ Mountain Reader II - #Demo 001

4943. Re: ACC bombs my mste

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 00:34:35 UTC
From: vegard@henry.interlink.no
Message-ID: <3kqfmr$h9h@henry.interlink.no>
Source record: 168856

Darren King (dking@gbc.gbrownc.on.ca) wrote:
: Hi all,

: I put a program (acc) that I had written and thought was free of bugs
: in the root directory of C: drive on my Mega STe. I then found out
: on re-boot that there were bugs (or bug!) in it because every time I
: boot, my machine bombs with 2 bombs. I would remove the offending
: program but it won't boot for me. Also for some strange reason, my
: machine (TOS 2.05) won't boot from the floppy but I have known this
: for years.

: Any help would help...

You may already have tried this, but try holding alternate when you press
a key to terminate waiting for the hard disk. Hold alternate until the
disk starts working, then release. This works for me...

Bye, Vegard

4944. Want A Web Browser For The ST? Buy My Spectre GCR!

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 01:24:40 UTC
From: gaglenn@ix.netcom.com
Message-ID: <3kqiko$cpk@ixnews1.ix.netcom.com>
Source record: 168857

Sure. You can wait and hope for a web brower. But why wait? With Spectre GCR you have access to Macintosh software to browse the 'net, not to mention a ton of other software. It even runs Prodigy for Macintosh! I have a Spectre GCR with ROMs and version 3.0 of the software and all original boxes and documentation. System/Finder is available on most major BBS's, but if you want, I can include this as well, in Spectre formant. Toad lists this product for $349. I will sell it for $150.00, including shipping! [Extra if you want registered/insured/C.O.D.] Send e-mail if interested to gaglenn@ix.netcom.com.

4945. Re: Epson GT-8000 scanner & Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 02:47:31 UTC
From: jason@whatnext.demon.co.uk
Message-ID: <271386498wnr@whatnext.demon.co.uk>
Source record: 168858

In article: <199503211941.a46430@m4.maus.de> Peter_Missel@m4.maus.de (Peter Missel) writes:

>
> > >GT-scan3 has since been upgraded to GT-LOOK II which is also available
> > >from them and is in the new catalogue from System Solutions/Atari
> > >Workshop (Phone: 01753 832212).
>
> > ....and the latter has recently been upgraded to support the new GT-9000
> > scanner (600 dpi).

Don't you mean 1200 dpi?

The GT6000 series are 600 dpi interpolated to 1200 dpi
The GT8000 " are 800 dpi " to 1600 dpi

I haven't actually got GT-LOOK II yet.

------------ * What Next! Media Services * ------------

---- * Design * Artwork * Typesetting * Printing * ----

4946. Re: Answers to Ghostscript Questions

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 02:47:33 UTC
From: jason@whatnext.demon.co.uk
Message-ID: <23270095wnr@whatnext.demon.co.uk>
Source record: 168859

In article: <3kn74m$qgt@geraldo.cc.utexas.edu> timg@ccwf.cc.utexas.edu (Tim Gallivan) writes:
>
> ftp://lifshitz.ph.utexas.edu/pub/atari/ghostscript/3.12

I just downloaded it from there via netscape and my zoo decoders for windows and an Atari TT couldn't decode it.

Although it seemed to arrive without a problem, could it be a transmission fault and should I try again?

> One person mistakenly stated that GS would not processes EPS files.

Well I did have a problem...

> Perhaps the problem is that some EPS files do not include the "showpage"
> operator. It is a simple matter to edit the file and add this, or to
> type "showpage" at the GS> prompt after interpreting an EPS file.

That has done the trick on the test files I was using exported from Coral draw.

> >.. I've been using GS.TTP version 2.5.2 with a shell called gemGS.prg
>
> GemGs is obsolete, although I have had a couple of requests to update
> it. Almost all of its functionality is now included in GS itself.

It does seem to be, though using the shell helped me learn about using ghostscript itself and I'd only recently discovered the 2.61 version let alone 3.12.

Can I also just say thank you for the work you're putting into Atari ghostscript.

---------- * What Next! Media Services * ----------

---- * Design * Artwork * Typesetting * Printing * ----

4947. Speed of Light: Is Stu out there?

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 03:12:54 UTC
From: Jay T Millar <jmillar@delphi.com>
Message-ID: <Ro443QG.jmillar@delphi.com>
Source record: 168817

I guess I'm posting this to the net since I figure others might be
asking the same question so here goes:

Is Stuart Denman (sp?) still actively developing Speed of Light? I have
the 3.5 registered version, but was wondering if he was still working
on any improvements.

Also, he makes mention of a desktop picture program he is developing
in his documentation. I would really like to register this program
for my Falcon if it works well (and he's developed it). Anyone
else interested in such a program?

Thanks for any info!

--
Jay T. Millar | Atari Falcon030 4/80 & Jaguar |||
jmillar@delphi.com | 64-bit Multimedia System |||
------------------- ---------------------------------- / | \
RUSH, Dream Theater, Blues Traveler, Spin Doctors, Boston, Styx, Kansas

4948. TOS upgrades - info required

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 03:30:56 UTC
From: zrollinso@cc.curtin.edu.au
Message-ID: <1995Mar23.123056@cc.curtin.edu.au>
Source record: 168840

Can anybody tell me what is involved in a TOS upgrade?

Currently I think I have version 1.4 (or it might be earlier - I can't drag files onto applications to execute etc so whatever I have is before that feature was introduced).

What is the best version to upgrade to and how difficult/expensive is it? Or is upgrading to a new version of TOS a waste of time.

I have a 520 STe with 4Meg of ram and AddSCSI+ adapter with several HD's and tape backup (if that makes any difference).

Steven Rollinson
Steve.Rollinson@MIS.WMC.wmc.telememo.au

Disclaimer: My employer does not care what my opinions are -
as long as I keep them to myself.

4949. Re: TOWERS II wonderful!

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 04:00:19 UTC
From: gaghon@nevada.edu
Message-ID: <3kqroj$52m@news.nevada.edu>
Source record: 168818

peterkem@sterbbs.nl wrote:

: Hey, this is one helluva game! I've managed to reach the point now
: where I need the passwords if I want to go any further. So I've
: completed all three levels now, and by the looks of it, there are 10
: more to go. This is great programming! Never seen anything like it on
: a Falcon, I want more! :-) So I would like to contact the people who
: programmed this gem. I live in Holland, so I'm not quite sure how to
: go about ordering the manual. Are there any dealers of this game in
: Holland?
: The attention to detail in this game is incredible really, even the
: sound is great, true stereo, whenever someone is approaching you from
: the left, you actually hear footsteps in your left speaker! So if you
: stand still and you hear nothing, then there's nobody in the room
: with you. I like things like that! The pace of the game is wonderful.
: So far however the puzzles have not been too difficult, hopefully that
: will change in the higher levels. But then again, I used to play Dungeon
: Master a LOT :-)

There are no dealers in Holland yet. However, I think you can order from
U.K.

Goodman International
&
Merlin P.D.

If you cant find the numbers I'll post it later, dont have them with me...

Vince

4950. dBMan

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 04:08:04 UTC
From: ekl@sdf.saomai.org
Message-ID: <D5vKtJ.JBB@sdf.saomai.org>
Source record: 168860

If anyone has a copy of DB-Man v.5.3 or greater that they would like to part with, I'd be interested in buying it (new is $179 and a bit steep for me, so I'm looking for a copy that someone can part with). No pirate copies please! If you keep a copy, that is your business, but I want the manuals and original disks :-)

Anyone?

E-Mail me ...

Thanks,
Evan Langlois
ekl@sdf.saomai.org

4951. GEMULATOR

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 04:11:56 UTC
From: ekl@sdf.saomai.org
Message-ID: <D5vKzy.JDE@sdf.saomai.org>
Source record: 168861
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I'm looking for people who have experience with the Gemulator. I'm thinking of getting one - no I'm not gonna buy an 80x86 - I just want to have a decent operating system at work :-) How fast is it compared to my 16Mhz STe when run on a 486/33 ? How well does it utilize modems and hard disks? Can serial communicatios keep up at 19200 (or 38400?). Can existing DOS/FAT partitions be used?

I'm thinking of running it in an OS/2 full-screen session. OS/2 is OK, but it thrashes the disks too much, and seems a bit slow, and the apps that come in the bobus pack really suck, and I can crash OS/2 pretty easily just by doing alot of multitasking.

Any comments appreciated.
Email to : ekl@sdf.saomai.org
Evan Langlois

4952. Re: MacMagic What can It Run

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 04:18:00 UTC
From: Julian_Reschke@wi2.maus.de
Message-ID: <199503230618.a7629@wi2.maus.de>
Source record: 168862

Setz' mal Gemini 1.A und vielleicht auch meine Toolsammlungen auf die Liste.

4953. WANTED: Atari 1040 ST or Falcon 030 for MIDI.

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 05:32:18 UTC
From: fday@mail.utexas.edu
Message-ID: <3kr152$hk9@geraldo.cc.utexas.edu>
Source record: 168892

Hi.. I am in need of either an Atari 1040 ST, or a Falcon 030 for use with MIDI. If anyone has any for sale, or can direct me to someone that sells them, I'd be grateful.. Thank you.

Reply to Email is prefered, but beggars can't be choosers, so Newsgroup is also fine..

Thanks again.

Felicia

4954. Re: Would like more information about the Janus St emulator

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 06:14:27 UTC
From: markuss@risc.techem.ruhr-uni-bochum.de
Message-ID: <3kr3k3$2n3@rubb.rz.ruhr-uni-bochum.de>
Source record: 168884

In <3klo30$n1q@saturn.caps.maine.edu> William B. Jones wrote:

>Could someone fill me in about this Janus St emulator for the PC? I've been
>seeing some traffic about it. I've never heard of it.

Hi William !

The Janus board is a hardware expansion card for PC's. It fits in a ISA-Slot
and has an 68000 with 16 Mhz built in. Also built on the card is ROM-Tos 2.06
and slots for SIMMS up to 32 MB. The 68000 can't use the memory from the PC
cause of the slowlyness of the ISA-Bus. You can use the normal equipment
of the PC, graphic-cards up to 1280*960 with at the moment 16 colors.
True color and a other processor is under development. Their exists two
operation modes. In the dual mode, graphics and file operation is done by
the PC-Processor, so the performance is higher than in Local-Mode, where
all is done by the 68000 (but this mode is more compatible).
Hope that will help you.

MarkusS
--

```
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
+ >=< ___-t---t--x + +
+ / / | | |\ + MarkusS, der Vierte +
+ /__/ | | | \ + Mails an +
+ | | | | | | >=< + markuss@risc.techem.ruhr-uni-bochum.de +
+ /~~~]_|__|___|__|__| + +
+ \\\\]@@-----\___| @@ >=< + "Into the garbage chute, +
+ // || >=<// || + Flyboy!" +
+ // || // || + Princess Leia +
+ @@ @@ @@ @@ + Star Wars, 1977 +
+ || \\ || || >=< + +
+ [=] [=] [=] [=] + +
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```

4955. Re: FORSALE: Jaguar System

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 07:14:57 UTC
From: DOMINGO@news.delphi.com
Message-ID: <3kr75h$ev7@news2.delphi.com>
Source record: 168802

DOMINGO@news.delphi.com (DOMINGO@DELPHI.COM) writes:

> *** Jaguar System for sale ***
>
> [description deleted]
>
> I have the boxes and manuals.

I'd like to correct myself. I do not have the manual for the Jaguar. I only have the Cybermorph manual. The manual doesn't say much anyway since it isn't really hard to connect the RF box or plug in the AC adapter. :-)

Dom

4956. Re: Any News from CEBIT show in Germany??

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 07:47:42 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Mar23.074742.28363@rhrk.uni-kl.de>
Source record: 168801

clausb@hpbbn.bbn.hp.com (Claus Brod) writes:

>Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
>: All I know is that 2B released a new version of NVDI - 3.03

>Any groundbreaking news in this version, or is this just a bugfix release?

As far as I know it was not NVDI 3.03 but 3.02. This version runs under
MagiCMac, 3.00 and 3.01 didn't.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

4957. Searching Harddiskcontroller

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 08:41:00 UTC
From: Bernd Jaeger <a1867130@hpw1.rrz.Uni-Koeln.DE>
Message-ID: <Pine.HPP.3.91.950323093812.24332A-100000@hpw1.rrz.Uni-Koeln.DE>
Source record: 168897

I've a ST 238R Harddisk, but my old controller (RLL with SSI 32D531)
is damaged, so I'm looking for a new one.

==========
NAME Bernd Jaeger
EMAIL a1867130@smail.rrz.uni-koeln.de

4958. Re: Freeze Dried Terminal Registrations.

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 09:22:09 UTC
From: etat@delphi.com
Message-ID: <RczZXYC.etat@delphi.com>
Source record: 168866

If you ever get the .Key or your money back from this guy, please tell the world...half whom he ripped off.

4959. atari archive

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 09:27:00 UTC
From: v932405@si.hhs.nl
Message-ID: <D5vzL0.9tM@si.hhs.nl>
Source record: 168867

Does anybody know why the atari archive robot isn't working for me?
It has always worked perfectly, but since two months or so I am getting no
response.

Please help me.

Austin,

v932405@si.hhs.nl

4960. Atari Web Pages new home!

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 10:40:49 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3krj7h$655@mserv1.dl.ac.uk>
Source record: 168874

Firstly thanks to everyone who offered space for these pages or expressed
their opinion on there loss. A special thanks to Denesh for all his help
in finding me a new account, and to the people at MCC for supplying an
account.

The new site for the Atari Web pages is:

http://www.mcc.ac.uk/~dlms/atari.html

All the pages are in place but the links are currently under re-construction
so some pages may not work yet. I hope to have this service fully working
again on Friday the 24th March 1995 at the latest. Next week the service
will resume in it's usual manner and will continue with several new updates.

Thanks again to everyone and don't forget to update you links to the new site
if you link to my pages.

```
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
+ Mark Stephen Smith : msh@dl.ac.uk +
+ Atari Web Pages : http://www.mcc.ac.uk/~dlms/atari.html +
+ +
+============================================================================+
+ Atari FTP List maintainer, Atari Web Page creator and maintainer. +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx +
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```

4961. Re: Towers II spoilers (was Re: *** TOWERS II

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 10:59:32 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3krkak$655@mserv1.dl.ac.uk>
Source record: 168809

>Cannot remember where the arrows are, but the place to go now is the secret
>area
>on level 1. (from the room with the chain - which must be pulled first.) Here
>there
>are some more stairs, leading to the bit of level 2 which cannot be reached
>from the other bit.

Can't remember where the arrows are but there are lots available later on.
You want to go through the secret wall where you pull the chain on level 1
to progress.

>In the room with lots of chains (you know - lust / love / hate and that which
>it
>creates etc.) on level 2 (?) what order do they have to be pulled in?
>
>I successfully got through once, but randomly pulling the chains....

These create a poem and should be arranged in the order that sounds correct.
A clue is the first one is lust and you don't pull the reset chain. I've found
however even with the correct combination the door sometimes says it's still
locked, in which case you have to reset the chains and do it again.

If your really stuck mail me for the correct combination, I don't want to post
it here to spoil it for others.

I've know progressed through to the room where it says "NOW DIE". I have found
a secret wall on this level but there wasn't much else. Any help on what to
do now would be appreciated.

++
+ Mark Stephen Smith : msh@dl.ac.uk +
+ Atari Web Pages : http://www.mcc.ac.uk/~dlms/atari.html +
+ +
+==+
+ Atari FTP List maintainer, Atari Web Page creator and maintainer. +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx +
++

4962. Re: Atari Web Pages new home!

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 11:06:19 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3krknb$e5k@epsilon.qmw.ac.uk>
Source record: 168810

M.S. Smith (msh@mserv1.dl.ac.uk) wrote:
: Firstly thanks to everyone who offered space for these pages or expressed
: their opinion on there loss. A special thanks to Denesh for all his help
: in finding me a new account, and to the people at MCC for supplying an
: account.

No worries, mate. :-) It would have been a shame to see your pages
just disappear. You provide a great service to the Atari community.

Also would like to inform users that HENSA may be mirroring Mark's
pages soon, subject to his agreement of course. :-) This is different
to just having a link to his new site....his pages will also be stored
at HENSA, with the links changed to point at the html files on HENSA.

Danny/Denesh...whatever
--
.signature.signature

4963. Re: Falcon030: 80 columns at bootup?

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 11:06:38 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <3krknuEr28@uni-erlangen.de>
Source record: 168886

<STIRRE31@MAINE.MAINE.EDU> writes:

>I recently downloaded a simple boot-up program. Unfortunately, in 40
>columns, it is not readable. Is there a program that I can run before
>this program that will set the resolution to 80 columns? Thanks for
>any help!

You should get the NVRAM CPX module. There you can set the screen size
at boot time (and other things like 'disable memory check')...

--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

4964. Re: Any News from CEBIT show in Germany??

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 11:17:36 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3krlcg$pka@percy.cs.bham.ac.uk>
Source record: 168811

chainxor@kom.auc.dk writes:
>In article <3kbkkn$lqq@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>> All I know is that 2B released a new version of NVDI - 3.03, and
>> released MagiC!3 for ST/TT machines.
>
>Huh ??? What about the Falcon-compatible version ???

No, not yet. And I understand the ST/TT release is a little bit
unfinished at the moment.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

4965. Re: PowerDOS?

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 11:30:04 UTC
From: ia_ric@cs.utwente.nl
Message-ID: <3krm3s$jsu@utrhcs.cs.utwente.nl>
Source record: 168814

Hi,

In article <3kitc9$fna@cville-srv.wam.umd.edu>, abstract@wam.umd.edu says...
> I have a program which says that it needs PowerDOS to run. Is
>this something to do with multitasking? - I don't have Geneva or

Yep. Powerdos is a multitasking kernel (like mint) but smaller and faster I used it a while as diskaccelerator. Installing is quite easy. You can get it at atari.umich,edu (or one of its mirrors).

Greets Ric

4966. Re: CD ROMs to give you fits

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 12:05:58 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Mar23.120558.192@genrad.co.uk>
Source record: 168896

In article <D5CE3G.3yM@ssbunews.ih.att.com>, (-Booth,W.A.) writes:

]>>Even a PC wouldn't be able to handle files with exactly the same name, in
]>>the same directory. Usually the different resolutions are grouped in
]>>BobR

Maybe they were created on a Unix or Vax system with longer filenames.
When I copy files from our Vax to a PC, as long as the extension is 3 letters
or less, the PC will take the file, but ignore the characters after the eigth.
This doen't help you at all, but it might give you an idea.

Paul Hills

4967. Re: List of WWW Browsers curr

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 12:14:51 UTC
From: djs@jet.uk
Message-ID: <djs.795960838@gen-off-2>
Source record: 168830

Dan.Dreibelbis@balmybeach.gryn.org (Dan Dreibelbis) writes:
> The other is being done by a fellow named Sid Celery. No details...
His name is actually Harry Sideras. His email is sidcelery@cix.compulink.co.uk
--
For information about the JET project dial http://www.jet.uk/
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==

4968. Re: Atari Transputer

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 12:23:38 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3krp8a$ooi@btmpjg.god.bel.alcatel.be>
Source record: 168813

In article <3kphv2$rie@epsilon.qmw.ac.uk>, efac001@alpha.qmw.ac.uk (D.Bhabuta) writes:
> Anyone got any specs on the Transputer?

Yes.

Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102

4969. Re: Atari--->Mac or DOS

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 12:37:18 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3krq1u$ooi@btmpjg.god.bel.alcatel.be>
Source record: 168815

>What are some names of software which can be used to convert Atari text
> files to Mac or Dos, and where can one get this software? Thanks.

If by text files you mean plain ASCII, then this is a non-problem; just
copy the files.

If your files are in a format for some specific Atari word processor and
you need to convert them to e.g. Word Perfect or MS Word format than that's
another question, and one that needs more specifics before an answer can be
given.
--

Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102

4970. Re: Atari Transputer

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 13:15:13 UTC
From: sanders@sci.kun.nl
Message-ID: <D5wA5D.9J6@sci.kun.nl>
Source record: 168832

In <3kpr02$1ofb@news-s01.ny.us.ibm.net> kilwing@ibm.net (Wilfred Kilwinger) writes:

>In <3kphv2$rie@epsilon.qmw.ac.uk>, efac001@alpha.qmw.ac.uk (D.Bhabuta) writes:
>>Anyone got any specs on the Transputer?

>Atari doesn't sell the ATW since 1991. If you get the specs does it matter ?

Atari, no. But only recently (as in: last month) you could order your
ATW at Atari Club Nederland, for only DFl 599 (about $375, with todays
flaky dollar-rate), another 599 for a farmcard with 4 T800's on it,
and another 599 for the Mega ST I/O card.

>If it does I'll spend some time to find it. I worked with the ATW and developed
>on it.

Was it fun?

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

4971. Re: TT Specs?

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 13:35:11 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3krtef$snv@percy.cs.bham.ac.uk>
Source record: 168808

troyc@bnr.ca (Troy Carpenter) writes:
>1. Can I still use my old Atari color monitor I have had since 1988? I

Dunno.

>2. What is the processor upgrade path? Is it as simple a dropping a faster

There is a 48MHz speedup board available from Cyrel/Cybercube. I
haven't heard of any 040 upgrades being available on *any* Atari.

>3. What about memory? Are they SIMMS? How much ST memory can I put in?

Don't bother with ST RAM -- it is slow and limited to 4Mb. You need a
TT-RAM board, and different boards allow different types of SIMM etc
to be installed. The MegTT board which I have has 8 slots, allowing up
to 128Mb of TT-RAM. You need 70ns or better SIMMs.

>4. FPU support?

It has a 68882. Do you mean which apps support a maths copro? Not many
:-(although most raytrace-type software tends to.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

4972. HARDY DISK DRIVE NEEDED.

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 14:30:21 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1995Mar23.143021.7009@bay.cc.kcl.ac.uk>
Source record: 168823

One hard drive wanted really badly. Got a 100 quid
budget, tops inc. p&p. After around 50 MB. Also software enc.,
boot, partition + formatting. Please also include further drive specs.
on e-mail reply.
Thankyou.

-A .MacLeod, udem148@bay.cc.kcl.ac.uk-

4973. Re: Falcon internal HD swap?

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 14:49:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Mar23.144901.194@genrad.co.uk>
Source record: 168819

In article <5gyaGsW.robo28@delphi.com>, Rob <robo28@delphi.com> writes:

] Well I got the drive for $80 and I called Toad computers to see about
] mounting hardware.. During this call I found out that the internal HD is
] a 2.5" device (usually used in laptops) and the one I bought was a 3.5"!!!
] Well after a lot of searching I found a converter cable that would
] allow me to hook it up (the 2.5" has 44pins, and the 3.5" has 40, the extra
] pins are for power) it was only $10. I hooked the drive into an external
] case, carved a hole in the back of the Falcon for the cable, hooked
] the drive to the external powersupply and formatted it and it worked!!

I had the same problem. I've got a 200Mb 3.5" hard drive from a PC
and I was intending to fir it in my Falcon (until I got the Falcon and
opened it up!). I eventually bought an 85Mb 2.5", but I intend to fit the
200Mb one. The Power supply PCB next to the hard drive seems very large for
the (relatively) small currents it is supplying. I intend to remove this and
build my own card using IC voltage regulators (probably not used in the
Falcon due to cost, but as a one-off it doesn't matter). This could be much
smaller, and could have the four way power lead to feed to the 3.5" drive.

I will report on my success (or failure) when I do it, but I've still
got a couple of months warranty left so it's staying like it is for the
moment!

Paul Hills

4974. List of VGA monitors/Which work?

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 14:57:14 UTC
From: troyc@bnr.ca
Message-ID: <3ks28a$sdr@batph8.bnr.ca>
Source record: 168820

Hello. I have a list of VGA monitors I can buy, but I am not sure which
of these will work with my TT computer. Can anyone please help me know which
of these will work and which of the list would be the best to get.

Please, if you know for sure, let me know. I need to get a monitor YESTERDAY!

Here's the list:

- VGA COMPAQ Video Graphic COLOR Monitor, model 420
very good working and cosmetic conditions, 14"

- VGA COMPAQ Video Graphic COLOR Monitor, mode 420T
very good working and cosmetic conditions, 14"

- VGA MITSUBA COLOR Monitor, model 710V, 14"
looks the same as the previous one
except it is a VGA

- NEC MutiSync COLOR Monitor, 14",
in great working and cosmetic conditions

- NEC MultiSync II COLOR Monitor, 14"
in great working and cosmetic conditions

- NEC MultiSync II COLOR Monitor, 14"
in great working condition, the enclosure
box has a small crack in the upper rear,
hardly noticeable,

- NEC MultiSync Plus, COLOR Monitor, 14"
in great working and cosmetic conditions
(these are very nice)
This monitor has also ANALOG input.

- Zenith VGA COLOR Monitor, 14", model ZCM-1490
very good cosmetic and working conditions.
Flat Screen, these are unique, they look
different, they are very desired.

- RELISYS VGA COLOR Monitor, 14", model RE9514
in great cosmetic and working conditions.
it works with 120V and 240V, 50/60 Hz
(suitable for domestic or foreign use)

Thanks

Bell-Northern Research Troy Carpenter Atlanta, Georgia
troyc@bnr.ca I speak for myself, not BNR

"You're so open minded that your brain leaked out" - Steve Taylor
>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

4975. Re: Any News from CEBIT show in Germany??

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 14:58:03 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95082.095803STIRRE31@MAINE.MAINE.EDU>
Source record: 168756

Alfred,
When you say that one can use GDOS drivers with the new NVDI does this mean I could use a SpeedoGDOS printer driver? This would be ideal as printing with my Canon works great with Speedo but not with NVDI (3.01).
-scott tirrell

4976. Re: SMS2

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 15:29:16 UTC
From: chrisw@perth.DIALix.oz.au
Message-ID: <3ks44cbjg1@perth.DIALix.oz.au>
Source record: 168822

Thomas Hansen (thomah@ifi.uio.no) wrote:

: Browsing through some of my magazines, I came across an article in ST Format regarding a
: new operating system called SMS2 (I think). Does anyone know anything about this? Can
: anyone provide me with an address to the developers, Furst Ltd.?

Try:
Furst Ltd
Delta House
Garfield Road
Bishops Waltham
Southampton SO3 1AT
England

tel +44 (0)489 894674
fax +44 (0)489 895765

... unless of course they have moved recently!

Chris Whitelock
Perth, Western Australia

4977. Re: Where can I get the MagiCMac Demo?

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 15:42:18 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3ks4sq$72u@epsilon.qmw.ac.uk>
Source record: 168836

Robert Rumpf (rumpf.1@osu.edu) wrote:
: Subject line says it all...thanks in advance!

Why, HENSA/micros, of course. :-)

micros.hensa.ac.uk
URL -- http://micros.hensa.ac.uk/

micros/atari/tos/p/p144

-rw-r--r-- 1 syspds syspds 860360 Feb 3 15:40 MMACDEMO.SEA.hqx

Danny
--
.signature.signature

4978. Re: Cruise for Corpse-Help!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 16:00:00 UTC
From: B.M.H.P.Baggermans@kub.nl
Message-ID: <19950323160028.B.M.H.P.Baggermans@sp0012.kub.nl>
Source record: 168821
Cross-posted to: comp.sys.ibm.pc.games.adventure,comp.sys.atari.st

In Article <3k9s9a$3od@yama.mcc.ac.uk> "nfb1tea@bolton.ac.uk" says:
> I have reached the time 10.20am, I have questioned all of the available
> characters and I have tried everything I can possibly think of!
> Has anyone got any hints to help me out of this? How do I feed the
> cat? Where do I find tools ?

You don't have to feed the cat. You will find a tool much later in
the game. The next thing you need to do is finding the invitations.
The invitations are in the dining room, but they are not always there.
It's a matter of timing. It tried many times before I really found them.
Try taking only the note of Fabiani and leave the bracelet with the clasp
where it is. Then go to the diningroom. Fabiani has just left the diningroom,
so the invitations must be there. If youtake a look at the bracelet first,
time will go 10 minutes further and the invitations are gone.
I hope this helps a bit. It is a very frustrating game.

Brigitte
>
>
>

4979. Re: Any News from CEBIT show in Germany??

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 16:21:16 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCXRAIAUUP@galaxy.teuto.de>
Source record: 168838

In <3kbkkn$lqq@percy.cs.bham.ac.uk> Chris Ridd wrote:

>>Anyone having access to the CEBIT show in Germany??
>>I would sure like to hear what Atari had to offer to show and any other
>All I know is that 2B released a new version of NVDI - 3.03, and
>released MagiC!3 for ST/TT machines.

Hey Chris, very well informed ;-)

>I don't think Atari were there, if they did they would only have showed
>the Jaguar.

And THAT is not possible, as the organizers won't allow any company on the
CeBIT to show videogames, only.

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/personen/hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

4980. Re: Would like more information about the Janus St emulator

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 16:24:11 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <3ks7bb$916@acmex.gatech.edu>
Source record: 168837

markuss@risc.techem.ruhr-uni-bochum.de (Markus Soick) writes:

>The Janus board is a hardware expansion card for PC's. It fits in a ISA-Slot
>and has an 68000 with 16 Mhz built in. Also built on the card is ROM-Tos 2.06
>and slots for SIMMS up to 32 MB.

What good does 32 Mb do? The 68000 only addreses 16 Mb and I think the
upper 2 (or maybe 4) Mb is reserved for system use in TOS 2.06.
--
David Forrai
Internet: gt1448b@prism.gatech.edu

4981. Re: atari archive

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 16:43:08 UTC
From: abstract@wam.umd.edu
Message-ID: <3ks8es$jva@cville-srv.wam.umd.edu>
Source record: 168824

Putman, A.J. (v932405@si.hhs.nl) wrote:

: Does anybody know why the atari archive robot isn't working for me?
: It has always worked perfectly, but since two months or so I am getting no
: response.

Maybe a silly question, but are you using it at the right time? (7-7)

--Lunatic
: Please help me.

: Austin,

: v932405@si.hhs.nl

4982. Looking for Atari ST mail order retailers

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 17:54:37 UTC
From: anton@crl.com
Message-ID: <3ksckt$lb3@crl12.crl.com>
Source record: 168825

Hi
I would like to find mail order firms which carry Atari ST hardware &
Software. Any help (phone# , address) would be appreciated. Thank you.
(also dealers in the San Francisco Bay Area would be great, too)

4983. Re: Atari Transputer

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 18:06:30 UTC
From: Koos_Kuil
Message-ID: <2f71b8f3@f397.n282.z2.fidonet>
Source record: 168843

Hi Wilfred,

(how are you?)

>> Anyone got any specs on the Transputer?
> Atari doesn't sell the ATW since 1991. If you get the specs does it matter
> ?
> If it does I'll spend some time to find it. I worked with the ATW and
> developed on it.

I think you're wrong, ACN News in Holland does sale the ATW transputer
including cards/software.

Greetings,
Koos

--- JetMail 0.99beta9
* Origin: Willie's Atari BBS, Octopus Developement, Fido/NeST/FAN (2:282/397)

4984. Re: Baracuda 040?

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 18:49:32 UTC
From: nat@zumdick.rhein-main.de
Message-ID: <FCXSCHXOUP@zumdick.rhein-main.de>
Source record: 168827

On a whim - ignoring the stupendous costs that a call from Germany
to the U.S. entails - I called Wizztronics for some information
about the Barracuda board:

Here's the news as of 23.Mar 17:50 MEZ/CET:

The board is going into production next week. The board design is
finished they're waiting for some logic chips by suppliers. It'll
take 4-6 weeks for the production of the things, so I figured
early May the soonest and he agreed. The bad news is that apparently
200 other people (ROT13: lbh shpxref! :) have already ordered the board
before me!

Argh

Retail price is: $950 with the real 040.

Nat!

------------------"Bang that bit that doesn't bang"---------------

And I love to talk philosophy / but I gotta take a piss
Man, that philosophy / runs right thru you

David Lee Roth

------------------"Bang that bit that doesn't bang"---------------

And I love to talk philosophy / but I gotta take a piss
Man, that philosophy / runs right thru you

David Lee Roth

4985. Re: 56001 DSP

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 18:58:59 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950323194139.19095A-100000@mars>
Source record: 168828
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.next

On Tue, 21 Mar 1995, Evan Langlois wrote:

> Is it true that the 56001 DSP can execute 3 threads of execution
> simultaneously? I heard that the DSP has an average instruction
> execution time of 1 cycle - does this take into consideration the
> 3 execution threads, or can I actually get 3 instructions per cycle
> by using 3 different execution threads?

The 56001 can under certain circumstances execute 3 instructions
simultainously and that is when you want to:

<multiply>, <add the result to previous result>, <load the next data>

It will add 2 clocks to your execution time (and its running at 32mhz)

Most (All?) DSP's can do this. It's the stuff digital signal processing
algorithms are made of.

There is even hardware control for loops (so you wont have to increment some
silly counter and test its value, the chip will do this for you.)

/Jens M Andreasen

4986. U.K. -> U.S.A. conversion

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 20:23:41 UTC
From: aharriso@satchmo.math.uno.edu
Message-ID: <1995Mar23.202341.10320@cs.uno.edu>
Source record: 168829
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have an Atari 520ST bought in England when they first came out. Now I'm living in the States and I'd like to convert it over. Does anyone have any experience with this or know of a 1-800 number for Atari technical support?

Many thanks
Adam Harrison

--
==
Adam Harrison | Phone: (504) 286-5463
Department of Mathematics | Fax: (504) 286-5516
University of New Orleans | email: aharriso@math.uno.edu
New Orleans, LA, 70148, USA |
==

4987. Re: NVDI How to configure?

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 21:01:17 UTC
From: pl4266@u.cc.utah.edu
Message-ID: <3ksnit$5gu@news.cc.utah.edu>
Source record: 168752

Well, my Falcon is up and running and I have ordered NVDI so may
I officially announce my entrance into fellow 'cheese-head-dom'! Do I get
a T-SHIRT ? I suppose I can only get a T-Shirt from a legitimate
distributor and only as long as it comes with a valid license agreement.
Oh well, I suppose I am the definition of Atari support, I.E. buy Atari
products and people will continue to make them.
Paul Luscher

4988. Video Software needed

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 21:04:22 UTC
From: "Autumn J. Thomas" <rescuer@umich.edu>
Message-ID: <Pine.SOL.3.91.950323071121.1126A-100000-100000@stargate.rs.itd.umich.edu>
Source record: 168831

I'm looking for some software to enable me to put a musical score live to
a pre-recorded video tape. I know hybrid arts used to have one, but I am
unable to locate them. Does anyone have any recomendations? Please email
me directly. Thank You
A J Thomas
rescuer@umich.edu

4989. Re: Towers II spoilers (was Re: *** TOWERS II FTP SITES)

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 21:25:00 UTC
From: christian.andersson@tnogobl.ct.se
Message-ID: <ftn_2.203.611.5_2f71e787_Christian.Andersson@tnogobl.ct.se>
Source record: 168778

To: jacquesa@cs.man.ac.uk

> In the room with lots of chains (you know - lust / love / hate and that
> which it creates etc.) on level 2 (?) what order do they have to be pulled
> in?

just pul down the 3 chains (lust-love-hate) but do not pull reset! I think that
this is how i Did it!

/Chris./ (*Falcon /030/* _4/580_ /32Mhz/)

--

(UUCP Dialup connection)

4990. Re: Mint questions re init & x

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 21:47:19 UTC
From: Rob <robo28@delphi.com>
Message-ID: <5o74HqH.robo28@delphi.com>
Source record: 168757

Matt Koundakjian <mattk@netcom.com> writes:

>Xinit runs. It gives me an error message that's roughly 'can't set path
>/usr/lib/X11/fonts/.....' (it tries to put the path of all the fonts
>in). Then it gives me an error message regarding its inability to load
>fixed.bdf. Then it says something about can't find X server...then it
>aborts. Any ideas?

I too have the exact same problem... I'm still new to unix but I've got the
Minix FS up and latest version of MiNT.... I'm about ready to delete it all
and start over!

>Second question is about "access". First, where can I get a description
>of how to put entrys into /etc/passwd. Second, how do you set
>auothority....most of my files were set up from root...I can't log into
>root (there's no entry in the passwd file), and I don't know how to set
>my main account, dog, to have superuser status...

This too is also one of my problems... Would someone please point use to the
FAQ?

Thanks!! rob
--
*** | Rob Oslund |
*** | Atari Falcon 030 |
* * * | 4MG/52m SCSI/80m IDE | I want a TOWER CASE (cheap!)
* * * | Acer Multiscan |
* * * | |

4991. Falcon, memory cards, apex media

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 22:04:41 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.202.0011147C@cfcsc.dnd.ca>
Source record: 168833

I am hunting around for some info on the falcon. could anyone tell me what
add-on boards would be availbale too me? I plan to do video and graphics/DTP
work mainly, so what memory boards are availbale? - accelerator boards/fixes?
- video boards(overscan?, higher res?...)
I've heard mention a few times Apex Media in the graphics/video? context. whta
the heck is this program? what do i need to run it? does anyone have info on
this program.
also someone from lexicor contacted me about DAs programs, all my mail was
deleted so I can't reply, but I'd also like to know about phoenix2.
thanks in advance for any and all help
have a happy
-ken

4992. Atari Games

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 22:07:09 UTC
From: preeti@easynet.co.uk
Message-ID: <3ksa62$gtc@master.easynet.co.uk>
Source record: 168841

I after working copies of the following Atari games:

Pong; Paddles; Tennis

Has anyone got these?

Or do you have any other old Atari games maybe from 5 or so years ago or even older than that?

I need any of these you may have for Monday.

Thanks in advance....

4993. Re: Superboot Author G.W.Moore

Newsgroup: comp.sys.atari.st
Date: 1995-03-23 22:58:09 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3ksue1$8pk@golem.wcc.govt.nz>
Source record: 168834

In article <D5qCyE.D7K@eskimo.com>, zap@eskimo.com (Randell Spreadborogh) writes:
> Does anyone know if Superboot is still being supported? I would like
>to get the latest version and find the author so I can register it. Any info
>would be appreciated. I can't seem to get his e-mail address to work. A
>current e-mail address would be great. Thanks in advance!

I do sugest that if you want a Real boot manager go and Buy X-Boot, I think
this is the best there is....

Far Far better than any PD stuff that I have seen, and has a nice Gem
interface...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4994. Re: WWW-Browser for ATARI (esp. Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 00:00:00 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3kui72$t3a@whitbeck.ncl.ac.uk>
Source record: 168848

In article <bad_9503210639@centron.com>, Frank.Charlton@256-510-2.centron.com (Frank Charlton) writes:
>
>I wish you would write a local browser at least, Rich - it would be very handy
>for me and others to check html code before submitting it... :>
>

Chimera can load & view local files already.,..

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ---------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

4995. Re: 7Up 2.3...

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 00:00:00 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3kuimq$t8o@whitbeck.ncl.ac.uk>
Source record: 168849

In article <avg.795886337@news.cwi.nl>, avg@cwi.nl (Annius Groenink) writes:
>I wouldn't trust something written in assembler, really.

Puff ;)

>BTW, Edith Pro was written in C as well, it does (as far as I know)
>quite a lot compared to 7up, and is 100K shorter. And I didn't

That's true, Edith's feature list is larger than 7up's, although the
gap has closed somewhat with the latest release of 7up. Also, 7up is
significantly faster to use than Edith on my f030 4/32Mhz.

Horses for courses.....

BTW. the latest version of 7up still has a bug in it's text select/copy
routines - if you use CTRL+SHIFT+CURSOR to select some text, then hit
CTRL+C to copy it, the text is deleted & not put onto the clipboard.

If the block was selected with the mouse, this doesn't happen, or if the
copy icon is selected instead of using CTRL+C.

I did report this bug, but it's not got fixed yet :(

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

4996. Re: gpib

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 00:00:00 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3kuj5j$12@whitbeck.ncl.ac.uk>
Source record: 168850

In article <3kud5q$i1f@m1.cs.man.ac.uk>, lais@cs.man.ac.uk (S94) writes:
>In article <W_Ens-2403950242290001@tof2.physics.umanitoba.ca>, W_Ens@UManitoba.CA (Werner Ens) writes:
>> Is there a gpib board available for the TT030?
>
>What on earth is this?!

General Peripheral Interconnect Bus (IEE488.1) also reffered to as HPIB (Hewlett Packard Interconnect Bus). It's usually used for connecting up automated test gear. Most modern logic analysers & digital scopes have this interface. I don't think there is one for the atari, but designing one would be very simple (I designed one to bolt onto an 8031 microcontroller last summer, and that was straightforward).

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

4997. Re: Falcon030: 80 columns at bootup?

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 00:27:27 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3kt3lf$lq6@darkstar.UCSC.EDU>
Source record: 168835

In <3krknuEr28@uni-erlangen.de> mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:

><STIRRE31@MAINE.MAINE.EDU> writes:

>>I recently downloaded a simple boot-up program. Unfortunately, in 40
>>columns, it is not readable. Is there a program that I can run before
>>this program that will set the resolution to 80 columns? Thanks for
>>any help!

>You should get the NVRAM CPX module. There you can set the screen size
>at boot time (and other things like 'disable memory check')...

There are also several little programs to change rez that can be run right before your boot program and don't mess with the "protected" nvram settings. I don't know the names fo any off-hand because I wrote my own in about 5 seconds and just use that...

~Chris
>--
> Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
> Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

4998. Re: AV Protocol Docs in ENGLISH

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 01:41:56 UTC
From: guenther@cabal.shnet.org
Message-ID: <FCYBAECZUP@cabal.shnet.org>
Source record: 168761

In <t150315.795460965@proffa> Tamminen Eero wrote:

>In <macdonald.198.0009ADC9@cfcsc.dnd.ca> macdonald@cfcsc.dnd.ca (Ken Macdonald) writes:
>
>>Dan: I know you must be busy, and actually this question is open to any
>>developer, and is: Considering the size of the European(German) market have
>>you or are you considering translating NeoDesk, Geneva, etc into German?
>
>I don't think that there's a market in german for another desktop.
>Gemini and Thing (my favorite) are very good ones and natively in
>german...

Isn't the next version of Geneva expected to replace the AES completely
and to run under MiNT? If so, someone might consider it a nice MTOS/MagiC
replacement.

About desktops: NeoDesk 4.0 has been tested by ST Computer in issue
3/95, as have Thing 0.24, no|Desktop 3.0, Ease 3.5 and Gemini 1.999e.
They all are available in German, yet Neodesk and Thing didn't get the
article author's sympathy due to crashes (both), redraw bugs (NeoDesk) and
the lack of a console window (NeoDesk).

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

UPoint 'medium' 20. Mar. '95

4999. Starball sound effects?

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 01:55:35 UTC
From: avocado@u.washington.edu
Message-ID: <3kt8qn$qfj@nntp3.u.washington.edu>
Source record: 168839

I just downloaded a copy of starball. It doesn't seem to include the sound effects file, though (STARBLFX.ZIP), so I assumed I'd have to download that separately. After a concerted search of the ftp site at umich, I can't seem to find it. I tried several other sites as well, and can't find it. On the off chance that the university of michigan had a defective copy, I downloaded another copy of the game from a different site, but that didn't include the FX file either. Could someone tell me where to find the file, please?

-Amy
avocado@u.washington.edu

5000. X10 controllers & Atari

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 03:46:52 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3ktfbc$23c@cxc1.cl.msu.edu>
Source record: 168842

Anybody know if there's a GEM-based package for programming an X10 Home
Controller base unit? I've heard about a program that MichTron used to
sell (was it called "Echo"?) but have never seen it. It was supposedly
not very friendly to use... ?
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

5001. Some good Atari news

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 05:14:20 UTC
From: markvanwyk@aol.com
Message-ID: <3ktkfc$jek@newsbf02.news.aol.com>
Source record: 168844

ST computer weenies - don't flame me. I'm about to post something about the Jaguar, but this is also about Atari, so it's related:
San Francisco Chronicle, March 23, Business Section, page B2: "3 NEW GAMES FOR ATARI" - "Acclaim Entertainment Inc. said it will alter three of its popular video games for Atari Corp.'s powerful Jaguar game system. The games are: NBA Jam TE; Fran Thomas 'Big Hurt/ baseball, both to be released later this year. Another title, to be disclosed later, will be marketed in early 1996."
Why is this significant, you ask? Because that means that finally, a reputable game software company is writing for the Jaguar, and therefore Atari has a better than even chance of surviving.
--Mark van Wyk

5002. WTB: Atari 8bits

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 05:34:45 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3ktlll$ap7@hearst.cac.psu.edu>
Source record: 168846

Yes, wrong news group but you guys have got to have some stuff laying
around.
Mostly looking for 1200XL's or any 8bit COMPLETE IN BOX.

Looking for anywhere from $5 to $25 for each unit.

Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
---
Carts: 2600 110; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA1 1; SVA2 1; 5200 2; 7800 2;
Lynx 1; 800 2; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.

5003. Like-new Falcon for sale!

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 05:49:13 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <D5xK6H.9H1@beaver.cs.washington.edu>
Source record: 168759

I have a friend who has a Falcon030 for sale. It has been used off-and-on
for about a year, and is like-new. If you are interrested, send me Email
and make an offer.

Here are the complete specs:

Falcon030
4MB RAM
85MB Hard Drive
All parts/manuals/box intact!
+ Some software.

Asking $1200 or best offer.

Send Email to: sdenman@cs.washington.edu

5004. Jag for Sale

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 06:00:13 UTC
From: cthulhu@expert.cc.purdue.edu
Message-ID: <3ktn5d$lpj@expert.cc.purdue.edu>
Source record: 168845

This may be irrelavent to this newsgroup, my apologies, but....

FOR SALE. Atari Jaguar with 2 controllers and RCA cable hookup.

Includes Aliens vs. Predator and Trevor mcFur., as well as cyber-morph.

Asking $150 or best offer.

Send replies to cthulhu@expert.cc.purdue.edu
--

_ _
(\/) cthulhu@expert.cc.purdue.edu
I \ / CHAOS
\/

5005. Where is everybody?

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 06:43:51 UTC
From: abstract@wam.umd.edu
Message-ID: <3ktpn7$qfd@cville-srv.wam.umd.edu>
Source record: 168777

I think that it's vacation time... I don't see too many people here... Anybody else?

--Lunatic

5006. Re: X10 controllers & Atari

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 07:01:54 UTC
From: Andrew.Nemchick@rebel.genesplicer.org
Message-ID: <122_9503241013@genesplicer.org>
Source record: 168765

```
MO>> Anybody know if there's a GEM-based package for programming an X10
MO>> Home
MO>> Controller base unit? I've heard about a program that MichTron used
MO>> to sell (was it called "Echo"?) but have never seen it. It was
MO>> supposedly not very friendly to use... ?

I don't know much about X10 controlers, but your post reminded me of a
program that once came with START magazine. My old issues are in
storage, but I just looked through the disks and found this: X10CTRL.ARC
on the February 1990 disk (vol.4 num.7). If I remember things correctly,
this was some kind of do it yourself project that allowed the computer to
control lights and/or appliances in the home. Hope this helps.
```

5007. Re: C-LAB FALCON MK II he

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 07:11:52 UTC
From: m9003@abc.se
Message-ID: <3ktrbo$hni@oden.abc.se>
Source record: 168775

lais@cs.man.ac.uk wrote something like :

l>
l> "Sunnyvale F030" - I like that!

well that's pretty much what it is, right ? :-)
Cheers
Martin Rossel

---
* Kivi (unregistered) 1.30 *

5008. Re: Superboot Author G.W.Moore

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 07:53:12 UTC
From: zap@eskimo.com
Message-ID: <D5xpwp.7s3@eskimo.com>
Source record: 168847

I haven't seen X-Boot. What I need to do is set up preconfigured
boot setups that I can run after a warm reset by simply pressing an F key or
other key combination. I have Geneva and NeoDesk4 and some of my programs do
not like Geneva and some do not like Warp9. I need to disable these programs
and preload certain auto programs and accessories depending on the
application I want to run. I have an STE w Tos 1.06 and 4 megs. Will X-Boot
do this for me? If so, how much will it cost? Thanks for any info. I still
haven't heard back from Mr.Moore so I am still open to suggestions.
--
Randall Dale Spreadborough <zap@eskimo.com>
PGP v2.6.2 Public Key Available by Request

5009. RGB to VGA ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 08:28:38 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3ktvrn$o37@rubb.rz.ruhr-uni-bochum.de>
Source record: 168751

Hi all !

I want to know, if there exists an adapter to connect RGB to VGA.
I know, that there must be some electronic inside because RGB has horizontally
frequencies around 15kHz and VGA-Monitors have above 30 kHz (I'm talking about
Multiscan-Monitors). For example there exists a card for the PC's to watch
TV on VGA-monitors, which is connected between the graphicscard and the
monitor. These card only allows to watch TV and nothing other at the same time.
So it is possible to transfer pictures with low frequencies to higher ones.
My question now is, does somebody know such an adapter or has a plan to build
one ?

Bye,

--

____
o O / MarkusS, der Vierte \
`\|||/ | markuss@risc.techem.ruhr-uni-bochum.de |
(o o) _____________________________________/

ooO_(_)_Ooo____
_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|____
__|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_
_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|____

5010. gpib

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 08:42:29 UTC
From: W_Ens@UManitoba.CA
Message-ID: <W_Ens-2403950242290001@tof2.physics.umanitoba.ca>
Source record: 168758

Is there a gpib board available for the TT030?

At one time there was a limited gpib interface (listen only?)
for the ST cartridge port. This would probably serve our needs.

Werner
W_Ens@UManitoba.Ca

5011. Re: HD recording: Cubase

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 09:12:48 UTC
From: m9003@abc.se
Message-ID: <3ku2eg$i2e@oden.abc.se>
Source record: 168753

cb170@city.ac.uk wrote something like :

c> >Hi!
c> >I worked with all versions of cubase audio falcon from v.1.00 to 2.0
c> 3,
c> >and every time I found many bugs that put this system in a non
c> >professional sector (eg. the filters, the syncronism etc.).
c> >Can anybody tell me something about the potential (and the bugs!) of
c>
c> >Logic audio?
c>
c> Logic is a fine program, but the Falcon is not well supported. Basica
c> lly, Cubase Audio will give better audio facilities on a Falcon, but
I pre
c> fer Logic to Cubase any day. Mail me if you want to chat some more.

Hi There.
Just out of curiosity :
Are you working *professionally* on a steady basis with Emagic ?

Cheers
Martin Rossel
IN DEEP STUDIOS
Stockholm-Sweden

---
* Kivi (unregistered) 1.30 *

5012. Re: HD recording: Cubase

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 09:12:50 UTC
From: m9003@abc.se
Message-ID: <3ku2ei$i2f@oden.abc.se>
Source record: 168754

johnmoon@pyromania.apana. wrote something like :

j>
j> Bugger it! the previous followup karked it! 8-(
j>
j> Anyway as i was saying.....
j> On Tuesday night, Gerhard Lengeling and others from E-MAGIC were here
j> in Melbourne demo'ing all the latest tricks for LOGIC AUDIO.
j>
j> As far as they are concerned, they are not interested in developing Logic
j> any further for the ATARI range of computers 8-(
j> They are only interested in MAC & PC. and nothing else.
j>
j> FUCKIN' PRICKS!!!!

Holy hooters ! :-) Well I've got the latest version of Logic Audio
(beta) and Cubase Audio 2.03 and I personally prefer Cubase Audio for
a couple of reasons. To begin with Logic is fine, but the audio handling
is so much more advanced on CAF. I have *not* had the serious bug problems
some people complain about and simply need the FDI and FA8 (Falcon Analog
Eight) support that's in CAF because I couldn't do what I do without 'em.
I work professionally (producing music) with it and though CAF's
clearly not ProTools or another top of the line system it *works*
very well if you "tune yourself in" to the system.
On the program interface side you have to pick your choice between
Logic and CAF. Emagic pinched the linear graphic handlning from
Cubase - Good on them ! So it's up to you... I like all the
"finger"-choices on Cubase as well. midi handling is great AND
.......Steinberg keeps supporting the program. Important, yes ?

"It's up to You
To mix the Stew
And when you Do
Give my compliments to the Chef !"
- Alex Harvey

Cheers
Martin Rossel
IN DEEP STUDIOS
Stockholm-Sweden

---
* Kivi (unregistered) 1.30 *

5013. Re: Baracuda 040?

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 09:26:27 UTC
From: mike@medsun.unige.ch
Message-ID: <1995Mar24.092627.24254@news.unige.ch>
Source record: 168755

In article FCXSCHXOUP@zumdick.rhein-main.de, nat@zumdick.rhein-main.de (Nat!) writes:
>> I called Wizztronics for some information
>>about the Barracuda board:
>>
>>The board is going into production next week. The board design is
>>finished they're waiting for some logic chips by suppliers. It'll
>>take 4-6 weeks for the production of the things>>
>>Retail price is: $950 with the real 040.
>>
How does the board go into a machine - "plug in and go", or "send in
your computer and wait"?

Mike Morris

****
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

5014. FS: 1040STE & Monitor

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 12:02:59 UTC
From: rexx@jeack.apana.org.au
Message-ID: <3kucdj$p1@jeack.apana.org.au>
Source record: 168760

[No readable article body recovered]

5015. Re: gpib

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 12:15:54 UTC
From: lais@cs.man.ac.uk
Message-ID: <3kud5q$i1f@m1.cs.man.ac.uk>
Source record: 168762

In article <W_Ens-2403950242290001@tof2.physics.umanitoba.ca>, W_Ens@UManitoba.CA (Werner Ens) writes:
> Is there a gpib board available for the TT030?

What on earth is this?!

S.Lai

5016. Re: Falcon, memory cards, apex media

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 12:28:42 UTC
From: Lexicor@world.std.com
Message-ID: <D5y2nu.AGp@world.std.com>
Source record: 168763

In article <macdonald.202.0011147C@cfcsc.dnd.ca>,
Ken Macdonald <macdonald@cfcsc.dnd.ca> wrote:
>I am hunting around for some info on the falcon. could anyone tell me what
>add-on boards would be availbale too me? I plan to do video and graphics/DTP
>work mainly, so what memory boards are availbale? - accelerator boards/fixes?
>- video boards(overscan?, higher res?...)

Memory boards there are plenty, graphics boards for the Falcon there is only the
NOVA Graphics Board for Falcon (W32), otherwise you can use something like
blowup to increase your graphic resolution.

>I've heard mention a few times Apex Media in the graphics/video? context. whta
>the heck is this program? what do i need to run it? does anyone have info on
>this program.

Apex Media in the USA is available via Lexicor Software, a falcon only
package it is a graphics animation (2D) studio. 4 megs on falcon and it
runs with outside as well.

>also someone from lexicor contacted me about DAs programs, all my mail was
>deleted so I can't reply, but I'd also like to know about phoenix2.
>thanks in advance for any and all help

I can email you the info again if you want, otherwise for info on lexicor
software products email info@lexicor.com

Thanks
Cheers

Yat

>have a happy
>-ken

5017. Re: Atari Transputer

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 13:00:28 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Mar24.130029.200@genrad.co.uk>
Source record: 168782

In article <3kphv2$rie@epsilon.qmw.ac.uk>, (D.Bhabuta) writes:

>Anyone got any specs on the Transputer?

Well I've got a spare Transputer databook you can have if that's
what you want. You've intrigued me though Danny, your subject line says
"Atari Transputer". What is this? Are you doing something clever, or do
you know something that none of us does :-) ?

Paul Hills
hillsp@genrad.co.uk

5018. Re: List of WWW Browsers curr

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 13:39:07 UTC
From: Leon Brocard <lglb@doc.ic.ac.uk>
Message-ID: <3kui1r$p2t@frigate.doc.ic.ac.uk>
Source record: 168783

```
>
> G > Someone in Mausnet claimed that there will not ever be any WWW
> G > browser besides Lynx for our machine. I'd like to prove him
> G > wrong, but to do so i need a list of all WWW Browsers
> G > currently available or under development, including the
> G > features planned etc. and the system requirements
> G > (MiNT/X/MTOS/MagiC, RAM, additional software (SLIP/PPP)).

On a slightly different note, I am working on a HTML->ST-Guide converter,
something which won't quite be as graphical than the others, but will
be to some extent. I would use it mainly for checking HTML before I
take it over to the Sparc.

PS It's not *quite* ready yet. I think the summer exams'll delay it
a bit...

Anyway, tata, Leon.

--
Leon Brocard.........................Webmaster of Unofficial IC Webpages
lglb@doc.ic.ac.uk......<URL:http://www.xmission.com/~seer/lglb/index.html>
```

5019. Re: gpib

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 14:16:35 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3kuk83$js4@btmpjg.god.bel.alcatel.be>
Source record: 168764

I think by gpib he may mean IEEE-488, aka HPIB. Used in control and instrumantation.

No I don't know of one for the TT.

Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102

5020. Re: MURDER!!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 15:31:24 UTC
From: nfb1tea@bolton.ac.uk
Message-ID: <3kuokc$2l7@yama.mcc.ac.uk>
Source record: 168771
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc.games.adventure

Help! Mr Karaboudjan has been murdered and I cannot find the culprit!

The game is CRUISE FOR A CORPSE (I know it's an old one, but...) the time is 10.20am, and I am stuck. All the suspects have been questioned as far as possible and I have tried every possible action I can with the items in my possession. There are very few items I can pick up to mess around with. How do I find the tools? How do I feed the cat?

If you don't help the murderer will surely escape justice and may strike again.

Hints and tips would be appreciated.

Neil-B-

5021. Re: MURDER!!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 15:34:07 UTC
From: nfb1tea@bolton.ac.uk
Message-ID: <3kuopf$2l7@yama.mcc.ac.uk>
Source record: 168772
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc.games.adventure

Help! Mr Karaboudjan has been murdered and I cannot find the culprit!

The game is CRUISE FOR A CORPSE (I know it's an old one, but...) the time is 10.20am, and I am stuck. All the suspects have been questioned as far as possible and I have tried every possible action I can with the items in my possession. There are very few items I can pick up to mess around with. How do I find the tools? How do I feed the cat?

If you don't help the murderer will surely escape justice and may strike again.

Hints and tips would be appreciated.

Neil-B-

5022. Opinions Wanted on Dot Pitch

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 15:35:18 UTC
From: troyc@bnr.ca
Message-ID: <3kuorm$673@batph8.bnr.ca>
Source record: 168773

Hi. I have a question about dot pitch.

I know that the smaller the dot pitch, the better. I don't have a question about that. What I do want to know is this:

On a 14" monitor, is a dot pitch of .31 OK? On a larger monitor this would be fine, but how is that for a 14"?

Those of you that have seen the difference side by side, obviously the .28 would look better, but is the .31 still acceptable?

I am asking this becuase I can get a NEC Multisync II monitor, which NEC tells me is .31 dot pitch, for $85. Don't want to settle for that if .31 will be so bad I will want a new one in a few months...but don't want to pass it up if .31 is acceptable.

Thanks

Bell-Northern Research Troy Carpenter Atlanta, Georgia
troyc@bnr.ca I speak for myself, not BNR
"You're so open minded that your brain leaked out" - Steve Taylor
>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

5023. BAT (problems)

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 15:40:18 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <D5yBJ7.C40@freenet.carleton.ca>
Source record: 168767

I recently bought a used copy of BAT, including the mv-16 sound card. It had a virus on disk one. I killed the virus with UVK, and the rpogram seems to run OK. I just can't seem to get the character creation part of the game running. I'm using a mega Ste, 4 megs ram, TOS 2.05.

When I try to run the game by clicking on BAT.PRG, I can't get the scrolling text to stop, even when I puch the left mouse button, like it says in the manual. If I run CREATE.PRG, then I get the same intro screen, that I can't get out of. If I run GAME.PRG, I go to the first game screen, and can play, but I have to use the defualt character.

Thanks!

--
"Pick a card, any card at all... except THAT one!"
Mark Montreuil (613) 990-4833 (voice)
Magician
As seen on YTV's "Take Part"

5024. Re: Cruise for Corpse-Help!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 16:11:19 UTC
From: guertler@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3kuqv7$dq3@news.rhrz.uni-bonn.de>
Source record: 168774
Cross-posted to: comp.sys.ibm.pc.games.adventure,comp.sys.atari.st

BAGGERMANS B.M.H.P. (B.M.H.P.Baggermans@kub.nl) wrote:
[...]
: I hope this helps a bit. It is a very frustrating game.

It sure is. Does anybody know where I could find a complete solution?

Thanks in advance
-Michael

5025. Re: Bad News: TOS 5

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 16:12:33 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503241505.AA02946@ilmen.lanl.gov>
Source record: 168787

In a previous article, John Townsend <John_Townsend@taligent.com> wrote:

>Don't ever count on seeing TOS 5.0. It probably will never happen. I
>know the folks at Atari aren't even working on TOS (and haven't in
>quite some time) and they don't know if they will ever get back to it.

Thanks for the TOS update, John. After reading your reply, it dawned on me
that you might take rightful offense to my offhand comment about 'sloppy
code in TOS' and I wanted to publicly apologize and explain that comment.

What I meant was that for _any_ bit of code, there are bits and pieces
which may not be constructed in an 'optimal' fashion. Many corporations
do no like making their internal source code public only because of the
pundits out there who will loudly proclaim "I could do better than that!"
You know this of course; I just wanted to make sure all others do too. No
malice was intended towards the 'TOS God' or any of his former minions. :)

> Right now, the former TOS Group is busy putting the final touches on their
> first game: HoverStrike. Look for it in a store near you soon! <grin>

All right!!! Can't wait. Under whose label?

-Hutch- @ Fair Dinkum Tech

5026. Re: Atari SH204 HD formatting question

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 16:16:30 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FCYQBCUQUp@warpcon.ersys.edmonton.ab.ca>
Source record: 168766

In <3koqq2$1g0@hpscit.sc.hp.com> Claus Brod wrote :

>Kamran Faterioun (faterioun%clipcva.dnet@delcoelect.com) wrote:
>: We replaced an Atari SH204 20M MFM drive with a Mitsubishi MR535U00,
>: which is a 42.5M MFM drive. Using ADHI Ver. 5.04 formatter, we
>: cannot seem to format the drive correctly. We are looking for
>: information on any formatter which may help us or any information
>: from anyone who may have successfully tried this.
>
>Get yourself an older version of HDX. HDX 5.xx do no longer support
>the old drives.
>
Not true. AHDI 6.061 supports the old drives like it was written
only for them. AHDI 6.06, took forever to figure out that it was an
old drive, and AHDI 6.061, as far as I can tell has only two extra
features - 1) it'll keep from corrupting the drive on a Falcon if the
partition is filled up at some point or other, and 2) speed up the
identification sequence for older hard drives. I know this, since I
use it on both my Falcon and the Mega ST I use at work for, well,
work. I also formatted the drives for both machines.

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?
-- --

5027. Re: Atari--->Mac or DOS

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 16:23:03 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503241516.AA02949@ilmen.lanl.gov>
Source record: 168788

In a previous article, awright@stamford.win-uk.net (Andrew Wright) wrote:

> AFAIC cross-platform compatibility is a sick joke.

While cross-platform compatibility between the Atari and anything else is often quite difficult if not impossible, great strides are being made elsewhere in the computing world.

I hate to sing praises to Microsoft, but I'l grudgingly give them credit when credit is due... Previous versions of Microsoft Word and Excel for both the Mac and Windows versions had the ability to save a file in the native format for the -other- machine. Nice. The latest versions of Word and Excel now offer 100% Mac/Win compatibility. There is no conversion process involved. A saved file from either machine can be read and then immediately used on the other.

I still hate these new apps because of their lethargy and bloatedness, but all in all, it's a step in the right direction, IMHO.

-Hutch- @ Fair Dinkum Tech

5028. Re: Freeze Dried Terminal Registrations.

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 17:11:19 UTC
From: Craig@thebrink.demon.co.uk
Message-ID: <501124352wnr@thebrink.demon.co.uk>
Source record: 168768

In article: <Ba5Y3oK.popemerlin@delphi.com> popemerlin@delphi.com writes:

> I am looking to register my copy of FZT and that of one of my customers.
> I would grateful if the author could email me, Our customers are looking
> to register this excellent program but can't.

Aaron is no longer supporting Fizzy so don't bother with the
registration. It's usable without registering anyway.
--
Craig Oldfield | Dachshunds With Erections Can't Climb Stairs
craig@thebrink.demon.co.uk | (Les Barker)

5029. Re: J-Office Fax...

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 18:26:30 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Mar24.182630.17536@bradford.ac.uk>
Source record: 168769

On 20 Mar 95 01:28:56 , Frank Charlton wrote:
: In a message of 14 Mar 95 S.P.Taylor@bradford.ac.uk wrote to All :

: SPT> My modem (US Robotics 14,400 Sportster) CLEARLY states on the box
: SPT> that it supports FAX class 3. Use of Fax sotware has convinced me
: SPT> that it does NOT support class 2. AFAIK, this is peculiar to my
: SPT> modem.

: It supports *group 3* FAX, not Class 3. The USR Sportster 28800 is FAX classes
: 1 and 2.0 (not 2, there is a difference), so I would imagine the 14400 model is
: similar.

Yes, you are right. I have already admitted this mistake here - I was
getting my classes and groups mixed up. Anyway, USR have just confirmed to
me that my modem only supports classes 1 and 2.0 as you say.

Steve Taylor.

5030. Re: Teradesk w/ TOS 1.00...

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 18:36:06 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Mar24.183606.17873@bradford.ac.uk>
Source record: 168770

I strongly suggest that you get a new O/S. And preferably MagiC. But if not, TOS 2.06 or 1.4 would be a good start.

The beauty with MagiC is that you get a complete new O/S without any of the old bugs, as well as faster screen/printer/etc. code. And on top of all this you can multitask.

Steve Taylor.

5031. Re: CD ROMs to give you fits

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 19:11:55 UTC
From: trek@ihgp6z.ih.att.com
Message-ID: <D5yLBv.3s0@ssbunews.ih.att.com>
Source record: 168798

I posted the original article about watching out for cdrom called Wallpaper because, although it sounded good on the jacket, there were duplicate file names found when opening the folders. Of course then the files could not be viewed.

I received a note from Roger Burrows saying that earlier versions of Extendos and Extendos Pro exhibited this behavior as an extension of the ISO 9660 specs that weren't being allowed for. The problem is fixed in ExtenDOS v1.22 (out now) and ExtenDOS Pro v2.1 (out Real Soon Now).

(BOBr was right - IBM too would have had fits with identically named files.)

Roger, Thanks for clearing up the mystery. I really like what I have been able to do on my Atari with CD-ROMs and your software has been a great contributor to that pleasure. Wayne

5032. Re: NEW ATARI MAG

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 19:41:54 UTC
From: jambo@spuddy.mew.co.uk
Message-ID: <2f75a25a259b0c0@spuddy.mew.co.uk>
Source record: 168776

In article <3kjh89$gq1@epsilon.qmw.ac.uk>,
D.Bhabuta <efac001@alpha.qmw.ac.uk> wrote:
>I don't know yet if there will be any free commercial programs on the
>disk though....
>
>The disks will be competetively priced (don't know if I am yet allowed
>to say, so I won't), and should be comparable with a PD disk. The more
>disks you but..if there are more that month, then the cheaper it gets.

Will the disks be redistributable (the ones without free commercial
programs, that is) or subject to a compilation copyright? If they have
enough credibility, perhaps they could become the Atari equivalent of
the Fred Fish disks.

I have both an STE and a Jaguar, so I'm looking forward to this mag.
I hope it lives up to all the hype!

--
* Ian James Abbott <jambo@spuddy.mew.co.uk>. It has an amusing anagram. *
* Meeeow ! Call Spuddy on (01268) 515441 for FREE mail & Usenet access. *

5033. can't find latest "7up"-help needed

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 20:15:50 UTC
From: hallvart@oslonett.no
Message-ID: <3kv99m$isd@hasle.oslonett.no>
Source record: 168780

I'm looking for the latest version of the text editor "7up" which I believe is up to version 2.3 now and with English resource files as well as German.

I have problems finding it on the net, so could someone please tell me where I can find it?

Hallvard

5034. MagicMac Questions

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 20:45:52 UTC
From: renfro@bnr.ca
Message-ID: <3kvb20$m4a@crchh610.bnr.ca>
Source record: 168779

Greetings,

I have been experimenting with MagicMac on a MacIIci and the little I have done is pretty nice (considering the machine I am using). Though I can't read German, it wasn't dificult to set it up. However, I don't have a clue what to do with Ease once I have it running. I can launch other applications to test them out, but I don't know how to configure the Ease desktop.

As a result I tried to get it to work with NeoDesk4 and did have some limited success. Problems included two copies of NeoDesk running when I configured the MAGX.INF file to run NeoDesk as the shell. Also when trying to launch an application I would get some kind of error, but the app would run anyway. So far, I have only tried to run a few apps and I am testing with the demo of MagicMac, of course.

So my questions are: Is there going to be an English version of MagicMac? How soon or long till an English version will be available from someone like Toad? Are the Neodesk problmes due to MagicMac or Neodesk and are there any plans to fix them? Am I doing something wrong resulting in the problems with NeoDesk? Okay, that's it for now.

Any answers or suggestions are welcome.

Thanks,
Randy

5035. Re: AV Protocol Docs in E

Newsgroup: comp.sys.atari.st
Date: 1995-03-24 22:51:42 UTC
From: artoj@mits.mdata.fi
Message-ID: <3kvidu$imu@prime.mdata.fi>
Source record: 168794

```
d> to all people in the world. For me it is unacceptable that I do have to writ
d> articles in English language. I have to look up words in the dictionary, I a
d> not sure about style questions and so on. An English writer does not have al
d> these problems. Why should he have this advantage? Is English more expressiv

Why is it always Germans or Frenchmen who are complaining about this? :-)
Just wondering... Is it because Germans and Frenchmen have quite a
strong culture, and that would be reason why they haven't 'adapted'
to english?
I'm Finnish and have no objections to English being somesort of
general language. I hear english everyday from TV, music etc.
I think in German they overdubb US and UK Tv-series and
films to their own language. Do they do that way also in France?
In Finland all films and TV-series are shown with their original
language, and Finnish translation can be read from the bottom.
Could this explain anything?

You feel it isn't right that an English writer does not have same
problems writing english as you have. Don't be so selfish. It is
only good that not all have problems writing the 'common language'.
I think the situation would be even worse if no one could write
the common language well...
English is quite widely accepted as a common language and
I have always felt a bit anger when I see these programs that
are in german. Almost everyone knows english, but most of
us non-germans do not know german. I know a bit german, but
computer vocabularity isn't familiar to me. Usually I just
trash the program if I it hasn't got english documents.
It just takes too much time to try to figure out what is
said in the document if it is in german.

---
* Kivi 1.30 *
```

5036. Re: Where can I find a GIF to 1040 STE conversion

Newsgroup: comp.sys.atari.st
Date: 1995-03-25 01:18:30 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <3kvr16$ooj@nyheter.chalmers.se>
Source record: 168781

In article <FCTKAFUQUp@elrond.Simplex.NL>,
Henk van der Griendt <henk@elrond.Simplex.NL> wrote:
...

That would be MGIF, originally written by Bill Rosenkranz, but developed
further by me over the last couple of years.
Version 4.4 will be out RSN(TM) featuring among lots of other things:
- a GEM GUI
- mapped and 24 bit colour in any native ST/TT/Falcon graphics mode
--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

5037. 1040STf/Mono/MidiSequencer ForSale

Newsgroup: comp.sys.atari.st
Date: 1995-03-25 02:07:57 UTC
From: selick@acs2.bu.edu
Message-ID: <3kvttt$bh9@news.bu.edu>
Source record: 168789

I've got a 1040STf with a mono monitor for sale. I'll include Dr. T's v1.7
midi sequencer with it. $200 includes shipping in the continental US.

-Steve
selick@acs.bu.edu
617-782-2219

5038. Spectre 128/roms $100

Newsgroup: comp.sys.atari.st
Date: 1995-03-25 02:25:28 UTC
From: selick@acs2.bu.edu
Message-ID: <3kvuuo$bse@news.bu.edu>
Source record: 168791

I have a Spectre 128 cartridge with mac roms, and Spectre 3.0 for $100.

e-mail <selick@acs.bu.edu> or call Steve or Teri Selick at 617-782-2219

5039. Re: Speed of Light: Is Stu out there?

Newsgroup: comp.sys.atari.st
Date: 1995-03-25 02:33:01 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <D5z5rq.4Go@beaver.cs.washington.edu>
Source record: 168799

In article <Ro443QG.jmillar@delphi.com> you wrote:
: Is Stuart Denman (sp?) still actively developing Speed of Light? I have
: the 3.5 registered version, but was wondering if he was still working
: on any improvements.

Funny you should ask that because I just now read c.s.a.st for the first time
in many months, and I saw your note. This is my Spring Break, so I
decided to try and finish up SOL 3.7. I have done so, and I'm working on the
documentation now. You can expect it to be released this weekend!

I'll post a list of the changes this weekend when I announce the release.

:
: Also, he makes mention of a desktop picture program he is developing
: in his documentation. I would really like to register this program
: for my Falcon if it works well (and he's developed it). Anyone
: else interested in such a program?

Well, I don't know if this program will be quite the fancy product I
intended to it be, so I think I'll release it with only partial use.
I'm not sure when I'll release it, though.

-Stuart Denman

5040. How much RAM can I have?

Newsgroup: comp.sys.atari.st
Date: 1995-03-25 03:54:46 UTC
From: abstract@wam.umd.edu
Message-ID: <3l0467$gte@cville-srv.wam.umd.edu>
Source record: 168784

I have a 1040STfm upgraded to 2 Megs that I just upgraded to 4
Megs. Can I upgrade any more? (Not sure if I'll need to, but thought
I'd ask) Thanks!
--Lunatic

5041. WANTED: Turbo ST Screen Accelerator

Newsgroup: comp.sys.atari.st
Date: 1995-03-25 04:13:28 UTC
From: jws4p@fermi.clas.Virginia.EDU
Message-ID: <D5zAEG.LtF@murdoch.acc.Virginia.EDU>
Source record: 168701

I recently downloaded a demo of "Turbo ST", a software screen
accellerator which speeds up BIOS text and GEM windows dramtically.
Anyway I was hoping somebody might have the complete (not crippled)
version for sale. Thanks in advance,
John

--
John Stanmeyer/jws4p@virginia.edu/504 Rugby Rd Ch'ville VA 22903/804-979-5457

5042. atari MEGA 4/STE for sale

Newsgroup: comp.sys.atari.st
Date: 1995-03-25 04:13:50 UTC
From: pnolan@strav.synapse.net
Message-ID: <3l059u$d0k@sentinel.synapse.net>
Source record: 168785

Hey everyone!

I have an Atari Mega 4/STE for sale: it includes
a mono monitor
a stereo colour monitor
85 meg hard drive
external 3.5"
2400 modem
canon sheetfeed scanner (greyscale)
Atari SLM804 lazer printer with A FRESH PACK OF TONER!

software: Notator 3.1 andAtari works
all for $1400 Canadian: I'm in Ottawa, Ontario!

e-mail at pnolan@strav.synapse.net if interested

thanks

Phil

5043. Re: X10 controllers & Atari

Newsgroup: comp.sys.atari.st
Date: 1995-03-25 04:49:03 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3l07bv$5vp@cxc1.cl.msu.edu>
Source record: 168786

Andrew.Nemchick@rebel.genesplicer.org (Andrew Nemchick) writes:

>I don't know much about X10 controlers, but your post reminded me of a
>program that once came with START magazine. My old issues are in
>storage, but I just looked through the disks and found this: X10CTRL.ARC
>on the February 1990 disk (vol.4 num.7). If I remember things correctly,
>this was some kind of do it yourself project that allowed the computer to
>control lights and/or appliances in the home. Hope this helps.

Yes, I have that and something else that was called "DARKROOM" but
frankly I was hoping for something a little more sophisticated than
these....

I've been using a Mac program with my Spectre GCR (bought my base unit
used from a Mac user and cobbled together a cable for use with the ST)
but since the GCR doesn't work with my Falcon, I'm in a bit of a dillema.
Any suggestions?
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

5044. Re: Falcon030: 80 columns at bootup?

Newsgroup: comp.sys.atari.st
Date: 1995-03-25 07:17:02 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3l0g1e$r05@nyheter.chalmers.se>
Source record: 168790

In article <95080.160335STIRRE31@MAINE.MAINE.EDU>,
<STIRRE31@MAINE.MAINE.EDU> wrote:
>I recently downloaded a simple boot-up program. Unfortunately, in 40
>columns, it is not readable. Is there a program that I can run before
>this program that will set the resolution to 80 columns? Thanks for
>any help!

You can get 80 cols if you change your Falcon's nvram config. I think
there is a cpx to do this on one of the diskettes you got when you bought
your falcon. Otherwise there are a few available on ftp (I don't remember
their names right now...). Once you have changed the nvram config you won't
need anything to make it boot at 80 cols...

Regards, Christer.

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

5045. *** Falcon BBS List ***

Newsgroup: comp.sys.atari.st
Date: 1995-03-25 08:13:55 UTC
From: fg024@cleveland.Freenet.Edu
Message-ID: <3l0jc3$9lu@usenet.INS.CWRU.Edu>
Source record: 168792
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari,de.comp.st,comp.sys.atari.st.tech

```
BBS that have a Falcon 030 section
==========================
Version : 0.03
Here is a List of BBSs that have a Falcon Section, If you Have more please E-mail me info
of:
+Name
+Country
+Phone numbers
+Speed (Min /Max)
+Ratios
+Parity ( n of bits ; Even/Odd/None ; bit of stop )
+Used Spaced for Falcon
```

Now my gathering (by the way I would like to thank﷽s the people who have contributed to this list).

```
Canada (+ 1)
-----------
Grand Central Galaxy
403 986 9843 14.4 kbps 5/1 8-N -1

Denmark (+ 45)
-------------
DK-Soft
43 71 70 75 19.2 kbps ??? ???

France (+33)
----------
Brasil
1 44 67 08 44 2.4-28.8 Kbps ??? 8-N-1

TheBbs
1 42 51 11 35 2.4-28.8 Kbps ??? 8-N-1

World is Crazy
21 57 14 70 9.6-19.2 Kbps 4/1 ???

Germany (+49)
------------
GoreZone
4841 6069 2.4-19.2 Kbps no ratios 8-N-1

Wild Box
2381 161398 9.6-19.2 Kpbs no ratios 8-N-1

Norway (+47)
----------
```

The STand
56 30 58 57 14.4 kbps no ratios 8-N-1

XBASE
73 52 30 18 28.8 kbps ??? ???

Sweden (+46)

Crime City
8 760 40 67 28.8 kbps no ratios ???

Jabberwocky
31 7956724 14.4 Kbps no ratios 8-N-1

Master
31 364423 14.4 kbps no ratios 8-N-1

MidiNet
40 160655 28.8 Kbps Membership 8-N-1
(Free for Foreigners)
STraight
31 363973 28.8 Kbps no ratios 8-N-1

DataLine
87 782886 300-14.4 kbps 10:1 or free 8-N-1

U K (+44)

???
0272 881095 14.4Kbps Yes (?) 8-N-1

Chameleon
1454 881095 28.8 no ratios 8-N-1

The Falcon's Realm
1254 386151 14.4 Kbps no ratios 8-N-1

U S A (+ 1)

Neostag
216 792 2580 14.4 kbps no ratios 8-O-1

Cumberland county
609 451 7475 14.4 kbps ??? 8-?-?

Molin's Den of inquity
313 451 0524 300-14.4 Kbps no ratios 8-N-1

The Rebel
702 435 0786 2400-14.4Kbps no ratios 8-N-0

PLEASE NOTE:
This list is copyright 1995 by Hirlimann Ludovic. It should be widely distributed as long has NO MONEY IS MADE OUT OF IT. So please distribute it. Upload it to your favorite bbs. If

youhave any information dealing with Falcon bbss please mail them to me, those info will be added to the List.

--
E-Mail : Fg024@Cleveland.freenet.edu
Falcon 030 VGA + FPU 4/200

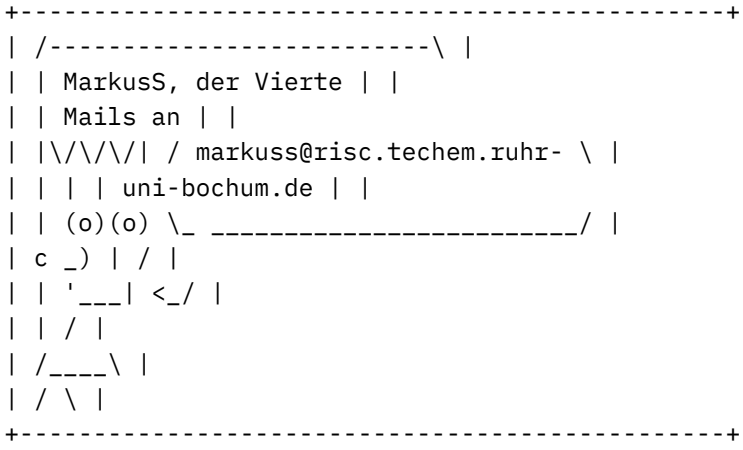
5046. Re: How much RAM can I have?

Newsgroup: comp.sys.atari.st
Date: 1995-03-25 08:52:26 UTC
From: markuss@risc.techem.ruhr-uni-bochum.de
Message-ID: <3l0lka$snt@rubb.rz.ruhr-uni-bochum.de>
Source record: 168793

One of the gang (abstract@wam.umd.edu) wrote:

: I have a 1040STfm upgraded to 2 Megs that I just upgraded to 4
: Megs. Can I upgrade any more? (Not sure if I'll need to, but thought
: I'd ask) Thanks!
: --Lunatic

Yes. You can do so. In Germany exists an board called Multiboard. There you
can add up to 12 MB with SIMMS. Also on this board there is place for Tos2.06.
An AT-Bus adapter and a VGA-graphics-card adapter for a ET4000 are built in.
The board itself costs around 290 DM. Hope this will help you.

MarkusS
--


5047. Re: Where can I find a GIF to 1040 STE conversion

Newsgroup: comp.sys.atari.st
Date: 1995-03-25 11:46:04 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <3l0vps$skm@nyheter.chalmers.se>
Source record: 168715

Replying to my own article here, but it looks like most of what I wrote
before disappeared somehow. I hope it all gets through this time.

In article <FCTKAFUQUp@elrond.Simplex.NL>,
Henk van der Griendt <henk@elrond.Simplex.NL> wrote:
...
> I have also a program that gives a kind-of grey-scale on the B/W monitors
> by flickering. Sometimes very nice. If you are interested, I will try to
> fill in the details.

That would be MGIF, originally written by Bill Rosenkranz, but developed
further by me over the last couple of years.
Version 4.4 will be out RSN(TM) featuring among lots of other things:
- a GEM GUI
- mapped and 24 bit colour in any native ST/TT/Falcon graphics mode
(BigScreen, BlowUP030, OverScan etc are supported but no cards yet)
- GIF/JPEG/Targa/PPM/(X)IMG load
- GIF/Targa/PPM save

GIF load/decode should be the fastest available and the drawing speed
(especially in 256 colours) has to be seen... ;-)
Monochrome flicker drawing is much faster than for earlier versions.

MGIF 4.4 will not give very nice results in colour on an ST(E), since it
does not use any kind of palette switching or flickering in anything but
monochrome. In higher resolution 16 colour modes, 256 colours or Falcon TC
most pictures look very pretty, though.

MGIF is FreeWare and full sources are available on request for use in
other FreeWare packages (at least the sources will be available once I
finally get it released). The latest beta versions can always be found at
my ftp site, rand.thn.htu.se, though I haven't had time to put anything
new there since the middle of February.

All comments etc on the beta release are very welcome. I'd especially like
to hear from people running MGIF on TTs, since I'm not 100% sure that
the drawing routines work as they should in all TT specific modes.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

5048. Re: Opinions Wanted on Dot Pitch

Newsgroup: comp.sys.atari.st
Date: 1995-03-25 11:57:18 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3l10eu$q5u@golem.wcc.govt.nz>
Source record: 168795

In article <3kuorm$673@batph8.bnr.ca>, troyc@bnr.ca (Troy Carpenter) writes:
>Hi. I have a question about dot pitch.
>
>I know that the smaller the dot pitch, the better. I don't have a question
>about that. What I do want to know is this:
>
>On a 14" monitor, is a dot pitch of .31 OK? On a larger monitor this would
>be fine, but how is that for a 14"?

0,31mm dot pitch would be at the lower end of the high res monitors,
the norm now is more like 0.28mm, 0.31 would be just OK for 640*400..

One thing that people don't tell you about dot pitch is the smaller it gets
the brightness drops off, except for the real Trinitron Sony tubes, they don't
drop of so much....

>
>Those of you that have seen the difference side by side, obviously the .28
>would look better, but is the .31 still acceptable?
>
>I am asking this becuase I can get a NEC Multisync II monitor, which NEC
>tells me is .31 dot pitch, for $85. Don't want to settle for that if .31
>will be so bad I will want a new one in a few months...but don't want to pass
>it up if .31 is acceptable.
>
>Thanks
>
>Bell-Northern Research Troy Carpenter Atlanta, Georgia
>troyc@bnr.ca I speak for myself, not BNR
> "You're so open minded that your brain leaked out" - Steve Taylor
>*>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<*
>
****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5049. Re: Superboot Author G.W.Moore

Newsgroup: comp.sys.atari.st
Date: 1995-03-25 12:20:42 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCZNBDAKUP@galaxy.teuto.de>
Source record: 168716

In <3ksue1$8pk@golem.wcc.govt.nz> Roger Sheppard.. wrote:

>In article <D5qCyE.D7K@eskimo.com>, zap@eskimo.com (Randell Spreadborogh) writes:
>> Does anyone know if Superboot is still being supported? I would like
>>to get the latest version and find the author so I can register it. Any info

AFAIK, Gordon doesn't support SB any more. Version 8.1 seems to be the latest,
and last one as well.

>I do sugest that if you want a Real boot manager go and Buy X-Boot, I think

IYO, of course. Our mileage may differ ...

Hmm, you're saying SB isn't real? I has been working fine on my various
machines for years. And it'll do in the future as well.

>Far Far better than any PD stuff that I have seen, and has a nice Gem

[FX: cough]

At the fime _any_ bootselector runs, *GEM* isn't active at all. XBoot uses a
"roll your own" kind of GUI ...

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/personen/hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

5050. Re: Superboot Author G.W.Moore

Newsgroup: comp.sys.atari.st
Date: 1995-03-25 13:20:58 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3l15bq$rn2$1@perth.DIALix.oz.au>
Source record: 168796

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
: In article <D5qCyE.D7K@eskimo.com>, zap@eskimo.com (Randell Spreadborogh)
: writes:
: > Does anyone know if Superboot is still being supported? I would like
: >to get the latest version and find the author so I can register it. Any
: >would be appreciated. I can't seem to get his e-mail address to work. A
: >current e-mail address would be great. Thanks in advance!

: I do sugest that if you want a Real boot manager go and Buy X-Boot, I think
: this is the best there is....

: Far Far better than any PD stuff that I have seen, and has a nice Gem
: interface...

ROGER strikes again.... from what I have read on the net, I would not think
of even looking at something Roger had reconmended....

Roger, he who knows all.......

Just for the record Roger, not everybody thinks like you (thank goodness)

Regards
--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

5051. Re: Falcon w/IDE & SCSI -

Newsgroup: comp.sys.atari.st
Date: 1995-03-25 14:39:52 UTC
From: Harry.Hill@rebel.genesplicer.org
Message-ID: <997_9503251945@genesplicer.org>
Source record: 168714

My experience with ICD PRO utility.
I am with an MEGA STE-4 w/Atari Host and a Quantum Lightning
540 S.
I had to use the ICD PRO to format. One problem. I used the ICD Boot
from the Desktop..but..there are various versions of the Boot.
I found out that Version ICD Boot (628-40,566 bytes) worked and let
me into the HD Util where I could format and do all the rest.
After getting formatted I could then install the Atari Install or
the ICD boot. Preferred the Atari because it was faster..I am aware
of the ICD program to shorten this wait. But, if the HD refuses entry
then the Atari HDX makes it easier to gain entry.
Now...how do I get past the apparent 343 folder limit from the Desktop
or the 400 folder limit from UIS 3.2? I did use FOLDERXXX but didn't
seem to make any difference (TOS 2.06).

5052. FOR SALE: Atari 1040 ST + a whole lot more!

Newsgroup: comp.sys.atari.st
Date: 1995-03-25 14:56:08 UTC
From: tmw@phoenix.sas.muohio.edu
Message-ID: <1995Mar25.095608.42248@miavx1>
Source record: 168704

```
FOR SALE:
Atari 1040 ST
Upgraded to 2.5 Megs of Ram
Built-in Double Sided Floppy Drive
Atari Color Monitor (SC1224)
Atari Monochrome Monitor (SM124)
Atari Megafile 30 Hard Drive
Spectre GCR (Mac+ Emulator that reads and writes Mac format disks) with ROMs
Cordless Mouse
Forget Me Clock
2 WICO Joysticks
WICO Trackball
Timeworks DTP
Hard Disk Trubo Kit (Optimizer and Backup)
Replay 4 (Sound Digitizer)
Monitor Switch (Switches between Mono and Color and has Composite Video
and Sound out)
Word Up (Word Processor)
Gram Slam (Grammar Checker)
Lots of STart Disks (No Magazines)
--
+-=-=-=-=-=-=-=-=-=-=-+-=-=-=-=-=-=-=-=-=-=-=-=-=-+=-=-=-=-=-=-=-=-=-=-+
|"She's amazing! She | |"I wish I had a |
|makes the women I dream|tmw@phoenix.sas.muohio.edu|kryptonite cross, |
|about look like short, | |because then you |
|fat, bald men!" | TWhitehead@aol.com |could keep both |
| --Chandler from | |Dracula and Superman |
| "Friends"| |away" --Deep Thoughts|
+-=-=-=-=-=-=-=-=-=-=-+-=-=-=-=-=-=-=-=-=-=-=-=-=-+=-=-=-=-=-=-=-=-=-=-+
```

5053. help: Atari 520 ST Virus

Newsgroup: comp.sys.atari.st
Date: 1995-03-25 15:16:58 UTC
From: yschin@cc.umanitoba.ca
Message-ID: <3l1c5a$dk4_001@cc.umanitoba.ca>
Source record: 168720
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

I have an atari 520 ST which has a virus. This virus damages the disk when you write to it (makes it unreadable). Does anybody know where I can get a virus checker/remover?

Thanks,

Sammy Chin
yschin@cc.umanitoba.ca
(if you are wondering where I am writing from)
Winnipeg, Manitoba, Canada

5054. Re: comms prg for internet use?

Newsgroup: comp.sys.atari.st
Date: 1995-03-25 15:32:06 UTC
From: teppo@bbs.dream.fi
Message-ID: <3l1d1m$7ca@idefix.eunet.fi>
Source record: 168797

Peter Feszczur (fezzy@perth.DIALix.oz.au) wrote:
: What you have'nt tried STarCall ??? I'm sure you can also use the
: ISO-Latin-1 font (and many others as well).

I haven't tried it because people didn't suggest it to me when I asked about programs that support ISO-LATIN-1. Well now I have and I can tell that it seems like a decent package, but I can't use it because it's in german. Also I managed to get two bombs out of it. Scandinavian characters seem to work, but without connecting somewhere I don't know if they are ISO-LATIN-1 or what.

****
********** Teppo Pihlajam[illegible]ki **********
****

5055. Re: comms prg for internet use?

Newsgroup: comp.sys.atari.st
Date: 1995-03-25 15:54:38 UTC
From: teppo@bbs.dream.fi
Message-ID: <3l1ebu$7o6@idefix.eunet.fi>
Source record: 168717

```
Thorsten Guenther (guenther@cabal.shnet.org) wrote:
: No problem so far, but: your article header does _not_ include a charset
: definition, as mine does. IMHO this is necessary for correct decoding, as
: there are other code pages than 8859-1.

I don't know if it's legal or possible or what, but now I've copied two
lines from your header. Do you think things works better now?

Some scandinavian characters for testing=(ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½)

******************************************************************************
**************************** Teppo Pihlajamï¿½ki ****************************
******************************************************************************
```

5056. Questions

Newsgroup: comp.sys.atari.st
Date: 1995-03-25 16:07:41 UTC
From: phase@utic
Message-ID: <3l1f4d$6mn@ns1.unicomp.net>
Source record: 168800

I am considering developing software and hardware for the Atari Falcon030, etc line but would like to know if anyone can answer a few questions:

Who know owns the rights to the line, and how can I contact them?

Where can a get a list and specs on each Atari model? (not the older models)

I would appreciate any suggestions on books for technical and programming info on the Atari..

Jason

5057. Re: FAx software for USR s

Newsgroup: comp.sys.atari.st
Date: 1995-03-25 16:16:13 UTC
From: dcohen@cix.compulink.co.uk
Message-ID: <D607v1.1q5@cix.compulink.co.uk>
Source record: 168722

In message <baf_9503210639@centron.com>,
Frank.Charlton@256-510-2.centron.com said:

> John! You are a it behind the times, STFAX is now up to version 2.20

But it *still* does not support the Sportster (according to Systems
Solutions).

Daniel Cohen
e-mail: D.E.Cohen@qmw.ac.uk or dcohen@cix.compulink.co.uk

5058. Re: Any News from CEBIT show in Germany??

Newsgroup: comp.sys.atari.st
Date: 1995-03-25 16:16:15 UTC
From: dcohen@cix.compulink.co.uk
Message-ID: <D607v3.1qq@cix.compulink.co.uk>
Source record: 168721

In message <3kpfob$cb3@news.iesd.auc.dk>, chainxor@kom.auc.dk said:
> In article <3kbkkn$lqq@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk
> (Chris Ridd) writes:

> > All I know is that 2B released a new version of NVDI - 3.03, and
> > released MagiC!3 for ST/TT machines.
>
> Huh ??? What about the Falcon-compatible version ???

Another couple of months yet, according to Systems Solutions.

Daniel Cohen
e-mail: D.E.Cohen@qmw.ac.uk or dcohen@cix.compulink.co.uk

5059. Re: Fast Technology

Newsgroup: comp.sys.atari.st
Date: 1995-03-25 16:32:52 UTC
From: jondinga@io.org
Message-ID: <3l1gjk$gnl@ionews.io.org>
Source record: 168723

On 03-21-95 Butler@netvision.net.il wrote to ALL...
B> Does anyone out there know what happened to Fast Technology (Jim Allen)
B> and the Tiny Turbo accelerator for the ST and Mega STE. I sent a
B> deposit but never received the goods. Am I the only one?. Where is he
B> now?.

Last I heard he was committed to deliverying at ACE 95 in about a week
from now in Toronto, Ontario. I have been waiting too! :(

Jon

* (QW|{ 2.6 *

5060. Help Please

Newsgroup: comp.sys.atari.st
Date: 1995-03-25 16:47:25 UTC
From: phase@utic
Message-ID: <3l1het$7b0@ns1.unicomp.net>
Source record: 168725

I am considering designing some hardware/software for the Atari Falcon line but was wondering if anyone could answer these questions first:

Who now owns the rights to the Falcon, etc line and how can I contact them?

Where can I get a complete list and specs on the Falcon line?

What books should I get for technical and programming information on the Atari Falcon line?

Thanks in advance,

Jason

5061. Re: crippleware - how crippled?

Newsgroup: comp.sys.atari.st
Date: 1995-03-25 17:06:38 UTC
From: kim@dksoft.ping.dk
Message-ID: <FCZRABURUP@dksoft.ping.dk>
Source record: 168712

In <9503221128.AA03938@duna40.danubius> Attila Mezei wrote:

>Hahaha :).
>You know as well as I do that those programs which disables themselves
>after a period are 5 minutes to crack and you are going to use it
>without paying the fee (why anyone bother paying for it if he has the
>full version?) Of course this is not peculiar for everybody.

If it's a matter of what is easy to crack and what isn't, i'll say no
matter what you do it's easy to crack.
Best methode is to leave out something in the source.

>
>As a programmer myself, I have bad experiences with shareware.
>I am sure that I will spread only the demo version of the upcoming
>object-oriented desktop I am developing.

Which is good enough for all of us.

>
>I think the best way to spread any demo is to leave out
>certain parts of code when compiling, in this way
>it cannot be reverse engineered to revitalize the disabled parts.
>This is the only possibility for programmers to avoid
>reverse engineering.

Yep.

>You can decide whether you pay shareware fee ONLY if we
>(programmers) send you a full version without restrictions, Mr User, Sir?
>Then you must be a politician.
>

Hmm!.. Whats this suppose to mean ?

>Joseph, why are you using so strong words? If you paid the
>shareware fees then the story is not about you.
>Have you got any experience about the topic as a programmer?
>
>Unfortunately I joined too late in this thread.
>I'm looking for a way to distribute software which is
>good for the users AND for the programmers.
>If you have a thought, please share it with us.
>

Distribute it as shareware, crippleware, demo whatever you like. The only
thing i'm asking is if you distribute it as crippleware, then say so.

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

5062. Re: Falcon w/IDE & SCSI -ICD

Newsgroup: comp.sys.atari.st
Date: 1995-03-25 17:07:11 UTC
From: contacts@mits.mdata.fi
Message-ID: <3l1ijv$l2k@prime.mdata.fi>
Source record: 168724

Richard John Kelsch (richcsst@crash.cts.com) wrote:
: Pekka Saarinen (contacts@mits.mdata.fi) wrote:
: : What's the Adaptec 4070? Connecting SCSI drives to a Falcon does not
: : need anything but the SCSI-2 cable and a power supply (& case).

: : Best Regards,

: : ----Pekka Saarinen

: Pekka, the Adaptec is a RLL hard disk controller. It connects to a SCSI
: bus. I now have the latest version of ICD Pro Utilities from Toad
: Computers and everything works quite well now. All it needed was a
: proper driver. The ICD has proper code to access extra LUN's within
: controllers and AHDI does not. Besides, it's FAST!

Oh, that's it. :-)

Do you know anything about installing both IDE and SCSI with ICD pro
6.5.5 ? I have the software, and while trying to install the ICD driver
(to 170Mb Quantum IDE and 500 Mb Quantum SCSI), the ICD did not recognice
IDE properly all times, and it messed up the directory displays of IDE
drives. In the ICD Pro 6.5.5. there's not a word of IDE, but some people
here have said that it should be Falcon compatible.
I tried zeroing the C: before installing the new bootdriver.

Is there something I've missed? If you know a newer version that works,
please let me know! I'd like to make it work, as AHDI is really from
stone ages compared to ICD.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16MbRAM/FPU/MAG17"MultisyncMonitor/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

5063. WANTED: Atari 1040 ST or

Newsgroup: comp.sys.atari.st
Date: 1995-03-25 17:18:38 UTC
From: Anthony.Poli@adlib.centron.com
Message-ID: <519_9503260236@centron.com>
Source record: 168744

```
> From: fday@mail.utexas.edu (Felicia Day)
> Date: 23 Mar 1995 05:32:18 GMT
>
> Hi.. I am in need of either an Atari 1040 ST, or a Falcon 030 for use with
> MIDI. If anyone has any for sale, or can direct me to someone that sells
> them, I'd be grateful.. Thank you.
>
>
> Reply to Email is prefered, but beggars can't be choosers, so Newsgroup
> is also fine..
>
>
> Thanks again.
>
> Felicia
>
>
>
>
> ---
> * Origin: CC-NET BBS [uucp<>fidonet gateway] [+44(0)473 273246] (2:2501/102)
>

---
* Kivi (unregistered) 1.16 *
+---------------------------------------------------------------------+
| Standard disclaimer: The views of this user are strictly their own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+---------------------------------------------------------------------+
```

5064. Re: WANTED: Turbo ST Screen Accelerator

Newsgroup: comp.sys.atari.st
Date: 1995-03-25 17:34:40 UTC
From: hlazar@netaxs.com
Message-ID: <3l1k7g$q51@netaxs.com>
Source record: 168726

John Stanmeyer (jws4p@fermi.clas.Virginia.EDU) wrote:
: I recently downloaded a demo of "Turbo ST", a software screen
: accellerator which speeds up BIOS text and GEM windows dramtically.
: Anyway I was hoping somebody might have the complete (not crippled)
: version for sale. Thanks in advance,

I haven't used Turbo St for years. I think it interfered with
something else. As far as I know it isn't supported anymore. why not just
use one of the newer, supported, accelerator.

Henry L Lazarus hlazar@netaxs.com

5065. Not a word about MacMagi

Newsgroup: comp.sys.atari.st
Date: 1995-03-25 17:51:00 UTC
From: Marcus Finlay <marcus_f@pointless.gen.nz>
Message-ID: <50326090253$6FC8@pointless.gen.nz>
Source record: 168653

> The speed of a machine isn't only determined by the processor.
> The 68030 in a TT runs at 32MHz, but the rest of the board at
> 16 MHz. And as far as I know, the board in a MAC runs at the
> same speed as the processor. So a MAC with a 25 MHz 68030 doesn't
> have to be slower than a TT.
>
> Chris

> * Origin: Universitaet Koblenz (71:1/3)

Why do people say this !!!

If you know anything about the TT, you should know that the system
board is jumper configurable for 16 or 32 Mhz. Only the early TTs had the
16Mhz board, they were the 16 Mhz processor versions.

Cheers
Marcus

---
* Kivi (unregistered) 1.16 *

5066. Re: List of WWW Browsers curr

Newsgroup: comp.sys.atari.st
Date: 1995-03-25 22:05:12 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D60o0p.Ar5@cix.compulink.co.uk>
Source record: 168702

```
In response to djs@jet.uk's message:
> Dan.Dreibelbis@balmybeach.gryn.org (Dan Dreibelbis) writes:
> > The other is being done by a fellow named Sid Celery. No details...
> >
> His name is actually Harry Sideras. His email is
> sidcelery@cix.compulink.co.uk --

Eh? What am I supposed to be doing? (Story of my life...)

B^{)

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
*%*%*%*%*%* # also: 100:1011/143.0@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
*%*%*%*%*%* # 90:102/143.0@nest.ftn #
```

5067. Re: Alligator 040? (was Re: Baracuda 040?)

Newsgroup: comp.sys.atari.st
Date: 1995-03-25 22:11:46 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FCZXAHAJUP@galaxy.teuto.de>
Source record: 168703

In <FCTBAIWOUP@cabal.shnet.org> Thorsten Guenther wrote:

>AFAIK, Wizztronics have announced the same board for the TT, with the name
>"Alligator 040". Anyone got the facts on this one?

Wasn't the reptile from a French company, rather than Wizztronics?

But what about the Barracuda? Is it finally being shipped, yet?

>Seriously, I am tempted to buy one and throw my current FastRAM board out

Better wait until the Gator _really_ shows up. I DO have my doubts, though.

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/personen/hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

5068. C-lab Number?

Newsgroup: comp.sys.atari.st
Date: 1995-03-25 23:03:57 UTC
From: phase@utic
Message-ID: <3l27gt$e0g@ns1.unicomp.net>
Source record: 168705

Does anyone know the number or e-mail address of C-lab or any other
Falcon producing company?

mail responses to phase@utic.unicomp.net please

Jason

5069. MOD player (not STe)

Newsgroup: comp.sys.atari.st
Date: 1995-03-25 23:08:00 UTC
From: Andrew.Oyama@balmybeach.gryn.org
Message-ID: <d7b_9503280056@tor250.org>
Source record: 168727

I'm looking for a simple MOD player (not STe just plain old ST) that
runs with a command line (ie .ttp) so you can access it from a program.
If anyone has one could they send it binary (uunencoded) to me, as I
have been unable to locate one locally...and I don't have access to
a FTP.
--
| Fidonet: Andrew Oyama 1:250/422
| Internet: Andrew.Oyama@balmybeach.gryn.org

5070. Re: List of VGA monitors/Which work?

Newsgroup: comp.sys.atari.st
Date: 1995-03-25 23:43:37 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3l29r9$31h@golem.wcc.govt.nz>
Source record: 168706

In article <3ks28a$sdr@batph8.bnr.ca>, troyc@bnr.ca (Troy Carpenter) writes:
>Hello. I have a list of VGA monitors I can buy, but I am not sure which
>of these will work with my TT computer. Can anyone please help me know which
>of these will work and which of the list would be the best to get.
>
>Please, if you know for sure, let me know. I need to get a monitor YESTERDAY!

I did read some think some time back from Atari that the VGA monitor
must have scan ajustments, then it sould be ok....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5071. Re: BAT (problems)

Newsgroup: comp.sys.atari.st
Date: 1995-03-25 23:48:39 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3l2a4n$31h@golem.wcc.govt.nz>
Source record: 168707

In article <D5yBJ7.C40@freenet.carleton.ca>, ai066@FreeNet.Carleton.CA (Mark Montreuil) writes:
>
>I recently bought a used copy of BAT, including the mv-16 sound card. It
>had a virus on disk one. I killed the virus with UVK, and the rpogram
>seems to run OK. I just can't seem to get the character creation part of
>the game running. I'm using a mega Ste, 4 megs ram, TOS 2.05.

That is one the problems in these so called Virus killers, they
kill working Game disks as well..

I have never ever use one, I use a sector editor and change the first
bytes of the boot sector to 00, this will deactivate the boot sector,
if this has suff things up you can replace the code that was there...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5072. Re: Teradesk w/ TOS 1.00...

Newsgroup: comp.sys.atari.st
Date: 1995-03-25 23:53:05 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3l2ad1$31h@golem.wcc.govt.nz>
Source record: 168708

In article <1995Mar24.183606.17873@bradford.ac.uk>, S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>I strongly suggest that you get a new O/S. And preferably MagiC. But if
>not, TOS 2.06 or 1.4 would be a good start.
>
>The beauty with MagiC is that you get a complete new O/S without any of
>the old bugs, as well as faster screen/printer/etc. code. And on top of
>all this you can multitask.
>
>Steve Taylor.

No Magics is very slow to load and very very fussy on the programs that it can run, Geneva is far better...

TOS 1.4 or switchable TOS 2.6 is what I would recomend...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5073. Re: Starball sound effects?

Newsgroup: comp.sys.atari.st
Date: 1995-03-25 23:55:52 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3l2ai8$31h@golem.wcc.govt.nz>
Source record: 168709

In article <3kt8qn$qfj@nntp3.u.washington.edu>, avocado@u.washington.edu (Amy Darke) writes:
>I just downloaded a copy of starball. It doesn't seem to include the
>sound effects file, though (STARBLFX.ZIP), so I assumed I'd have to
>download that separately. After a concerted search of the ftp site at
>umich, I can't seem to find it. I tried several other sites as well,
>and can't find it. On the off chance that the university of michigan
>had a defective copy, I downloaded another copy of the game from a
>different site, but that didn't include the FX file either. Could

I don't think the latest version of Starball 1.61 was placed on the net,
or the FX file....

Yes both Files are on GEnie....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5074. What Defragger ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <03261995.233901@empyr.dircon.co.uk>
Source record: 168729

Hi, can anyone recommend a good hard drive defragmenter. I have been using Atari's CHKDSK up until now, but I have a suspicion that it does not work too well with my ICD HD driver software. I have a couple of bad sectors on my drive, and whilst they are marked bad in the FAT, chkdsk seems to ignore this and keeps trying to use them, resulting in 'Data on Drive <n> is damaged' alerts.

I cannot understand German or French, so English language programs would be a definite plus. (I'm certainly not going to try _anything_ with my HD unless I am 100% sure what it means :-))

Thanks in advance.

VQWK 6.20 [Rev H - 04/04/94]

5075. Did someone want an Atari 1040ST?

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 01:32:04 UTC
From: willfull@cybernetics.net
Message-ID: <3l2g6k$fv6@news0.cybernetics.net>
Source record: 168710

Taking offers on this system ... excellent condition:

o Atari 1040ST computer (circa mid 80s)
- 1 meg Memory
- internal floppy drive
- all cables and manuals (no boxes, though)
- has a few features such as: built-in MIDI ports, good sound effects
and graphics (for an 8-bit computer), serial & parallel ports for a
modem and printer

o Atari SC-1224 Color Monitor

o Panasonic KX-P1180 printer
- standard 9 pin dot-matrix
- comes with printer stand, parallel cable, and paper

o Hundreds of disks of software
- Ranging from games, to word-processing, to desktop publishing,
graphics, and utilities. Mostly games, of course. Bunches.

o A few miscellaneous items, such as a 2400bps modem, and floppy
disk copier, which can copy any Atari ST disk out there, regardless
of copy protection. Also gray fabric dust covers for computer and
monitor. Monitor stand to adjust positioning.

Good little computer. Has lasted a long time without any problems. Still
in like-new condition (no scratches or anything like that). Great for
playing those nostalgic games like Phantasie, Ultima, and Questron.

Asking price is $300. Please e-mail me! (willfull@cybernetics.net)

Or call: (919) 992-8478 and leave a message on voice mail
(919) 833-9236 (and chance leaving a message with my room-
mates and risk a 50% chance it reaching me)

---
* FROM THE \////_ ~where there's a Will, there's a way~
KEYBOARD OF: (o O) - ack! pfft! p'tooie! "the truth is out there"
+------------oOO--(_)--OOo------+--+
_Will_Fuller_____________	_QUOTE(S) OF THE MOMENT_____________
N.C. State University & o	* ~Like Alice, I try to believe in three
Boulder, Colorado too! _,/-_	impossible things before breakfast.~
_____________________(_)>(_)	* ~Beware the fury of a patient man.~
moi: willfull@cybernetics.net	- John Dryden
+------------------------------+--+

5076. Re: *** TOWERS II FTP SITES

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 02:20:36 UTC
From: Rob <robo28@delphi.com>
Message-ID: <Zi8bPwk.robo28@delphi.com>
Source record: 168711

Anthony Jacques <jacquesa@cs.man.ac.uk> writes:

>Only problem is, when I save the game, it does not work. Every file that is

I also initially had a similar problem. First it wouldn't run at
all unless I booted with nothing (holding down <control> w/ ICD Pro)
Then I noticed that the save game option wouldn't work. I'd click on a
empty slot and the whole CPU would freeze up. What I ended up doing
was disabling all AUTO prgs and ACC, booting, then changing to 16 color
, 80 char, double line ON. Now it works great!! Wierd huh? It wouldn't
work with Warp 9 either, though the docs say it would. I don't think
the game play would be sped up by Warp 9 anyhow, plus it is FAST as it is!

GREAT GAME! HIGHLY RECOMMENDED!!! I'M BUYING MY BOOK TO GO ALL THE WAY
SOON!!!!!
,Rob
--
*** | Rob Oslund |
*** | Atari Falcon 030 |
* * * | 4MG/52m SCSI/80m IDE | I want a TOWER CASE (cheap!)
* * * | Acer Multiscan |
* * * | |

5077. Re: Falcon internal HD swap?

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 03:51:12 UTC
From: lamarth@delphi.com
Message-ID: <Zk-6fyg.lamarth@delphi.com>
Source record: 168713

Paul Hills <hillsp@genrad.co.uk> writes:

> I will report on my success (or failure) when I do it, but I've still
>got a couple of months warranty left so it's staying like it is for the
>moment!

I'd certainly be interested in hearing about this!

David (lamarth@delphi.com)

5078. Re: Logo Program Wanted

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 04:09:48 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3l2pec$506@golem.wcc.govt.nz>
Source record: 168718

In article <3jvrav$h31$1@mhadf.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> writes:
>Atari uploaded revisions of their LOGO language to GEnie, and I'd imagine
>to other online services (I'll have to check to see if we have it on
>CompuServe.. I don't remember seeing it, probably because no one has accessed
>it in years).
>
>It's also possible that the files might be found on atari ftp archives.

Logo was never ever placed on GEnie..

There are lots of Bugs in Logo, is will not run on TOS 1.4 and some time back
some one placed patches here so it could sort of work..

But from what I tried the patches did not work...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5079. Re: Where is everybody?

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 04:11:59 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3l2pif$506@golem.wcc.govt.nz>
Source record: 168719

In article <3ktpn7$qfd@cville-srv.wam.umd.edu>, abstract@wam.umd.edu (One of the gang) writes:
>
> I think that it's vacation time... I don't see too many people
>here... Anybody else?

> --Lunatic

Na they have just moved along to Real computers, ones that you can upgrade and try out software befor you buy...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5080. HSMODA06 doesn't work on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 07:22:12 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3l34n4$95j@cxc1.cl.msu.edu>
Source record: 168742

I swear I've read what seems like a hundred messages about HSMOD06, and to-date I can't say that I recall seeing EVEN ONE MESSAGE from anyone who says they've gotten this thing to work on a Falcon...

Somebody please tell me that this thing is _NOT_ a joke perpetrated on unsuspecting Atarians!

If anybody on the planet has gotten HSMODA06 to work on a Falcon, could you please post the settings that you used to configure it? This thing is about to fall off my hard drive forever....

--

=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-

|||

Keep up the fight ||| I love my country

or lose the right... / | \ but I fear my government

5081. Re: Logo Program Wanted

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 07:25:12 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3l34so$69s@golem.wcc.govt.nz>
Source record: 168734

In article <3l2pec$506@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard..) writes:
>In article <3jvrav$h31$1@mhadf.production.compuserve.com>, BobR <76702.1466@CompuServe.COM> writes:
>>Atari uploaded revisions of their LOGO language to GEnie, and I'd imagine
>>to other online services (I'll have to check to see if we have it on
>>CompuServe.. I don't remember seeing it, probably because no one has accessed
>>it in years).
>>
>>It's also possible that the files might be found on atari ftp archives.
>
>
>Logo was never ever placed on GEnie..

Well I will now have to retract this statement of mine, I did find it on GEnie, and have sent this to Danny of Hensa fame...

>
>There are lots of Bugs in Logo, is will not run on TOS 1.4 and some time back
>some one placed patches here so it could sort of work..

Yes it still has Bugs and big Problems with other TOS'es...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5082. Re: Superboot Author G.W.Moore

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 07:25:54 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3l34u2$96k@cxc1.cl.msu.edu>
Source record: 168728

fezzy@perth.DIALix.oz.au (Peter Feszczur) writes:

>: I do sugest that if you want a Real boot manager go and Buy X-Boot, I think
>: this is the best there is....
>: Far Far better than any PD stuff that I have seen, and has a nice Gem
>: interface...

>ROGER strikes again.... from what I have read on the net, I would not think
>of even looking at something Roger had reconmended....
>Roger, he who knows all.......

For what it's worth, X-Boot is an _EXCELLENT_ program. X-Boot is the
reason I _STOPPED_ using SuperBoot...
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

5083. Re: Falcon w/IDE & SCSI -ICD

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 07:29:55 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3l355j$97l@cxc1.cl.msu.edu>
Source record: 168743

contacts@mits.mdata.fi (Pekka Saarinen) writes:

>Do you know anything about installing both IDE and SCSI with ICD pro
>6.5.5 ? I have the software, and while trying to install the ICD driver
>(to 170Mb Quantum IDE and 500 Mb Quantum SCSI), the ICD did not recognice
>IDE properly all times, and it messed up the directory displays of IDE
>drives. In the ICD Pro 6.5.5. there's not a word of IDE, but some people
>here have said that it should be Falcon compatible.
>I tried zeroing the C: before installing the new bootdriver.

I've been using ICD Pro v6.5.5 ever since it came out, on Falcons both
with and without internal IDE drives, and I've found it works just fine
with external SCSI drives installed. Any problems I've ever had with
drives are things I've always attributed to the Falcon's eagerness to
misboot, or to the drive itself.
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

5084. Re: Superboot Author G.W.Moore

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 07:33:57 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3l35d5$69s@golem.wcc.govt.nz>
Source record: 168733

In article <D5xpwp.7s3@eskimo.com>, zap@eskimo.com (Randell Spreadborogh) writes:
> I haven't seen X-Boot. What I need to do is set up preconfigured
>boot setups that I can run after a warm reset by simply pressing an F key or
>other key combination. I have Geneva and NeoDesk4 and some of my programs do
>not like Geneva and some do not like Warp9. I need to disable these programs
>and preload certain auto programs and accessories depending on the
>application I want to run. I have an STE w Tos 1.06 and 4 megs. Will X-Boot
>do this for me? If so, how much will it cost? Thanks for any info. I still
>haven't heard back from Mr.Moore so I am still open to suggestions.

X-Boot will do all this and more, from memory Gribnif had this on sale for
$35us, but could be cheaper now...

For compatiblity problems get NVDI, far far better than Warp9, Warp9
is not longer supported but NVDI is...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5085. Re: Superboot Author G.W.Moore

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 10:27:02 UTC
From: zap@eskimo.com
Message-ID: <D61MD2.395@eskimo.com>
Source record: 168730

Thanks for the recommendations. The $34 price tag of X-Boot moves that feature down the priority list a bit. If someone is dumping their X-Boot I would be interested.
--
Randall Dale Spreadborough <zap@eskimo.com>
PGP v2.6.2 Public Key Available by Request

5086. Re: Epson GT-8000 scanner & Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 12:50:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199503261450.a46792@m4.maus.de>
Source record: 168731

>> ....and the latter has recently been upgraded to support the new GT-
>9000
>> scanner (600 dpi).
>
>Don't you mean 1200 dpi?
>
>The GT6000 series are 600 dpi interpolated to 1200 dpi
>The GT8000 " are 800 dpi " to 1600 dpi

Sorry, they're not. The GT6000 has a 300 dpi optical device, the 8000 has a 400 dpi one. The new GT9000 finally has 600 dpi optical resolution.

bye, Peter

5087. 1040STf + mono $125

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 13:27:24 UTC
From: selick@acs2.bu.edu
Message-ID: <3l3q3s$12c@news.bu.edu>
Source record: 168732

Ok - someone PLEASE take this 1040STf off my hands! $125 + s&h for computer +
mono monitor.
-Steve

5088. Re: X10 controllers & Ata

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 14:40:23 UTC
From: jondinga@io.org
Message-ID: <3l3ucn$d6@ionews.io.org>
Source record: 168737

On 03-23-95 molin@cxc1.cl.msu.edu wrote to ALL...
m> Anybody know if there's a GEM-based package for programming an X10 Home
m> Controller base unit? I've heard about a program that MichTron used to
m> sell (was it called "Echo"?) but have never seen it. It was supposedly
m> not very friendly to use... ?

Michael,
Memory says that there was a .prg included in an old START magdisk.
Cant tell you the name, or issue, etc.... hope this helps. I think the
author used it in a darkroom automation project.

Jon

* (QW|{ 2.6 *

5089. Towers II spoilers (was R

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 14:59:04 UTC
From: artoj@mits.mdata.fi
Message-ID: <3l3vfo$p57@prime.mdata.fi>
Source record: 168735

j> In the room with lots of chains (you know - lust / love / hate and that whic
j> creates etc.) on level 2 (?) what order do they have to be pulled in?

I tried all the possible combinations of pulling them, and got it
work with the last try. Of course "...and that which creates" I
pulled always last, because it's obvious. So either you have
to pull all the combinations to unlock the door, or it's the
last one I tried. I believe it was "lust - hate - love - creates".

j> (BTW I actually reached the end of the tryware bit without saveing - still n

Well, perhaps you can help me then. How do I get past one of them doors
after "lust - hate" thingy? I found the silver key which unlocked
the other door, but I can't get past the other one.

j> it to work...wheres the patch?)

I found it from ftp.uni-kl.de (incoming directory).

---
* Kivi 1.30 *

5090. 8-bit & ST Monitor?

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 15:04:21 UTC
From: followel@ix.netcom.com
Message-ID: <3l3vpl$rd9@ixnews3.ix.netcom.com>
Source record: 168736

Does anyone out there know if I can use my 8-bit Atari with my Atari ST's monitor? I figure, if the Jag can use it, the 8-bit should be able to as well. Does anyone have the pin outs for the 8-bit and ST monitor jacks?

thanks,
- Byron Followell
followel@ix.netcom.com

5091. Can I run Falcon without

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 15:18:31 UTC
From: m9003@abc.se
Message-ID: <3l40k7$ee1@oden.abc.se>
Source record: 168738

af366@cfn.cs.dal.ca wrote something like :

a> I have a Falcon with 14 Meg and no internal harddrive in my music stu
a> dio.would it be unwise to un hook the fan or open (cut up case) .
thanks Dick
email af366@cfn.cs.dal.ca

Hi Dick !
Troubled by the annoying fan ? It's there for cooling the original
Atari RAM memory, so if you've changed to a "SIMM wing" sollution
you can cut the wires right away, it isn't doing anything anyway.
A friend of mine cut the wires to his Atari RAM machine as well,
and it's been running like this for a year, but I wouldn't recommend
that. What I've done is I've moved the whole computer into a
"Desktopper" with free keyboard which means that the machine+RAM
gets more air, I get free keyboard + possibilities to add
drives, expansion cards, Barracuda 040 etc. I also get the FDI
and the FA8 away from me and closer to my desk, DAT and other
peripherals. But I tell you it's a *relief* not to hear that
fan whizzing away !

Cheers
Martin Rssel
IN DEEP STUDIOS
Stockholm-Sweden

---
* Kivi (unregistered) 1.30 *

5092. Complete WWW-system ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 15:18:34 UTC
From: m9003@abc.se
Message-ID: <3l40ka$ee2@oden.abc.se>
Source record: 168739

RED ALERT !!! RED ALERT !!! RED ALERT !!! :

I'm in a silly hurry writing an article on a swedish Internet-
base that has to be finished tomorrow. The only thing I can't
do and evaluate at the moment is real WWW. (I'm doing Lynx)
Is there a *complete* CHIMERA (or other kind of WWW-browser a la
Mosaic) system on any FTP site that will give me a functioning
browser on a Falcon 14 Mb ? I want a *full* package with
all the neccesary files *including* whatever Mint X etc.
files that are needed.

Cheers
Martin Rossel

---
* Kivi (unregistered) 1.30 *

5093. Re: FAx software for USR s

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 15:39:21 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Mar26.153921.26505@bradford.ac.uk>
Source record: 168741

On Sat, 25 Mar 1995 16:16:13 GMT, Daniel Cohen wrote:
: In message <baf_9503210639@centron.com>,
: Frank.Charlton@256-510-2.centron.com said:
:
: > John! You are a it behind the times, STFAX is now up to version 2.20
:
: But it *still* does not support the Sportster (according to Systems
: Solutions).

I thought STraight FAX supported classes 1 and 2... If so, it can be used
with the sportster.

Steve Taylor.

5094. Re: Where is everybody?

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 15:57:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199503261757.a10499@a2w.maus.de>
Source record: 168740

One of the gang (abstract@wam.umd.edu) wrote on 24.03.95:

>I think that it's vacation time... I don't see too many people here...
>Anybody else?
I've never seen anybody here either :)

Ian_Taylor@a2w.maus.de Minimal signature

5095. Re: WWW-Browser for ATARI (esp. Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 15:58:43 UTC
From: benni@schlunz.dfki.uni-sb.de
Message-ID: <3l42vj$ao4@hitchcock.dfki.uni-sb.de>
Source record: 168748

Annius Groenink <avg@cwi.nl> wrote:
>>No, it's not perfect, but it is widespread, well understood and well
>Well understood only by a small elite of hackers who never see
>any trees and plants (and have hence forgotten what a nice
>environment looks like).
Bullshit! Come to Saarbr&#65533;cken and I show you a *really* nice UNIX-
environment! (Linux68k, btw)

Benni
--
Benjamin Lorenz, Johannisstr. 15, 66111 Saarbr&#65533;cken Run Linux68k on your
Phone: +49 681 372253, E-mail: benni@phil.uni-sb.de Atari TT / Falcon NOW!

5096. Re: WWW-Browser for ATARI (esp. Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 15:58:53 UTC
From: benni@schlunz.dfki.uni-sb.de
Message-ID: <3l42vt$ao5@hitchcock.dfki.uni-sb.de>
Source record: 168749

```
Annius Groenink <avg@cwi.nl> wrote:
>I remember running ncftp once, and it definitely checked the
>/etc/host file (whereas, btw, some other programs look at /etc/hosts
>with an extra s---long live UNIX ports...)

Com'on! /etc/host was a file just for the hostname, /etc/hosts
contains hostname -> IP-number relations.
```

Benni
--
Benjamin Lorenz, Johannisstr. 15, 66111 Saarbr&#65533;cken Run Linux68k on your
Phone: +49 681 372253, E-mail: benni@phil.uni-sb.de Atari TT / Falcon NOW!

5097. Re: List of WWW Browsers curr

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 16:12:49 UTC
From: avg@cwi.nl
Message-ID: <avg.796234369@news.cwi.nl>
Source record: 168745

Thorsten writes:

>G > Someone in Mausnet claimed that there will not ever be any WWW
>G > browser besides Lynx for our machine.

Dan.Dreibelbis@balmybeach.gryn.org (Dan Dreibelbis) writes:

> Thorsten - the guy on Mausnet is a dufus.

> There are at least TWO WWW browsers currently in development.
>One by Annius Groeniuk (the developer of EDITH PROFESSIONAL), a port
>of MOSAIC, which he hopes will run on a minimum monochrome ST system
>with no other software system requirements. He's on this conference
>from time to time, so how's about an update, Annius? :)

Well then, here you are: Mausnet is right. Don't hope for an Atari
browser, at least not one that will be accessible to the home user.
The reason is simple: writing a decent application requires a lot of
work; the Atari market is virtually nonexistent, so the only solutions
you might get are quick hacks using MiNT and MiNTnet.

As we've argued before, those will not be suitable for most Atari users.
So I don't see a way to come up with a decent browser that satisfies
all of the Atari community (and even then I hardly believe I'd sell
a hundred copies---this is how bad things are these days!)

However, if before the end of this month, I get a few hundred orders
for the Atari version of Edith Pro, I might reconsider the matter :-)

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

5098. Re: WWW-Browser for ATARI (esp. Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 16:23:58 UTC
From: avg@cwi.nl
Message-ID: <avg.796235038@news.cwi.nl>
Source record: 168746

dsb@cs.duke.edu (Scott Bigham) writes:

>>Curious... Edith Pro uses the AV protocol, but I never heard of an
>>AVSERVER variable. (but I do have an idea what it might contain:
>>either 'GEMINI ' or 'VENUS ').

>I read about it in the Thing docs, with reference to accs like ParaFin.
>It may be, for instance, that since accessories are in a sense ``second
>class citizens'', they can't do AV things on their own and so have to

Edith Pro can run as an accessory too.

>>BTW, how does a classical Accessory
>>read an environment variable under out-of-box TOS 1.4?

>Using getenv(), I'd assume.

getenv() is a library call, not a system call. In fact, accessories
don't get any environment variables unless you run a fix in the
Auto folder.

>And why exactly are they scared? Have you been telling them horror
>stories again? ;) Seriously, though, if we knew what their problems
>were, we might be able to fix them. For instance, would a lot of this
>problem go away if Simon were to update the MDK? No-fuss point-n-click
>installation of MiNT and the MinixFS, maybe add a section for MiNTnet
>installation? How far would that go toward eliminating the fears of
>your 80%?

That's one thing. Now if you can get MiNT to be as secure as plain
TOS, then we're getting somewhere. Right now when I am using MiNT
my reboot average is once every 10 minutes... And that's on a TT
with memory protection.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

5099. Re: WWW-Browser for ATARI (esp. Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 17:15:11 UTC
From: dsb@cs.duke.edu
Message-ID: <3l47ev$6dn@duke.cs.duke.edu>
Source record: 168747

From the Holy Book of <avg.796235038@news.cwi.nl>
as spake by avg@cwi.nl (Annius Groenink) :

>dsb@cs.duke.edu (Scott Bigham) writes:

>>>Curious... Edith Pro uses the AV protocol, but I never heard of an
>>>AVSERVER variable. [...]

>>I read about it in the Thing docs, with reference to accs like ParaFin.
>>It may be, for instance, that since accessories are in a sense ``second
>>class citizens'', [...]

>Edith Pro can run as an accessory too.

Like I said, I was just guessing. Ask the author of Thing, or of
ParaFin.

>>>BTW, how does a classical Accessory
>>>read an environment variable under out-of-box TOS 1.4?

>>Using getenv(), I'd assume.

>getenv() is a library call, not a system call.

Why would that stop an accessory from using it? But if you reallly
wanna hit bare metal... <flips through manuals> okay, looks like you
can grab a pointer to the environment string from offset 0x2c in the
basepage.

> In fact, accessories
>don't get any environment variables unless you run a fix in the
>Auto folder.

You mean a fix to have env vars at all, or a fix to make accs get them
when normal programs already would? I've never heard of anything like
the latter.

>> [...] Seriously, though, if we knew what their problems
>>were, we might be able to fix them. For instance, would a lot of this
>>problem go away if Simon were to update the MDK? [...]

>That's one thing. Now if you can get MiNT to be as secure as plain
>TOS, then we're getting somewhere. Right now when I am using MiNT
>my reboot average is once every 10 minutes... And that's on a TT
>with memory protection.

Again, specifically what problems are you having? What programs are you
running? More importantly, what version of MiNT are you running?

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1995 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

5100. best database ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 17:24:36 UTC
From: damms002@acpub.duke.edu
Message-ID: <3l480k$ab@news.duke.edu>
Source record: 168750

I'm looking for a good database.

It should be a relational databse and more or less dBase or FoxPro compatible.

Could be in English or in German.

Commercial or Shareware, both would be fine.

Any suggestions ?

Thomas Damms
damms002@acoub.duke.edu

5101. Matshita CD-ROM and ExtenDos

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 17:30:40 UTC
From: damms002@acpub.duke.edu
Message-ID: <3l48c0$ab@news.duke.edu>
Source record: 168692

It happend that I bought a Panasonic CD-ROM drive.

Although this drive is supposed to be multisession capable, I had no luck using Egon CD-Utilities. And in addition, the drive seems to be produced by Matshita (type CD 533) and is just sold under the Panasonic lable.ble.

Has anybody experience using ExtenDos with this drive ?

Thomas Damms
damms002@acpub.duke.edu

5102. formatting pc-format disks with ST

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 17:31:53 UTC
From: teppo@bbs.dream.fi
Message-ID: <3l48e9$oub@idefix.eunet.fi>
Source record: 168651

How do I make pc-formatted disks with my Atari ST?
With some little program?

****
********** Teppo Pihlajamï¿½ki **********
****

5103. FOR SALE: Atari 1040 ST + a whole lot more!

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 17:37:58 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <46f_9503270105@flight.org>
Source record: 168687

I interested in the following:
SC1224 Monitor
Megafile 30
Forget Me Clock
The Turbo program for backup

How do I contact you voice to arrange details?
---------- -//- ----------
Internet: Michael.Fitzpatrick@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

5104. Can I run Falcon without fan

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 17:47:00 UTC
From: sven.bornemark@p56.dada.ct.se
Message-ID: <ftn_2.200.136.56$fidonet.org_2f75a918_Sven.Bornemark@p56.dada.ct.se>
Source record: 168652

To: af366@cfn.cs.dal.ca

> I have a Falcon with 14 Meg and no internal harddrive in my music
> studio. would it be unwise to un hook the fan or open (cut up case)
> .thanks Dick email af366@cfn.cs.dal.ca

No problem! I've run a similarly equipped Falcon for one year with the fan
disconnected. No problems whatsoever!

Yours sincerely

-Sven-
Sven Bornemark Musik
Lergodsv 79, S-238 40 OXIE, Sweden. +46-40 54 54 54
sven@dada.ct.se | 2:200/136.56 | 90:1102/116.56
Hot software from the cold north

(UUCP Dialup connection)

5105. Re: BAT (problems)

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 19:40:58 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3l4g0a$cao@golem.wcc.govt.nz>
Source record: 168656

```
] >I recently bought a used copy of BAT, including the mv-16 sound card. It
] >had a virus on disk one. I killed the virus with UVK, and the rpogram
] >seems to run OK. I just can't seem to get the character creation part of
] >the game running. I'm using a mega Ste, 4 megs ram, TOS 2.05.
]
] That is one the problems in these so called Virus killers, they
] kill working Game disks as well..
]
] I have never ever use one, I use a sector editor and change the first
] bytes of the boot sector to 00, this will deactivate the boot sector,
] if this has suff things up you can replace the code that was there...

If a virus has over-written sector 0 of an autobooting disk, then it
won't help them much roger. The only way to repair it is to use something
like UVK's boot-restore feature to stick the bootsector back on. UVK
won't let you kill a "working Game disk", only recognised viruses.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!
```

5106. Re: help: Atari 520 ST Virus

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 19:44:21 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3l4g6l$cao@golem.wcc.govt.nz>
Source record: 168657
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] I have an atari 520 ST which has a virus. This virus damages the disk when
] you write to it (makes it unreadable). Does anybody know where I can get a
] virus checker/remover?

Probably isn't a virus but a stuffed write-head on the disk drive. You may
have to remove the drive and clean it with some meths and cotton wool.

Just in case though:

atari.archive.umich.edu - atari/Utilities/Virus/vkiller.??? will probably
be of some use.

Try booting with a clean machine (no disk in the drive, and hard-drive (if
any) turned off). Then wait for the machine to boot. Try formatting
a blank disk, and copying some files onto it. If it works okay, then it
might be a virus.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

5107. Re: Where is everybody?

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 19:44:57 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3l4g7p$cao@golem.wcc.govt.nz>
Source record: 168658

] Na they have just moved along to Real computers, ones that you can upgrade
] try out software befor you buy...

SHUT UP!

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

5108. Re: formatting pc-format disks with ST

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 21:19:52 UTC
From: abstract@wam.umd.edu
Message-ID: <3l4lpo$b4i@cville-srv.wam.umd.edu>
Source record: 168654

Teppo Pihlajamaki (teppo@bbs.dream.fi) wrote:
: How do I make pc-formatted disks with my Atari ST?
: With some little program?

There are plenty of Shareware programs about to do this... Check
out a BBS...
--Lunatic

: **********
: ********** Teppo Pihlajam&#65533;ki **********
: **********

5109. Re: best database ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 21:20:53 UTC
From: abstract@wam.umd.edu
Message-ID: <3l4lrl$b4i@cville-srv.wam.umd.edu>
Source record: 168655

Thomas Damms (dammss002@acpub.duke.edu) wrote:
: I'm looking for a good database.

I use AtariWorks and Acalc Prime, and both seem to be just fine...
--Lunatic

: It should be a relational databse and more or less dBase or FoxPro compatible.

: Could be in English or in German.

: Commercial or Shareware, both would be fine.

: Any suggestions ?

: Thomas Damms
: damms002@acoub.duke.edu

5110. any succes w/syquest over 5yrs?

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 21:54:36 UTC
From: jrg@cldc.howard.edu
Message-ID: <3l4nqs$art@sulu.cldc.howard.edu>
Source record: 168695

Is there any 1 out there not offiliated with syquest who has
a working syquest removable drive for over 4 or five but at least 3
years?

--
....
. Julius R. Grant .
. .
. "Don't forget to remember, to remember never to forget!" .
; ;
,,,

5111. ECTS - Jaguar CD wow!!!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 22:21:10 UTC
From: popemerlin@delphi.com
Message-ID: <xq5avgm.popemerlin@delphi.com>
Source record: 168659

Hi,

We have just been to ECTS, and we have seen the Jaguar up and running along with a CD drive.

It is not much larger than a personal cd player but can sustain a transfer rate of 352kb/sec. The machine should be released at the end of this month.

It is all black and Jaguarish. Rather pretty, impressive as well. Better than the playstation which looks nice but does look like a real contender at the price.

Atari were very helpful (wow!!) and we look forward to seeing the Jag in every home by the end of March 1995 <g>

Do + the math = Jaguar (world beating).
The Saturn is only a jazzed up megadrive nothing esle extra included.

Bye.

5112. Re: X10 controllers & Ata

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 22:55:33 UTC
From: erichall@io.org
Message-ID: <3l4rd5$6an@ionews.io.org>
Source record: 168661

In article <3l3ucn$d6@ionews.io.org>, Jon Dinga <jondinga@io.org> wrote:
>On 03-23-95 molin@cxc1.cl.msu.edu wrote to ALL...
> m> Anybody know if there's a GEM-based package for programming an X10 Home
>
> Memory says that there was a .prg included in an old START magdisk.
> Cant tell you the name, or issue, etc.... hope this helps. I think the

The program appeared on the cover disk of the February 1990 issue of START
and according to the intro will run in either mono or colour and is indeed
GEM-based. If you can't dig it up, I have an extra copy of both the disk
and the magazine issue....

Eric

5113. Re: Where is everybody?

Newsgroup: comp.sys.atari.st
Date: 1995-03-26 23:28:10 UTC
From: abstract@wam.umd.edu
Message-ID: <3l4taa$g24@cville-srv.wam.umd.edu>
Source record: 168662

steve wells (wells_s@ix.wcc.govt.nz) wrote:
:] Na they have just moved along to Real computers, ones that you can upgrade
:] try out software befor you buy...

: SHUT UP!

Why bother replying anymore to this guy? He seems to take his
unwanted opinions to the wrong newsgroup every now and then. Possibly a
mistake? I think he may have a personal problem...
--Lunatic

5114. Re: CD-ROMs for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 00:00:00 UTC
From: christian.mittendorf@ostkupan.ct.se
Message-ID: <ftn_2.203.202.11$fidonet.org_2f77311a_Christian.Mittendorf@ostkupan.ct.se>
Source record: 168672

In a message of <22 Mar 95 05:22:34>, lamarth (2:200/427.1) writes:

l> A small question....
A small answer...
l>
l> Can ANY CD-ROM drive normally for use for PCs and/or Macs be used on the
l> Falcon? Also, what about driver software- is there some commercial
l> Atari software (or even any free/shareware) available?
AFAIK could you connect any CD-ROM using SCSI-II (e.g. APPLE Power CD or the
other APPLE drives.) or ATAPI but not these really cheap double speed drives
you could get everywhere around the corner.

There are different packages available. I'll send you the CD-ROM FAQ.

mvh,
christian

+++
Internet: chris@ostkupan.ct.se

(UUCP Dialup connection)

5115. Re: First Word Plus File Convertors

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 00:00:00 UTC
From: Gard Eggesboe Abrahamsen <ga@fjern.mrih.no>
Message-ID: <3l7hls$18t@trane.uninett.no>
Source record: 168673

I actually wrote one that works just about perfect. (Well, ok, it doesn't detect centered and that stuff, but it works pretty good. I'll see if I can pull the stuff out of my harddisk and - uhm - make it available on my Web pages?

Gard Eggesboe Abrahamsen, Postboks 5061, Larsgaarden, 6021 Aalesund, Norway
Phone: (+47)70155497 Elm: ga@www.hials.no URL: http://www.hials.no/~ga/

5116. MiNT and the WWW

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 00:00:00 UTC
From: mark@forsyth.demon.co.uk
Message-ID: <950327Z193346.248mark@forsyth.demon.co.uk>
Source record: 168674

I have recently downloaded the MiNT Distribution Kit as I was thinking of installing things for enable me to read the many WWW pages only to find that the instalation says you require a minimum of 9Mb on a HD partition plus a few other things like memory (that is no problem for me). The problem I have is that I only have a 40Mb HD (and no cash to get anything bigger :-((( ) I have 1 partition of 5Mb that I can spare and would like to install a web reader can anyone tell me if this is possible or am I going to have to reformat my drive and re install everything. Or is there a WWW program that can be used from NOS?

Mark Forsyth | |\ /|/--\ |--- |
Surrey, England | | \/ ||--| |-- | Email : mark@forsyth.demon.co.uk
| | || | | |

A Truely wise man never plays leapfrog with a unicorn

5117. MagiC & MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 00:07:24 UTC
From: dzander@solaria.sol.net
Message-ID: <3l4vjs$7vc@solaria.mil.wi.us>
Source record: 168660

Hello all,

I have an AtariST upgraded with 2.5 Meg ram and TOS 1.0 I don't have a hard drive but I'm thinking of getting one from Toad along with ICD LINK 2. My question is that I've heard that I really should upgrade to TOS 1.04 or 2.06 Do I really need to hardware upgrade? Can I use MagiC, Geneva or MultiTOS? Aren't these TOS replacements? Which is recommended? If I should do a hardware upgrade, which TOS version should I get?

Any answers would be appreciated. Thanks!
--
Douglas Zander
dzander@solaria.mil.wi.us

5118. FOR SALE STacy2 & GOODIES GALORE!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 00:35:13 UTC
From: jthaler@hollywood.cinenet.net
Message-ID: <jthaler-2603951636070001@ppp5.cinenet.net>
Source record: 168663

FOR SALE

Atari STacy 2 w/ 20mB internal HD and external 45mB HD
On-board MIDI,
SPECTRE GCR Mac Emulator (Makes your Stacy a portable MacPlus, accelerated by 40%)
Color ATARI Monitor almost never used.
Much software...
Padded carrying case

Musicians!! Work on your music on the airplane, then arrive at the recording studio, plug in and drive all million tracks immediately!!

Asking $1200, but I'm a SOFT TOUCH!!!

Leave e-mail for jthaler@hollywood.cinenet.net

5119. Re: HSMODA06 doesn't work on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 01:32:25 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D62sA1.6pA@cix.compulink.co.uk>
Source record: 168664

>I swear I've read what seems like a hundred messages about HSMOD06, and
>to-date I can't say that I recall seeing EVEN ONE MESSAGE from anyone who
>says they've gotten this thing to work on a Falcon...
>
>Somebody please tell me that this thing is _NOT_ a joke perpetrated on
>unsuspecting Atarians!
>
>If anybody on the planet has gotten HSMODA06 to work on a Falcon, could
>you please post the settings that you used to configure it? This thing
>is about to fall off my hard drive forever....

I have been using HSmodem on my Falcon for over a year. Simply dopy the
programs DRVIN and SCC (in that order) to your AUTO folder. Assuming you are
using a decent comms app, all should work.

Ofir ogal@cix.compulink.co.uk

5120. Re: 1040STf + mono $125

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 02:34:33 UTC
From: zap@eskimo.com
Message-ID: <D62v5L.84y@eskimo.com>
Source record: 168666

I wish I had the money to pick up all these STs hitting the market. They would make great controllers for various external devices like home alarms, lawn sprinklers, indoor lighting, temp regulators for heating/air conditioners. Any more ideas out there? Are there any external controllers one can use with the ST or do we have to roll em up ourselves?

--

Randall Dale Spreadborough <zap@eskimo.com>
PGP v2.6.2 Public Key Available by Request

5121. Re: X10 controllers & Ata

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 02:37:08 UTC
From: zap@eskimo.com
Message-ID: <D62v9x.88q@eskimo.com>
Source record: 168665

I have never seen these controllers. Are they still available? Easy to
build? Is there a used market?
--
Randall Dale Spreadborough <zap@eskimo.com>
PGP v2.6.2 Public Key Available by Request

5122. Re: Superboot Author G.W.Moore

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 03:39:03 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3l5c0n$fsc@golem.wcc.govt.nz>
Source record: 168669

```
] : Far Far better than any PD stuff that I have seen, and has a nice Gem
] : interface...
]
] ROGER strikes again.... from what I have read on the net, I would not think
] of even looking at something Roger had reconmended....
```

Key letters there anyway, "PD". X-Boot (last time I looked) was about $40US. Superboot is PD/Shareware. You get what you pay for, X-Boot is probably the best (a lot of superboots extras are frivolous, but interesting), but it ain't free.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

5123. Re: Speed of Light: Is Stu out there?

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 03:56:00 UTC
From: Jay T Millar <jmillar@delphi.com>
Message-ID: <xcwZPCg.jmillar@delphi.com>
Source record: 168668

Stuart Denman <sdenman@wolf.cs.washington.edu> writes:

>Funny you should ask that because I just now read c.s.a.st for the first time
>in many months, and I saw your note. This is my Spring Break, so I
>decided to try and finish up SOL 3.7. I have done so, and I'm working on the
>documentation now. You can expect it to be released this weekend!

Wow, talk about service! :)

>Well, I don't know if this program will be quite the fancy product I
>intended to it be, so I think I'll release it with only partial use.
>I'm not sure when I'll release it, though.

Hey, as long as it will tile and display pics on my desktop without crashing
my machine and eating gobs of memory, hey, I'm all for it.....

Thanks for the update!

--
Jay T. Millar | Atari Falcon030 4/80 & Jaguar |||
jmillar@delphi.com | 64-bit Multimedia System |||
------------------ ---------------------------------- / | \
RUSH, Dream Theater, Blues Traveler, Spin Doctors, Boston, Styx, Kansas

5124. Re: best database ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 05:44:52 UTC
From: Lexicor@world.std.com
Message-ID: <D633ys.JxE@world.std.com>
Source record: 168667

In article <3l480k$ab@news.duke.edu>,
Thomas Damms <damms002@acpub.duke.edu> wrote:
>I'm looking for a good database.
>
>It should be a relational databse and more or less dBase or FoxPro compatible.
>

Hi

Have you tried Omikron Software's Freeway yet? It's a relationa database,
not sure about DBase compat. though..

Cheers

5125. Canon BJ10e & Stylus 800

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 06:44:02 UTC
From: mms02bj@loqi.elka.pg.gda.pl
Message-ID: <3l5mri$7h2@sunrise.pg.gda.pl>
Source record: 168670

I have bought BubbleJet recently. I have one problem with it - no Polish characters. I can buy EPROM, but it's rather expensive. Can somebody let me know how to make any downloads for this printer? Manual is rather mysterious about it. I have STe 4MB, TOS 2.06/1.62, HDD, mono/color.
Another question: my friend has bought Stylus 800. It is a great printer, but he desperatly needs drivers for Calamus, 1st Word Plus and other programs.
Please help us, my e-mail is:
mms02bj@loqi10.elka.pg.gda.pl
Thanks.

5126. Re: X10 controllers & Ata

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 07:21:03 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3l5p0v$bre@cxc1.cl.msu.edu>
Source record: 168671

zap@eskimo.com (Randell Spreadborogh) writes:

>I have never seen these controllers. Are they still available? Easy to
>build? Is there a used market?

You can get them at Radio Shack. They're called "Plug 'n Power" and they work like a charm. (I got my base unit used, and it still says "X10 Powerhouse" on it.)

They're available in models for use with Macs and PCs, including the cable for connection to serial port, and software. I ran the Mac software using my Spectre GCR, but that no longer works for me since GCR doesn't work with my Falcon. I'd sure like to find a good, working GEM-based version of the program. I've seen the program that was written in the early issues of STart, and I've seen the DARKROOM program (don't know if they work on the Falcon at all...) and, well, frankly, they're pretty substandard stuff. That's why I was asking if anybody knew of the program called ECHO (?) that Michtron used to sell?
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

5127. hensa.micros

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 07:57:01 UTC
From: mms02bj@loqi.elka.pg.gda.pl
Message-ID: <3l5r4d$b4v@sunrise.pg.gda.pl>
Source record: 168675

Sorry, it's me again.
I need help once more.
I can't download any interesting (it means new) files from hensa.micros.
For example p144 (MagicMac Demo) or p121 (gembench 4.02).
I get "no such files or directory".
I am in directory /micros/atari/tos/p......
Can anybody help me?

Banan
mms02bj@loqi10.elka.pg.gda.pl

5128. Re: ST's are dead!

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 08:21:30 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950327000459.26379H-100000@PEAK.ORG>
Source record: 168606

On 16 Mar 1995, BobR wrote:

> Sorry, James.. I don't "debate" with liars... or twits...

....or anyone else, for that matter. To "debate" requires thought
and the ability to reason.

>
> And since you've demonstrated to my satisfaction that you're both of these,
> you can argue with yourself.

I assure you, sir, that your satisfaction is amongst the least of
my concerns. However, the feelings are quite mutual; Bobbie.

>
> And since you've already admitted to spewing out purile insults, I'd have
> to say you're probably more guilty of "polluting" this newsgroup with
> illogic and namecalling than anyone.

Heh heh heh. The original "twit" name-caller won't even acknowledge when
his stumbling feet end up in his mouth! His feet are probably so used to
being in there that he doesn't notice anymore. I apologized for getting
things a little out of hand, but you were just as guilty, although too
much of a wuss to admit it. Also, while I grant you have the ability to
recognize name-calling (hopefully), please refrain from attempting to
analyze the logic in my messages (or anyone's!), for logic is a horse
which threw you off a long time ago, buddy.

> Why are YOU here..? To give Atari owners a bad name..?

I'm here because I use and advocate Atari computes - a point obvious to
any but the most clueless (you). The way you were raving and bashing, I
just couldn't resist and replied to your original outbursts. (waste of
time in retrospect, but entertaining nonetheless)

>
> You're doing a good job of it.

Ooooohhhh you just burn me with the insults :) Actually, I assure you
that central to my plan for engaging in this exchange with you was to
address YOUR spouting off about the faults and problems of Atari
computers, and your personal bias and lack of objectivity was pretty
apparent to everyone - when you wouldn't even admit that
what inherent disadvantages that are in the PC architecture even
exist!!! You'd argue that these obstacles were easy for you so anyone
who can't do them is stupid.....while the industry has been continually
trasnforming the PC to cater to these "stupid" masses you refer to.

Sorry, BobR - it is you who is truly in a sad state of affairs. I really sympathize and pitty you for your lack of intelligence and understanding. Lord help you.

James

5129. Re: HSMODA06 doesn't work on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 09:43:45 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3l61ch$fus@epsilon.qmw.ac.uk>
Source record: 168604

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: >If anybody on the planet has gotten HSMODA06 to work on a Falcon, could
: >you please post the settings that you used to configure it? This thing
: >is about to fall off my hard drive forever....

: I have been using HSmodem on my Falcon for over a year. Simply dopy the
: programs DRVIN and SCC (in that order) to your AUTO folder. Assuming you are
: using a decent comms app, all should work.

I have HSModem on the Falcon here, and it works. I only use a 9600
baud modem...and the Falcon port at 38000 gives me a faster
throughput, than with my STe port at 38000, when using HS-modem

Here are my settings for the SCC program:

m2tt: left it untouched
m1emu: left it untouched
lanbit: off
lanext: off
lan_s2: left it untouched
dtrm2: on
dtrs2: on
m2dri: off
rblm2, tblm2, rbls2, tbls2: gave them all values of 50000

HTH
Danny
--
.signature.signature

5130. Re: Atari Transputer

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 09:48:31 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3l61lf$fus@epsilon.qmw.ac.uk>
Source record: 168605

Paul Hills (hillsp@genrad.co.uk) wrote:
: In article <3kphv2$rie@epsilon.qmw.ac.uk>, (D.Bhabuta) writes:

: >Anyone got any specs on the Transputer?

: Well I've got a spare Transputer databook you can have if that's
: what you want. You've intrigued me though Danny, your subject line says
: "Atari Transputer". What is this? Are you doing something clever, or do
: you know something that none of us does :-) ?

Sorry Paul...what I meant to say was the Atari Transputer Workstation
(ATW)...

Danny
--
.signature.signature

5131. Re: Baracuda 040?

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 10:04:10 UTC
From: chainxor@kom.auc.dk
Message-ID: <3l62iq$k80@news.iesd.auc.dk>
Source record: 168677

In article <FCXSCHXOUP@zumdick.rhein-main.de>, nat@zumdick.rhein-main.de (Nat!) writes:
> On a whim - ignoring the stupendous costs that a call from Germany
> to the U.S. entails - I called Wizztronics for some information
> about the Barracuda board:
>
> Here's the news as of 23.Mar 17:50 MEZ/CET:
>
> The board is going into production next week. The board design is
> finished they're waiting for some logic chips by suppliers. It'll
> take 4-6 weeks for the production of the things, so I figured
> early May the soonest and he agreed. The bad news is that apparently
> 200 other people (ROT13: lbh shpxref! :) have already ordered the board
> before me!
>
> Argh
>
> Retail price is: $950 with the real 040.
>

Is it possible to first bye LC040 and than later upgrade to the real 040 ??/

Keep Cool and Flying...

ChainXOR...

5132. Re: MagiC & MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 10:14:16 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3l635o$nue@rubb.rz.ruhr-uni-bochum.de>
Source record: 168676

Douglas Zander (dzander@solaria.sol.net) wrote:

: Hello all,

: I have an AtariST upgraded with 2.5 Meg ram and TOS 1.0 I don't have a
: hard drive but I'm thinking of getting one from Toad along with ICD LINK 2.
: My question is that I've heard that I really should upgrade to TOS 1.04 or
: 2.06 Do I really need to hardware upgrade? Can I use MagiC, Geneva or
: MultiTOS? Aren't these TOS replacements? Which is recommended? If I
: should do a hardware upgrade, which TOS version should I get?

You _must_ upgrade the Tos at least to 1.04. I have bought me a harddisk here
1990 and have 1.00 installed too. The files on harddisk crashed very often.
Now with Tos 1.04 I don't have problems. I can't say anything about MagiC or
Genva, but about MultiTOS. I have 2,5 MB too and installing Mint (which is
the underlying of MultiTOS gives me only few memory to work with. I think
you had to upgrade your memory too, if you want to use MultiTOS _really_.
Every real Multitasking nedds a lot memory

MarkusS
--
'''
(0 0)
+------------oOO----(_)------------------+
| MarkusS, der Vierte |
| markuss@risc.techem.ruhr-uni-bochum.de |
+--------------------------oOO-----------+
|__|__|
|| ||
ooO Ooo

5133. Re: Superboot Author G.W.Moore

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 10:31:01 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3l6455$ire@golem.wcc.govt.nz>
Source record: 168680

In article <FCZNBDAKUP@galaxy.teuto.de>, neptune@galaxy.teuto.de (Hendrik Mylius) writes:
>In <3ksue1$8pk@golem.wcc.govt.nz> Roger Sheppard.. wrote:
>
>>In article <D5qCyE.D7K@eskimo.com>, zap@eskimo.com (Randell Spreadborogh) writes:
>>> Does anyone know if Superboot is still being supported? I would like
>>>to get the latest version and find the author so I can register it. Any info

>>I do sugest that if you want a Real boot manager go and Buy X-Boot, I think

>Hmm, you're saying SB isn't real? I has been working fine on my various
>machines for years. And it'll do in the future as well.
>
>>Far Far better than any PD stuff that I have seen, and has a nice Gem
>
>[FX: cough]

What is this Hendrik, scoffing at Good German software, you take the cake on
this one...

Tell me chaps is there a better boot manager than X-Boot...??

I don't think so....

Also I did say GEM LIKE, do you wish me to translate that to German..??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5134. Re: Superboot Author G.W.Moore

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 10:39:17 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3l64kl$ire@golem.wcc.govt.nz>
Source record: 168681

In article <3l15bq$rn2$1@perth.DIALix.oz.au>, fezzy@perth.DIALix.oz.au (Peter Feszczur) writes:
>Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
>: In article <D5qCyE.D7K@eskimo.com>, zap@eskimo.com (Randell Spreadborogh)
>: writes:
>ROGER strikes again.... from what I have read on the net, I would not think
>of even looking at something Roger had reconmended....
>
>Roger, he who knows all.......
>
>Just for the record Roger, not everybody thinks like you (thank goodness)

Just like a OZZ can't make Yachts or make it in Bed...

Yes we had names for people like you when I lived over there,
we called them White Abos...

Plus I have been around a lot longer than you, a sort of comment that cames
from a teenager...

Iif you can't post some thing constuctive why post at all, but then you might
not have the brain to post some thing contructive...???

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5135. Re: FAx software for USR s

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 10:48:14 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3l655e$ire@golem.wcc.govt.nz>
Source record: 168683

In article <D607v1.1q5@cix.compulink.co.uk>, dcohen@cix.compulink.co.uk ("Daniel Cohen") writes:
>In message <baf_9503210639@centron.com>,
>Frank.Charlton@256-510-2.centron.com said:
>
> > John! You are a it behind the times, STFAX is now up to version 2.20
>
>But it *still* does not support the Sportster (according to Systems
>Solutions).

There is a modem test program brought out by TOAD COMPUTERS and
its on many FTP sites, this will tell you if STFAX is ok with that
modem....

STFAX supports class 1.0 and 2

Also contact Toad here to find the Real answer regarding your Sportster..

Also note; modems do have updates all the time, have you the latest firmware..??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5136. Re: Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 10:57:48 UTC
From: djs@jet.uk
Message-ID: <djs.796301810@gen-off-2>
Source record: 168678

awright@stamford.win-uk.net (Andrew Wright) writes:
>Glad to see Andrew Wright can't be deformed too much <g>.
Although the last few issues of ST Review did see him morphing his wife
into various animals ;-)
--
For information about the JET project dial http://www.jet.uk/
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

5137. Re: Noisy Falcon fan

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 10:59:30 UTC
From: djs@jet.uk
Message-ID: <djs.796301929@gen-off-2>
Source record: 168679

sven.bornemark@p56.dada.ct.se (Sven Bornemark) writes:

>Couldn't help noticing the above words, and would like to point out
>that I've been running my Falcon for a full year now with the fan
>*disconnected*.
Hmm, the two Falcons I have taken apart don't even have a fan!

--
For information about the JET project dial http://www.jet.uk/
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

5138. First Word Plus File Convertors

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 11:17:23 UTC
From: tony@hpqtdya.sqf.hp.com
Message-ID: <D63JD1.Jst@hpqmoea.sqf.hp.com>
Source record: 168684

Does anyone know of a piece of software that will allow me to convert a few old First Word Plus files to any PC word processor format? I'd ideally like to be able to preserve the character formats (italic, bold etc).

I've got ftp and web access, so a point in the right direction or even the name of a freeware package would be fine.

Thanks In Advance.

Tony.

--
Tony McAlinden Email : tony@hpsqf.sqf.hp.com
Hewlett-Packard Ltd Phone : +44 (0)131 331 7029

5139. Re: Superboot Author G.W.Moore

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 11:35:10 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FC2LBJUSUp@warpcon.ersys.edmonton.ab.ca>
Source record: 168690

In <3l15bq$rn2$1@perth.DIALix.oz.au> Peter Feszczur wrote :

>
>ROGER strikes again.... from what I have read on the net, I would not think
>of even looking at something Roger had reconmended....
>
>Roger, he who knows all.......
>
>Just for the record Roger, not everybody thinks like you (thank goodness)
>
I won't get into Roger-bashing(there's far too much hatred in the
world over insignificant things), but I will say that XBoot is a
very wonderful program, and no one I know has regretted buying it.
Superboot, Elfboot, Stoop (a Falcon-only boot setting program) are
also wonderful, and I know many people who use at least one of them.
(I know one who uses Stoop for his Falcon, and Superboot for his STe)

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?
-- --

5140. Re: *** TOWERS II FTP SITES

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 11:38:22 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FC2LBJUUUp@warpcon.ersys.edmonton.ab.ca>
Source record: 168689

In <Zi8bPwk.robo28@delphi.com> Rob wrote :

>Anthony Jacques <jacquesa@cs.man.ac.uk> writes:
>
>>Only problem is, when I save the game, it does not work. Every file that is
>
>I also initially had a similar problem. First it wouldn't run at
>all unless I booted with nothing (holding down <control> w/ ICD Pro)
>Then I noticed that the save game option wouldn't work. I'd click on a
>empty slot and the whole CPU would freeze up. What I ended up doing
>was disabling all AUTO prgs and ACC, booting, then changing to 16 color
>, 80 char, double line ON. Now it works great!! Wierd huh? It wouldn't
>work with Warp 9 either, though the docs say it would. I don't think
>the game play would be sped up by Warp 9 anyhow, plus it is FAST as it is!
>
>
>GREAT GAME! HIGHLY RECOMMENDED!!! I'M BUYING MY BOOK TO GO ALL THE WAY
>SOON!!!!!
>,Rob

There's an upgrade for users of ICD (and anyone else - it doesn't
hurt any other booting software, and is recommended by the authors)
which fixes the problem.

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?
-- --

5141. Re: comms prg for internet use?

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 11:40:28 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FC2LBJUWUp@warpcon.ersys.edmonton.ab.ca>
Source record: 168691

In <3l1ebu$7o6@idefix.eunet.fi> Teppo Pihlajamaki wrote :

>Thorsten Guenther (guenther@cabal.shnet.org) wrote:
>: No problem so far, but: your article header does _not_ include a charset
>: definition, as mine does. IMHO this is necessary for correct decoding, as
>: there are other code pages than 8859-1.
>
>I don't know if it's legal or possible or what, but now I've copied two
>lines from your header. Do you think things works better now?
>
>Some scandinavian characters for testing=(ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½)
>
>**
>**************************** Teppo Pihlajamï¿½ki ****************************
>**
>
Works for me!

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?
-- --

5142. FS: Atari MSTE 4

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 11:43:13 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.106.000BB8C9@lobby.ti.com>
Source record: 168565

Hi there,

I will be moving back to my home country, where the power is 240V, and so
want to sell my American MSTE 4. The following package includes -

* Atari MegaSTE 4 (without monitor).
4 meg memory, 16Mhz CPU with Cache.
170 meg harddisk.
1.44 floppy disk drive.
* 2400 bps modem, cables, power adapter.
* Software (with box & documents).
F-16 fighting falcon, Red Storm rising, Tetris,
Word Up, Maxifiles, ST Tuneup Harddisk utils,
Flash comms program, Hotwire plus tons of PD stuff on HDD.
* 68882 FPU but needs to have a adapter to put in into the MSTE.

Selling price all these at US$550 only. You pay package/postage.
(will deliver free if you're in Dallas, TX area or ~1 hr drive from me).

Regards
William

+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

5143. Re: formatting pc-format disks with ST

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 11:44:22 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <3l68em$rqf@hpscit.sc.hp.com>
Source record: 168607

Teppo Pihlajamaki (teppo@bbs.dream.fi) wrote:
: How do I make pc-formatted disks with my Atari ST?
: With some little program?

If you have TOS 1.04 or later, by formatting a disk in the Desktop.
For older TOS versions, just about any of the formatters on the usual
archive sites will do.

--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>---

5144. Re: PowerDOS?

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 11:49:30 UTC
From: Hrafnkell Freyr Hl��versson <freyr@diku.dk>
Message-ID: <3l68oa$8nd@odin.diku.dk>
Source record: 168610

ia_ric@cs.utwente.nl (Ric Klaren) wrote:
>
> Hi,
>
> In article <3kitc9$fna@cville-srv.wam.umd.edu>, abstract@wam.umd.edu
> says...
> > I have a program which says that it needs PowerDOS to run. Is
> >this something to do with multitasking? - I don't have Geneva or
>
> Yep. Powerdos is a multitasking kernel (like mint) but smaller and faster
> I used it a while as diskaccelerator. Installing is quite easy. You can
> get it at atari.umich,edu (or one of its mirrors).
>
> Greets Ric
>
Easy? Well, I have tried to install it - followed the little of instructions
I got with it, but when I tried to run it, all it did was displaying a message
on my monitor (PowerDOS ver.xx.xx etc.) and did nothing close to multitask (It didn't
even `unotask')

Hope you out there can help me.

- Hrafnkell Freyr Hlodversson

P.S. Why is it called multitask, not `polytask'
What about monochrome vs. polychrome (aka. truecolor)
Why not unochrome and multichrome. :-)

5145. Re: gpib

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 11:53:38 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Mar27.115338.205@genrad.co.uk>
Source record: 168682

In article <3kud5q$i1f@m1.cs.man.ac.uk>, lais@cs.man.ac.uk (S94) writes:

]> Is there a gpib board available for the TT030?

]What on earth is this?!
]S.Lai

GPIB = HPIB = IEEE488

It is a parallel instrumentation bus standard. It stands for
General Purpose Instrument Bus (or Hewlett Packard Inst Bus which is fair
enough because they invented it) and was taken up by the IEEE as a US
standard, which became an international standard.
Most decent instrumentation has a GPIB port on the back, although
a lot of modern stuff is moving over to having an RS232 port instead. The
main problem with gpib is that it is quite old now, data rates are not
spectacular, and the standard cable is too big and clumsy (IMHO).

I don't know if there is a card available, although it may be
possible to put a conversion box on the printer port.

Paul Hills

5146. FORSALE: Atari ST/TT Software & Magazine Disks

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 12:00:14 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <3l69cf$hs0@canopus.cc.umanitoba.ca>
Source record: 168611
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
=====================================================================
SOFTWARE
=====================================================================
OSS Personal Pascal.............$ 24.00 (no box)

Night Shift.....................$ 11.00 (cute fun Lucasfilm platform/action)
Firezone........................$ 5.00 (strategic war game)

Michtron BBS....................$ 1.00 (classic bbs software, no box&docs)

=====================================================================
MAGAZINES
=====================================================================

Atari Interface Disks of the Month:
Oct'91 - Oct'92
*** 14 disks total with a wealth of useful & fun programs ***
Note: these are only the disks, not the magazines, all
documentation is on disk, though
Only $14 + shipping!

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Other items FORSALE! For a list, send e-mail with the *subject* "SEND INDEX"
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will give first
priority to those offering my asking prices. If you are interested in any of
the items, please reply via e-mail as soon as possible. Questions are
welcome. All prices are in US dollars. Buyer pays shipping. Shipping costs
are non-negotiable. Volume discounts available.
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

--
<Trevor_Cordes@umanitoba.ca> $ Atari TT030/8 48Mhz $ cds,comics,s/wr,videos,
3rd Year CompSci Honours $ PreludeVTEC Techno $ 4 SALE: E-mail me with
University Of Manitoba, Canada $ DrWho SCTV Unix AvT $ the subject: SEND INDEX
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
```

5147. FOR SALE: 540MB HD System

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 12:14:38 UTC
From: DOMINGO@news.delphi.com
Message-ID: <3l6a7e$fg@news2.delphi.com>
Source record: 168562
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

*** NEW 540MB SCSI HARD DRIVE SUB-SYSTEM FOR SALE ***

I currently have one 540MB SCSI HD System for sale. This is for the Atari ST/STe/TT computers. This is a NEW hard drive in NEW hard drive case. I will warrant this system for full year. After that the manufacturers' warranties on the hard drive, case, and host adapter apply. If there is enough interest, I may be able to get more of these systems.

Why buy used drives when you can get a NEW one today for only $450.00 shipping included? (COD $5.00 extra) ^^^^^^^

Here are the specifications:

o ICD FA-ST Hard Drive Case
o under-monitor designed case w/adjustable legs & fan
o DMA input and output ports
o external ID-switch
o external SCSI connector for further expandability
o internal expansion for second 3.5" SCSI HD

o ICD AdSCSI Plus ST Host Adapter
o full SCSI command set
o parity bit generation
o dual mode DMA daisy chaining
o battery backed real-time clock

o ICD Hard Drive Utilities

o Quantum 540MB SCSI hard drive
o low profile 1" x 3.5" form factor
o 12ms average seek time
o 4MB/s max. transfer rate
o 256K cache buffer

If you are interested please leave me e-mail here or at the following addresses:

CompuServe: 74030,3254
Delphi: DOMINGO
GEnie: D.ALVEAR
Internet: DOMINGO@DELPHI.COM

5148. Re: TOS upgrades - info required

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 12:30:31 UTC
From: mms02bj@loqi.elka.pg.gda.pl
Message-ID: <3l6b57$o7r@sunrise.pg.gda.pl>
Source record: 168688

zrollinso@cc.curtin.edu.au wrote:
: Can anybody tell me what is involved in a TOS upgrade?

: Currently I think I have version 1.4 (or it might be earlier - I can't drag
: files onto applications to execute etc so whatever I have is before that
: feature was introduced).

: What is the best version to upgrade to and how difficult/expensive is it? Or
: is upgrading to a new version of TOS a waste of time.

: I have a 520 STe with 4Meg of ram and AddSCSI+ adapter with several HD's and
: tape backup (if that makes any difference).

: Steven Rollinson
: Steve.Rollinson@MIS.WMC.wmc.telememo.au

: Disclaimer: My employer does not care what my opinions are -
: as long as I keep them to myself.

Believe me, TOS upgrade isn't a waste of time. I have 2.06 in my STe now and I
cannot imagine how to work without it. I needed 2 EPROMs and the TOS of course.
There is few people in Poland, who have Polish versions of os, so I have one.
It isn't expensive - about 25$ (but TOS was pirated). I strongly suggest
to make this move.

Banan

5149. Re: Mint questions re init & x

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 12:43:27 UTC
From: jdp4@aber.ac.uk
Message-ID: <3l6btf$nlh@fileserv.aber.ac.uk>
Source record: 168686

--

In article <5o74HqH.robo28@delphi.com>, Rob <robo28@delphi.com> writes:
> Matt Koundakjian <mattk@netcom.com> writes:
>
> >Xinit runs. It gives me an error message that's roughly 'can't set path
> >/usr/lib/X11/fonts/.....' (it tries to put the path of all the fonts
> >in). Then it gives me an error message regarding its inability to load
> >fixed.bdf. Then it says something about can't find X server...then it
> >aborts. Any ideas?
>
Its actually X that gives this message - it does flash past quickly, but try
running it from a tcsh - The massage stays on the screen

I would imagine that this could be solved by the setenv command but i don't n
know wich variable to set!!!!!

Sorry - no solution - PLLLLLLLLEEEEEEAAAAAAASSWEEEE soomeone post
one soon - I've spent all morning in the library trying to find the solution to this
problem - still no luck.

```
-------------------------------------------
| |
| |
| The HipSTer (jdp4@aber.ac.uk) :-) |
| |
| Yes! it still needs some work!!!! |
-------------------------------------------
```

5150. Re: Falcon Shareware Games

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 12:45:58 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3l6c26$44s@bs33n.staffs.ac.uk>
Source record: 168685

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: Right, who can tell me of any good Falcon shareware/tryware or
: PD games?

: I've just downloaded towers II , but what esle is there that is worth
: downloading?

: Rod

Personal favourites:-

OXYD - nice design, nice gameplay - needs to be registered though.
TRIPLE YAHOO - Very good Yahtzee variant (but not the exact game)
MINE 2 - Good mine sweeper clone

There are others (like Boom 2, Les Dinosaurs...) but they are more demos
than full games.

RiCH

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

5151. British "Welcome to...Falcon 030"

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 12:52:07 UTC
From: richcsst@crash.cts.com
Message-ID: <D63nqw.I2r@crash.cts.com>
Source record: 168625

Hey people, I have an american Falcon and do not like the "Welcome to the Atari Falcon 030" greeting that comes with the sound utilities. I have heard the british version before and liked it much better. So, if anyone out there has this woman's beautiful voice on their european Falcon, then please Email it to me or drop it in my FTP dropbox.

Email address --> richcsst@cts.com
FTP dropbox ----> ftp.cts.com in /pub/richcsst

Thank you, I would appreciate it. Hey, hormones are hormones :-).

Rich

5152. Re: Fried Bits?

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 13:03:50 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3l6d3m$44s@bs33n.staffs.ac.uk>
Source record: 168612

Gordon Vink (gordov3@icebox.iceonline.com) wrote:

: Last year at the beginning of April there was a Demo convention
: called Fried Bits II, where some great demos for the Falcon was
: released.

: Does anyone know if there will be another Fried Bits Demo convention
: in Europe this year?

Yes, its being held in Bremen over the Easter weekend. There are various demo, graphics and music competitions. There will be a lot of new productions come from this convention, if I had the money I'd have used my invite and gone over there... but alas, life goes on. You may also like to know that the Saturne Convention in Paris, France is due this Easter - demo addicts beware ;)

RiCH

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

5153. Falcon Screen Capture Program Req.

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 13:10:43 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3l6dgj$44s@bs33n.staffs.ac.uk>
Source record: 168613

Hi there,

Can anybody help me in recommending a program that will let me save the current screen on a Falcon. Much like the screen savers on the ST that silently hide under the ALT-HELP or SHIFT F1 key combinations and then dumped the physical screen to disk. I require one that will operate on the Falcon and can save out as a reasonable format that could be converted to TIFF.

Suggestions most welcome,

RiCH

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

5154. Re: hensa.micros

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 13:17:05 UTC
From: mms02bj@loqi.elka.pg.gda.pl
Message-ID: <3l6dsh$qbk@sunrise.pg.gda.pl>
Source record: 168617

I've got these files now from other server, but the problem with hensa.
is still actual.

Banan

5155. Re: Towers II spoilers (was R

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 13:23:40 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3l6e8s$538@m1.cs.man.ac.uk>
Source record: 168614

> j> (BTW I actually reached the end of the tryware bit without saveing - still n
>
> Well, perhaps you can help me then. How do I get past one of them doors
> after "lust - hate" thingy? I found the silver key which unlocked
> the other door, but I can't get past the other one.

Would that be the ones with beholders (flying eye thingys) behind them?
The one on the left (that I think your stuck on) can be opened with a
key in a secret area. There are two buttons in the corridor leading to
the two doors. behind one of them is the key to unlock the door, the other
has a chain(?) to unlock the other secret door.

I think this is where your stuck... hope it helps.

> j> it to work...wheres the patch?)

> I found it from ftp.uni-kl.de (incoming directory).
Got it.. cheers.

Anthony
--

Anthony Jacques : jacquesa@cs.man.ac.uk
<A HREF="http://www.cs.man.ac.uk/~jacquesa/>Homepage</A>
"Its not supposed to be funny, its supposed to be true" - A maths lecturer

5156. FS: 520 STE system

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 13:38:48 UTC
From: st92nxqj@dunx1.ocs.drexel.edu
Message-ID: <3l6f58$6jb@noc2.drexel.edu>
Source record: 168615

Clearing the computer table. For sale: 520 ste 4mb/ 120mb HD system.
Included SC1224 Monitor, SPectre GCR with Orig. MAC ROMS. 2400 Modem
, Tons of MAC software and ST Software, all for $400 willsplit
the shipping. (optional $500 total for system will include
a Panasonic 14" Multisync Monitor with ST switch box that will
display all st resolutions.) These prices are my estimated price
if they seem to high understand I am accepting the best offer.
I am willing to sell the $400 priced system for $300 if someone
throws in a trade of the Gemulator board or a straight trade
for the whole thing if some trade me for four 4mb 30 pin simms.

Call Orlando Santiago at 215-572-7946
or email at st92nxqj@post.drexel.edu

p.s. free delivery in the Philadelphia Metro Area.

5157. Re: address to Atari Workshop wanted

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 13:39:23 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3l6f6b$8jv@percy.cs.bham.ac.uk>
Source record: 168693

hallvart@oslonett.no (Hallvard Tangeraas) writes:
>Does anyone have the email address to the Atari Workshop in the UK
>(If they have email that is).
>Thanks.

ssolutions@cix.compulink.co.uk

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

5158. Re: BAT (problems)

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 13:39:28 UTC
From: Hrafnkell Freyr Hl��versson <freyr@diku.dk>
Message-ID: <3l6f6g$de6@odin.diku.dk>
Source record: 168694

sheppard_r@ix.wcc.govt.nz (Roger Sheppard..) wrote:
>
> In article <D5yBJ7.C40@freenet.carleton.ca>, ai066@FreeNet.Carleton.CA (Mark Montreuil)
writes:
> >
> >I recently bought a used copy of BAT, including the mv-16 sound card. It
> >had a virus on disk one. I killed the virus with UVK, and the rpogram
> >seems to run OK. I just can't seem to get the character creation part of
> >the game running. I'm using a mega Ste, 4 megs ram, TOS 2.05.
>
> That is one the problems in these so called Virus killers, they
> kill working Game disks as well..
>
>
> I have never ever use one, I use a sector editor and change the first
> bytes of the boot sector to 00, this will deactivate the boot sector,
> if this has suff things up you can replace the code that was there...
>
But isn't that the reason why virus killers 'kill' working game disks?
(Or actually the virus, as it replaces the original bootsector of the disk
wich may include some game code)
So making the bootsector unexecutable would also kill the game.
>
> **
> * R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
> * +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
> **
>
Sorry if I'm wrong...

- Hrafnkell

5159. Re: Falcon Screen Capture Program Req.

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 13:42:52 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3l6fcs$1rm@epsilon.qmw.ac.uk>
Source record: 168616

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: Can anybody help me in recommending a program that will let me save the
: current screen on a Falcon. Much like the screen savers on the ST that
: silently hide under the ALT-HELP or SHIFT F1 key combinations and then
: dumped the physical screen to disk. I require one that will operate on
: the Falcon and can save out as a reasonable format that could be
: converted to TIFF.

GEMView does it. It comes with a XIMG snapshot utility, and the XIMG
pic file can easily be converted to TIFF.

However, I use ImageCopy to do my snapshots...I specifically use
Imagecopy 3.5CD, but older versions have the same facility.

Danny
--
.signature.signature

5160. Re: gpib

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 14:00:21 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.203.000901CD@cfcsc.dnd.ca>
Source record: 168601

>lais@cs.man.ac.uk (S94) writes:
>In article <W_Ens-2403950242290001@tof2.physics.umanitoba.ca>,
>W_Ens@UManitoba.CA (Werner Ens) writes:
>> Is there a gpib board available for the TT030?
>What on earth is this?!
>S.Lai
We use gpiboards at work here. One to attach the scanner to the computer, the other to attach the film(slide) recorder to the computer. I used to know EXACTLY what they were for- when we first installed them- but now it's been three years and I haven't used that info, so I can't remember anything else (docs are with the techies). But this will give you an idea of their use - the same sort of idea as SCSI - for hooking external devices too.
-ken

5161. Re: Looking for Atari ST mail order retailers

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 14:09:44 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.204.000929D4@cfcsc.dnd.ca>
Source record: 168602

>anton@crl.com (Anton Chiang) writes:
>Hi
>I would like to find mail order firms which carry Atari ST hardware &
>Software. Any help (phone# , address) would be appreciated. Thank you.
>(also dealers in the San Francisco Bay Area would be great, too)
Try these addresses:
Best Electronics in San Jose, phone 408 243 6950, fax 408 243 8274.
gribnif@genie.geis.com
Lexicor: usasales@lexicor.com
1726 Francisco Street
Berkeley, CA 94703
Tel: (510) 848 72 -21 / Fax: -13
Oregon Research: ora@genie.geis.com
Portland Atari Club
Martin.Crommie@f79.n105.z1.fidonet.org Martin Crommie, Sysop
Max.Denebian@f318.n105.z1.fidonet.org Max Denebian, Sec
Snailmail:Toad Computers
570 Governor Ritchie Highway
Severna Park, MD 21146-2925
Internet: TOAD@genie.geis.com
toad@charm.net
Phone: (410) 544-6943 info
(410) 544-6999 BBS
(410) 544-1329 FAX
(800) 448-8623 ORDERS
David Troy [toad@charm.net]
http://www.charm.net/~toad/

hope this is usefull
-ken

5162. Re: Fried Bits?

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 14:30:10 UTC
From: Per B�rge Heidenstr�m <perhei@calvin.nhidh.nki.no>
Message-ID: <3l6i5j$cni@ratatosk.uninett.no>
Source record: 168603

gordov3@icebox.iceonline.com (Gordon Vink) wrote:
>
>
> FRIED BITS III? FRIED BITS III? FRIED BITS III? FRIED BITS III?
> FRIED BITS III? FRIED BITS III? FRIED BITS III? FRIED BITS III?
>
> Last year at the beginning of April there was a Demo convention
> called Fried Bits II, where some great demos for the Falcon was
> released.
>
> Does anyone know if there will be another Fried Bits Demo convention
> in Europe this year?

Fried Bits III will be 14.-17. April in Bremen Germany....
About 80 crews are supposed to be there, and 30 crews
have releases....

That's all I know about it, but I'm getting more info about soon.

E-mail me if interested...

perhei@calvin.nhidh.nki.no

5163. Re: MagiC & MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 14:44:44 UTC
From: thopman@uoguelph.ca
Message-ID: <3l6j0s$1vk@ccshst05.cs.uoguelph.ca>
Source record: 168608

Douglas Zander (dzander@solaria.sol.net) wrote:

: I have an AtariST upgraded with 2.5 Meg ram and TOS 1.0 I don't have a
: hard drive but I'm thinking of getting one from Toad along with ICD LINK 2.
: My question is that I've heard that I really should upgrade to TOS 1.04 or
: 2.06 Do I really need to hardware upgrade? Can I use MagiC, Geneva or
: MultiTOS? Aren't these TOS replacements? Which is recommended? If I
: should do a hardware upgrade, which TOS version should I get?
Upgrade to at least TOS 1.04; 2.06 is better, but anything is better than
1.00. I'f you're not planning on accelerating your machine, I would
advise getting Geneva. MultiTOS is dead slow on an 8 MHz machine. I don't
know how fast MagiC is, but from the pictures I've seen, Geneva's a lot
prettier ;-). Geneva flies on my 25 MHz machine, and it's reasonable even
at eight MHz. Also, it uses very little memory, so you'll find 2.5 megs
more than sufficient for most tasks. Note that Geneva is _not_ a TOS
replacement, just an AES replacement. GEMDOS, VDI, and XBIOS remain,
which is why you should still upgrade your TOS version.

THeo

5164. Re: TT Specs?

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 14:49:41 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.205.0009D448@cfcsc.dnd.ca>
Source record: 168618

>C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>Subject: Re: TT Specs?
>troyc@bnr.ca (Troy Carpenter) writes:
>>1. Can I still use my old Atari color monitor I have had since 1988? I
>Dunno.
Sure - for ST colour resolutions you could use your colour monitor.
>>2. What is the processor upgrade path? Is it as simple a dropping a faster
>There is a 48MHz speedup board available from Cyrel/Cybercube. I
>haven't heard of any 040 upgrades being available on *any* Atari.
CaTTamaran! Baracuda will be out soon - a 68040 board for the Falcon.
>>3. What about memory? Are they SIMMS? How much ST memory can I put in?
>Don't bother with ST RAM -- it is slow and limited to 4Mb. You need a
>TT-RAM board, and different boards allow different types of SIMM etc
>to be installed. The MegTT board which I have has 8 slots, allowing up
>to 128Mb of TT-RAM. You need 70ns or better SIMMs.
My understanding was that the TT uses ST ram for printing, so while slower and
not as usefull for apps, it definately would be usefull for printing. Of
course I think the TT also uses TT ram for printing :^)
>>4. FPU support?
>It has a 68882. Do you mean which apps support a maths copro? Not many
>:-(although most raytrace-type software tends to.
I believe programs like DA's Vector, and maybe ApexMedia(I know Apex uses the
DSP in the Falcon) use the co-pro
>--Chris
>Other email addresses:
>Work: C.Ridd@imc.exec.nhs.uk
>Cix: chrisridd@cix
have fun/bonne chance!
-ken

5165. weird ST behavior

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 14:51:32 UTC
From: rappleye@felix.kodak.com
Message-ID: <rappleye-270395095141@150.102.161.162>
Source record: 168609

Fired up the old ST this weekend and had a few problems...sometimes the mouse pointer wouldn't move, sometimes the drop down menus didn't drop down, sometimes a mouse click had no effect. I pulled it apart, reseated everyting and now it works fine. I'd sure like to know what caused it though. Anybody seen anything like this?

RevDrFreak
'foot soldier

5166. Re: Atari--->Mac or DOS

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 14:52:57 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.206.0009E239@cfcsc.dnd.ca>
Source record: 168620

>cgra@se.bel.alcbel.be (Chris Gray) writes:
>>What are some names of software which can be used to convert Atari text
>> files to Mac or Dos, and where can one get this software? Thanks.
>If by text files you mean plain ASCII, then this is a non-problem; just
>copy the files.
>If your files are in a format for some specific Atari word processor and
>you need to convert them to e.g. Word Perfect or MS Word format than that's
>another question, and one that needs more specifics before an answer can be
>given.
>--
A program like AtariWorks, Marcel, ... will save/convert to
RichTextFormat(RTF) which is used in most recent Mac/IBM wordprocessors.
Marcel is shareware and only 10$. Atari Works has spreadsheet, word
processing, and database programs integrated into one.
fait attention
-ken

5167. Re: Opinions Wanted on Dot Pitch

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 14:59:45 UTC
From: thopman@uoguelph.ca
Message-ID: <3l6jt1$1vk@ccshst05.cs.uoguelph.ca>
Source record: 168696

Troy Carpenter (troyc@bnr.ca) wrote:
: I am asking this becuase I can get a NEC Multisync II monitor, which NEC
: tells me is .31 dot pitch, for $85. Don't want to settle for that if .31
: will be so bad I will want a new one in a few months...but don't want to pass
: it up if .31 is acceptable.
It really depends what resolutions you're going to be running at. If
you're using standard TT colour resolutions (i.e. up to 640x480), .31
will be fine. Even .39 is OK at 640x480. .31dp might even be fine up to
800x600 (if you get a graphics card). Even if you're not happy, I think
you'll be able to sell it again, as there is a market (particularly among
Amiga and ST users) for Multisync 2's and 3's.

THeo

5168. Re: NVDI How to configure?

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 15:07:44 UTC
From: alfasoldt@aol.com
Message-ID: <3l6kc0$gdt@newsbf02.news.aol.com>
Source record: 168621

Welcome from all your fellow cheese-heads, Paul. You may be memorialized
for your contribution to the language, too! I like that one!

Al Fasoldt, Systems Editor, Syracuse Newspapers

5169. Re: Bad News: TOS 5

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 15:09:42 UTC
From: alfasoldt@aol.com
Message-ID: <3l6kfm$ge4@newsbf02.news.aol.com>
Source record: 168622

Great to hear from the original Towns himself. More info on the former TOS Group's project would be appreciated, John.

Al Fasoldt, Systems Editor, Syracuse Newspapers

5170. Re: Screen saver for a TT with a 19 inch monitor?

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 15:12:28 UTC
From: alfasoldt@aol.com
Message-ID: <3l6kks$geo@newsbf02.news.aol.com>
Source record: 168623

Idle 2.2 is the latest version of IDLE.

SilkMouse also has an excellent no-frills mono screen saver, in addition to its fine mouse routines.

(The SM saver also works in color, of course -- but not on graphics cards.)

5171. Re: Trouble getting power to ICD Link

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 15:15:55 UTC
From: alfasoldt@aol.com
Message-ID: <3l6krb$gfd@newsbf02.news.aol.com>
Source record: 168697

> I have an ICD Link but I don't think any of my drives provide
termination
> power.

You may be able to move a jumper or do a little soldering on the drive pins. Drop a note to Toad Computers at toad@genie.geis.com...

Al Fasoldt, Systems Editor, Syracuse Newspapers

5172. Re: Superboot Author G.W.Moore

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 15:21:29 UTC
From: alfasoldt@aol.com
Message-ID: <3l6l5p$ggg@newsbf02.news.aol.com>
Source record: 168698

> I haven't seen X-Boot. What I need to do is set up preconfigured
>boot setups that I can run after a warm reset by simply pressing an F key
or
>other key combination.

SuperBoot does this fine. I find it easier to understand and use, and MUCH
easier to set up, than any of the dozen or more others I have tried. But
XBoot has a lot of support, no doubt for other, valid reasons.

Al Fasoldt, Systems Editor, Syracuse Newspapers

5173. Re: MiNT and Geneva

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 15:24:15 UTC
From: alfasoldt@aol.com
Message-ID: <3l6lav$gh2@newsbf02.news.aol.com>
Source record: 168699

> How about a non-modal fileselector? A faster GenevaTOS? A wider (and
>non-modal) dialog box when entering parameters when lauching a program
>from GenevaTOS? The ability to pass parameters to .TTP's and .GTP's from
>Geneva Manager?

Great suggestions, Theo. A true modeless selector would be excellent, but
it may be low on Dan's list.

Al Fasoldt, Systems Editor, Syracuse Newspapers

5174. Re: Cruise for Corpse-Help!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 15:35:19 UTC
From: johnmoon@pyromania.apana.org.au
Message-ID: <3l6lvn$782@eplet.mira.net.au>
Source record: 168626
Cross-posted to: comp.sys.ibm.pc.games.adventure,comp.sys.atari.st

Go to Niklos Karaboudjan's office. INSERT KEY INTO LOCK ON ROLL TOP DESK.
TAKE THANK-YOU NOT. (10.20 am).

READ THANK-YOU NOTE. OPEN JEWEL CASE. EXAMINE CLASP. (10.30am)

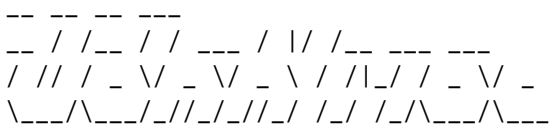
Go to the Dining Room. OPEN DRAWER. EXAMINE DRAWER. TAKE ENGAGEMENT
INVITATIONS. (10.40am)

Walk down along the Main Deck on the Port side. You wil see Tom & Rebecca
on the Upper Deck. (10.50am)

And that is all I'm gonna tell you, hehehehehe

ENJOY!

--



johnmoon@pyromania.apana.org.au

5175. Re: WWW-Browser for ATARI (esp. Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 16:05:39 UTC
From: avg@cwi.nl
Message-ID: <avg.796320339@news.cwi.nl>
Source record: 168627

dsb@cs.duke.edu (Scott Bigham) writes:

[I said: getenv() is a library call]

>Why would that stop an accessory from using it? But if you reallly
>wanna hit bare metal... <flips through manuals> okay, looks like you
>can grab a pointer to the environment string from offset 0x2c in the
>basepage.

Oh my *GOD*. What I meant is that *that* 0x2c thing, for accessories,
points at nothing, obviously (for, what file can GEM read the
environment from before it starts accessories). And hence the library
call doesn't help you out either. Of course I use getenv() instead of
peeking into <basepage + 0x2c>.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

5176. Re: Teradesk w/ TOS 1.00...

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 16:23:32 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FC2QFCAOUP@galaxy.teuto.de>
Source record: 168624

In <3l2ad1$31h@golem.wcc.govt.nz> Roger Sheppard.. wrote:

>>The beauty with MagiC is that you get a complete new O/S without any of
>>the old bugs, as well as faster screen/printer/etc. code. And on top of
>No Magics is very slow to load and very very fussy on the programs that it can
>run, Geneva is far better...

Whoahh, hold that though Roge!

You're talking first-hand experience here, are you not? Thought so ...

Why or where is

-Mag!C [2|3] slow to load?

-fuzzy on programmes

BTW, Roge, does Geneva give you preemptive Multitasking yet? Or background DMA
like version 3 of Mag!C does?

Let's hear some facts to prove your point ... If you are able to give _any_,
that is :-)

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/personen/hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

5177. Re: Falcon Screen Capture Program Req.

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 16:38:49 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3l6pmp$4o4@bs33n.staffs.ac.uk>
Source record: 168628

D.Bhabuta (efac001@alpha.qmw.ac.uk) wrote:
: GEMView does it. It comes with a XIMG snapshot utility, and the XIMG
: pic file can easily be converted to TIFF.

: However, I use ImageCopy to do my snapshots...I specifically use
: Imagecopy 3.5CD, but older versions have the same facility.

The the snapshot util a desktop acc? If so then it's not what I require.
Otherwise I'll download a copy and have a look.

As for ImageCopy 3.5 how does that operate? Does it sit over a key
combination? I'd need to know before I bought the full version to save
wasting money on yet another image viewer.

RiCH

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

5178. Re: Any News from CEBIT show in Germany??

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 16:46:08 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FC2QFCCMUP@galaxy.teuto.de>
Source record: 168700

In <3kpfob$cb3@news.iesd.auc.dk> Henrik Lunardi Weide wrote:

>In article <3kbkkn$lqq@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>> All I know is that 2B released a new version of NVDI - 3.03, and
>> released MagiC!3 for ST/TT machines.
>Huh ??? What about the Falcon-compatible version ???

Due out later ...

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/personen/hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

5179. quantum 105 hd and atari color monitor 4 sale

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 17:22:10 UTC
From: randyh@sr.hp.com
Message-ID: <3l6s82$9f9@canyon.sr.hp.com>
Source record: 168629

I have a 2 year old quantum 105 meg hd with older icd adapter for sale.
It comes in an atari floppy disk case and uses an external pc supply to
power it. You can have it with or without the supply, the only difference
will be shipping costs. This drive works great. It also has lots of software
on it. Mint, GCC, Heat-n-serve, editors, games, accs and what not.
I want $125 U.S. dollars for it.

I also have an Atari sc1224 color monitor for sale. It works great too.
I want $100 U.S. dollars for it.

--
==== Randy Hosler ========= Yes, the Spam is a living animal, cloned from
==== randyh@sr.hp.com ===== the Hot Dog Tissue and is the only mammal with
==== 707-577-3677 ========= no hair, teeth, or bones, which is why people
========================== so seldom choose to photograph it.

5180. ACN Hardware sales---A Warning (was: Atari Transputer)

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 17:36:34 UTC
From: avg@cwi.nl
Message-ID: <avg.796325794@news.cwi.nl>
Source record: 168630

Koos_Kuil writes:

[ACN still sell the ATW]

Sure, but here's a warning: I DON'T RECOMMEND BUYING ANY HARDWARE
AT ACN.

I bought four items of hardware worth NLG1000. Ad promised they would
be new or demo models. All of it was utter rubbish. It was old and dirty.

- A portfolio had a German keyboard, and turned out not to work
(no image on screen). Others have had French keyboards, without a warning.

- A TTM194 came without a cable. Cable came after 2 months.
The TTM194 makes scary ticking sounds, and the screen is
unstable (standard TTM problems I guess)

- A 1040STE has been opened; the 1040STE tag is missing and it
is a UK model (not NL-PAL broadcast compatible, so no TV option)
It looks 4 years old

- A SM124 has a damaged cable. When I hook the cable up to the
1040STE, the computer refuses to boot. :-)

(and a few other problems)

I ring the guys, their answer is: Oh, are you not happy? Return
the items and we will only charge you 10% for administration.

I refused (how am I to return a TTM194---don't have a car; Dutch mail
refuses items that big) and sent them two letters, explaining the
situation in full detail. No answer (for about three months by now).

A month later, I returned the Portfolio, with a new letter explaining
the situation again. No answer.

If ACN can't provide a TTM194 with a cable, how are you going to
expect them to sell you an ATW? Don't do it, unless you want to
open an Atari museum.

I bet they're not even authorized to sell hardware, but that's
speculation.

Any other people with ACN problems? It is time to take some (legal)
action against these people.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

5181. Re: Cruise for Corpse-Help!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 17:47:45 UTC
From: nfb1tea@bolton.ac.uk
Message-ID: <3l6to1$813@yama.mcc.ac.uk>
Source record: 168563
Cross-posted to: comp.sys.ibm.pc.games.adventure,comp.sys.atari.st

In article <3kuqv7$dq3@news.rhrz.uni-bonn.de>, guertler@PROBLEM_WITH_INEWS_DOMAIN_FILE (Michael Guertler) writes:
>BAGGERMANS B.M.H.P. (B.M.H.P.Baggermans@kub.nl) wrote:
>[...]
>: I hope this helps a bit. It is a very frustrating game.
>
>It sure is. Does anybody know where I could find a complete solution?
>
>Thanks in advance
>-Michael

Thanks to Brigette for the hints you gave.

Neil-B-

5182. Re: Cruise for Corpse-Help!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 17:50:54 UTC
From: nfb1tea@bolton.ac.uk
Message-ID: <3l6ttu$813@yama.mcc.ac.uk>
Source record: 168564
Cross-posted to: comp.sys.ibm.pc.games.adventure,comp.sys.atari.st

In article <3kuqv7$dq3@news.rhrz.uni-bonn.de>, guertler@PROBLEM_WITH_INEWS_DOMAIN_FILE (Michael Guertler) writes:
>BAGGERMANS B.M.H.P. (B.M.H.P.Baggermans@kub.nl) wrote:
>[...]
>: I hope this helps a bit. It is a very frustrating game.
>
>It sure is. Does anybody know where I could find a complete solution?
>
>Thanks in advance
>-Michael

Thanks to Brigette for your help on this one.

Neil-B-

5183. Re: HSMODA06 works on Falcon!

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 17:58:02 UTC
From: harun@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3l6uba$l2i@mars.fb1.fhtw-berlin.de>
Source record: 168633

No special settings, read the 1_README.ENG and take the drivers
mentioned there in the order mentioned in this text.

Regards, harun@linux.fb3.fhtw-berlin.de

5184. Re: First Word Plus File Convertors

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 18:01:12 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Mar27.180112.6201@bradford.ac.uk>
Source record: 168631

On Mon, 27 Mar 1995 11:17:23 GMT, Tony McAlinden wrote:
: Does anyone know of a piece of software that will allow me to convert a few
: old First Word Plus files to any PC word processor format? I'd ideally like
: to be able to preserve the character formats (italic, bold etc).

I think there is a First Word Plus to RTF convertor out there, but I have
not got it, and I am not sure where you might find it.

Steve Taylor.

5185. Re: WWW-Browser for ATARI (esp. Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 18:20:01 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D642xD.H0@watserv3.uwaterloo.ca>
Source record: 168634

In article <avg.796235038@news.cwi.nl>, Annius Groenink <avg@cwi.nl> wrote:
>
>That's one thing. Now if you can get MiNT to be as secure as plain
>TOS, then we're getting somewhere. Right now when I am using MiNT
>my reboot average is once every 10 minutes... And that's on a TT
>with memory protection.
>
I haven't had problems with Mint-X - my average reboot is once every few
days and since I've been doing a lot of compiling I get a hell of a lot
of bus errors in what I compile when I'm playing around with stack sizes
to see the minimum I can get away with for a particular app. These
errors to not kill the system. I find it more stable than TOS!

Sorry to all those waiting for some X-apps - I've still got some more
bugs to fix in many of them. I just got Xfig 3.01 working the other day!
(It's huge though so you need a lot of memory)

Sam

5186. Floppy drive problem (still!)

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 19:46:02 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <3l74lq$6g9@charm.magnus.acs.ohio-state.edu>
Source record: 168635
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

OK, here's the problem I'm still having. I've got one good floppy drive, but it's external, and therefore drive 'b' on my mega 4. That's fine for most of the things I do on my machine anymore, but the problem is that the dang thing is now completely ignoring the fact that drive A exists at all, and, when it things there is no drive a at all, it for some reason assumes there is no drive B either! In other words, 99% of the time when I boot my drive A light never even flashes, and, when this happens (when there is no drive activity whatsoever), then I also can not access drive B (it tells me to insert disk B into drive A) either. I've already tried programs such as drivert (which does absolutely nothing at all on my system, go figure).

So, I was hoping so hardware-knowledgable person out there might tell me exactly which wires to ground or put to 5volt (or to 12 volt in the case of the power cable of course) in order to simply suggest ever so nicely to my ST that drive A is in fact connected but that there is no disk in it. That is, if I just remove the friggin' drive and run some jumpers to tell the st "Here is Drive A, it exsts, but there is no disk in it" (that way it won't try to access drive A on bootup until hell freezes over, which is what it does now).

The instruction will have to be in very plain english. I can solder or simply jump from one pin to another in the cable, but you'll have to tell me exactly which pin number to jump to which pin number and how to tell which pin number is which (unless it is clearly marked of course, but I have not checked that...)

Thanks a million!

____
|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu
dhbutler@osustat.mps.ohio-state.edu

"It's supposed to be automatic but actually you have to press this button."

- John Brunner

5187. Thrill Time Platinum Volumn 2

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 19:51:12 UTC
From: zap@eskimo.com
Message-ID: <D6475C.3My@eskimo.com>
Source record: 168637

I purchased the Thrill Time compilation package of software some years ago and am looking to buy someone's game called 'BOMBJACK' which was in Platinum Volumn 2 of that package. My daughter was heartbroken when the disk failed and I promised I would ask on the net to see if there was another copy out there. Thanks in advance for your time looking through your game archives!

--

Randall Dale Spreadborough <zap@eskimo.com>
PGP v2.6.2 Public Key Available by Request

5188. Re: Baracuda 040?

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 20:15:14 UTC
From: nat@zumdick.rhein-main.de
Message-ID: <FC2UBDURUP@zumdick.rhein-main.de>
Source record: 168636

In <3l62iq$k80@news.iesd.auc.dk> Henrik Lunardi Weide wrote:

>In article <FCXSCHXOUP@zumdick.rhein-main.de>, nat@zumdick.rhein-main.de (Nat!) writes:
>>
>> Retail price is: $950 with the real 040.
>>
>
>Is it possible to first bye LC040 and than later upgrade to the real 040 ??/
>
I talked to the board's developer at a show last year, and he said that
they scrapped the LC040 option. If you can afford a Barracuda you also
can afford the real 040... (har)

Nat!

------------------"Bang that bit that doesn't bang"---------------

And I love to talk philosophy / but I gotta take a piss
Man, that philosophy / runs right thru you

David Lee Roth

5189. Re: List of WWW Browsers curr

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 20:16:44 UTC
From: guenther@cabal.shnet.org
Message-ID: <FC2TFGAMUP@cabal.shnet.org>
Source record: 168619

In <avg.796234369@news.cwi.nl> Annius Groenink wrote:
>Well then, here you are: Mausnet is right. Don't hope for an Atari
>browser, at least not one that will be accessible to the home user.

The home user doesn't have net.access either, so...

>The reason is simple: writing a decent application requires a lot of
>work; the Atari market is virtually nonexistent, so the only solutions
>you might get are quick hacks using MiNT and MiNTnet.
>
>As we've argued before, those will not be suitable for most Atari users.

Errr...I know some things besides Internet where a WWW browser is useful
(some CD-ROMs, e.g.), but not too many. And I know that preemptive
multitasking is a must for decent Internet usage.

>So I don't see a way to come up with a decent browser that satisfies
>all of the Atari community (and even then I hardly believe I'd sell
>a hundred copies---this is how bad things are these days!)

So, is someone going to come up with a decent graphical browser that
satisfies some of the Atari community?

>However, if before the end of this month, I get a few hundred orders
>for the Atari version of Edith Pro, I might reconsider the matter :-)

What is Edith pro? Why should I order it? And - international money
transfers are still a pain in the ass.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

UPoint 'medium' 22. Mar. '95

5190. Re: Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 20:30:16 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FC2VAHBFUP@galaxy.teuto.de>
Source record: 168638

In <djs.796301810@gen-off-2> David Stevenson wrote:

>Although the last few issues of ST Review did see him morphing his wife
>into various animals ;-)

Brings out ones _real_ personality ;-)

[FX: Bark, bark]

/Hendr!K/

5191. Re: ECTS - Jaguar CD wow!!!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 20:49:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199503272249.a10879@a2w.maus.de>
Source record: 168632

popemerlin (popemerlin@delphi.com) wrote on 26.03.95:

>The machine should be released at the end of this month.
What will be the price?

>The Saturn is only a jazzed up megadrive nothing else extra included.
Yeah sure, and I suppose the Jag is just a souped up Lynx :)

Come on, what did you see running on it? VLM? A game? Anything?

Give, give :)

Ian_Taylor@a2w.maus.de The hidden secret of life is

5192. Re: Superboot Author G.W.Moore

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 20:50:15 UTC
From: ai868@detroit.freenet.org
Message-ID: <3l78e7$odd@detroit.freenet.org>
Source record: 168641

SuperBoot is no longer supported. X-Boot is. Thats more than
enough of a reason to get X-Boot.

--

Jim Kudron |
Detroit Freenet |ai868@detroit.freenet.org
GEnie | jim.k@genie.geis.com

5193. what kind of hardisk driver to use?

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 20:55:37 UTC
From: hallvart@oslonett.no
Message-ID: <3l78o9$or5@hasle.oslonett.no>
Source record: 168639

what kind of harddisk driver should I use with an IDE drive and my STE?
Is the AHDI from Atari okay (usable), and can I change to a better one
later without reformatting the drive?

--
** Hallvard Tangeraas, Oslo, Norway **
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 faxmodem]
****

5194. Re: Superboot Author G.W.Moore

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 21:22:37 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.207.00106102@cfcsc.dnd.ca>
Source record: 168575

sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard..) writes:
>Date: 23 Mar 1995 22:58:09 GMT
>In article <D5qCyE.D7K@eskimo.com>, zap@eskimo.com (Randell Spreadborogh)
>writes:
>> Does anyone know if Superboot is still being supported? I would like
>>to get the latest version and find the author so I can register it. Any info
>>would be appreciated. I can't seem to get his e-mail address to work. A
>>current e-mail address would be great. Thanks in advance!
>I do sugest that if you want a Real boot manager go and Buy X-Boot, I think
>this is the best there is....
>Far Far better than any PD stuff that I have seen, and has a nice Gem
>interface...
On the whole I would agree, but it also has glitches. In the parametres
section one tells Xboot where you are hiding *.inf, *.acc, *.cpx files. *.cpx
and *.inf have worked OK, probably because XControl 'remembers' where your
*.cpx file are. But *.acc has never worked for me, I have to use the batch
file to kill all c:*.acc's, and individually copy the *.acc's I want to run
to the root. This can get a little tendious(CLI anyone? 8^) Has anybody else
had this problem? or can suggest a solution? -Roger?
merci
-ken

5195. XBoot; was Re: Superboot Author G.W.Moore

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 21:33:41 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.208.00109042@cfcsc.dnd.ca>
Source record: 168576

zap@eskimo.com (Randell Spreadborogh) writes:
>Date: Fri, 24 Mar 1995 07:53:12 GMT
> I haven't seen X-Boot. What I need to do is set up preconfigured
>boot setups that I can run after a warm reset by simply pressing an F key or
>other key combination. I have Geneva and NeoDesk4 and some of my programs do
>not like Geneva and some do not like Warp9. I need to disable these programs
>and preload certain auto programs and accessories depending on the
>application I want to run. I have an STE w Tos 1.06 and 4 megs. Will X-Boot
>do this for me? If so, how much will it cost? Thanks for any info. I still
>haven't heard back from Mr.Moore so I am still open to suggestions.
Yes.
Xboot will do that and more.
you can set up the hot key you want to bypass xboot and rerun last setup.
you can hit a key combination (alt-F1 for first set) to run a set.
you can copy, rename, delete, move files BEFORE you run your AUTO folder
stuff. You can run batch files.
You can load suitable desktop.inf files (say calamus.inf --> desktop.inf),
same for assign.sys and extend.sys files (ie. AtariWa.sys-->assign..sys, etc)
I've about 20 sets, such as HiCalaumus, HiStorm, MedNEOdesk, HiGeneva, ...
I have exactly the same setup, STe, TOS 1.062, 4 Megs RAM
As for cost, hmm I think I paid 50$, but contact Gribnif@genie.geis.com for
exact price.
later
-ken

5196. Re: First Word Plus File Convertors

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 21:59:44 UTC
From: abstract@wam.umd.edu
Message-ID: <3l7cgg$qf6@cville-srv.wam.umd.edu>
Source record: 168640

Steve Taylor (S.P.Taylor@bradford.ac.uk) wrote:
: On Mon, 27 Mar 1995 11:17:23 GMT, Tony McAlinden wrote:
: : Does anyone know of a piece of software that will allow me to convert a few
: : old First Word Plus files to any PC word processor format? I'd ideally like
: : to be able to preserve the character formats (italic, bold etc).

: I think there is a First Word Plus to RTF convertor out there, but I have
: not got it, and I am not sure where you might find it.

I have it, and I got it from Suzy B's software. It could be
available on a BBS somewhere, too...
--Lunatic

: Steve Taylor.

5197. Re: WWW-Browser for ATARI (esp. Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 23:52:34 UTC
From: dsb@cs.duke.edu
Message-ID: <3l7j42$68a@duke.cs.duke.edu>
Source record: 168642

On looking back a few articles in this thread, I've discovered that
Annius slipped me a trick question. ;) Recall that he asked:

>>>>>BTW, how does a classical Accessory
>>>>>read an environment variable under out-of-box TOS 1.4?

Out-of-the-box TOS 1.4 doesn't _have_ environment variables. Which
means that if a program or accessory you're using requires them, then
you _need_ MiNT or MagiC (I assume) or NeoDesk or Geneva or an
auto-folder environment installer --- all of which, notice, run before
the accessories are started (or in the case of the desktops, start the
accessories themselves), and thus getenv() works.

And you never did answer my question: What problems are you actually
having with MiNT? We can't fix `em if you don't report `em, ya know.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1995 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

5198. Re: First Word Plus File Convertors

Newsgroup: comp.sys.atari.st
Date: 1995-03-27 23:53:45 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D64IDM.6ME@cix.compulink.co.uk>
Source record: 168643

In response to S.P.Taylor@bradford.ac.uk's message:
> On Mon, 27 Mar 1995 11:17:23 GMT, Tony McAlinden wrote:
> : Does anyone know of a piece of software that will allow me to convert
> : a few old First Word Plus files to any PC word processor format? I'd
> : ideally like to be able to preserve the character formats (italic,
> : bold etc).
>
> I think there is a First Word Plus to RTF convertor out there, but
> I have not got it, and I am not sure where you might find it.

I've got it here - FWP2RTF. It's about 20k uncompressed, so if I ZIP'd and UUE'd it it'd be suitable for EMail anywhere.

I don't know if it's on an FTP site anywhere.

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%* # also: 100:1011/143.0@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/143.0@nest.ftn #

5199. Looking for Atari ST mail order retailers

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 00:00:00 UTC
From: jim.gain@primetime.org
Message-ID: <1e3.2908.4071@primetime.org>
Source record: 168554

```
-> Hi
-> I would like to find mail order firms which carry Atari ST hardware &
-> Software. Any help (phone# , address) would be appreciated. Thank you. (also
-> dealers in the San Francisco Bay Area would be great, too)

The "Atari Superstore"... the "Mother" of all Atari dealers ;-) is TOAD
Computers. There toll-free line is: 1-800-448-8623. Hope that helps!

---------------------------------------------------------------------------
Internet: jim.gain@primetime.org (Jim Gain)
This message lovingly processed in beautiful Muskoka, Ontario, Canada by:
PrimeTime BBS - (705)689-1757
---------------------------------------------------------------------------
```

5200. Re: WANTED: Turbo ST Screen Accelerator

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 00:00:00 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1995Mar28.130033.7079@bay.cc.kcl.ac.uk>
Source record: 168555

In article <3l1k7g$q51@netaxs.com>, hlazar@netaxs.com (Henry Lazarus) writes:
> John Stanmeyer (jws4p@fermi.clas.Virginia.EDU) wrote:
> : I recently downloaded a demo of "Turbo ST", a software screen
> : accellerator which speeds up BIOS text and GEM windows dramtically.
> : Anywa

> I haven't used Turbo St for years. I think it interfered with
> something else. As far as I know it isn't supported anymore. why not just
> use one of the newer, supported, accelerator

Why not try for a 2nd hand copy of NVDI or such like?

-Al's,udem148@bay.cc.kcl.ac.uk-

5201. Re: WWW-Browser for ATARI (esp. Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FC3VEHAFUP@cabal.shnet.org>
Source record: 168556

In <avg.796393705@news.cwi.nl> Annius Groenink wrote:

>dsb@cs.duke.edu (Scott Bigham) writes:
>
>>And you never did answer my question: What problems are you actually
>>having with MiNT? We can't fix `em if you don't report `em, ya know.
>
>I think most of the problems are concerned with the AES, which usually
>hangs the system when something goes wrong.

That's one of the reasons for the MiNA (MiNA is not AES) project, AFAIK.

MiNT/MiNA could become a nice combination.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

UPoint 'medium' 22. Mar. '95

5202. Re: Fried Bits?

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 00:00:00 UTC
From: Martin_Lethaus@un.maus.ruhr.de
Message-ID: <199503281647.a29586@un.maus.de>
Source record: 168557

Kommentar zu A23769@UN in der Gruppe comp.sys.atari.st

>FRIED BITS III? FRIED BITS III? FRIED BITS III? FRIED BITS III? FRIED
>BITS III? FRIED BITS III? FRIED BITS III? FRIED BITS III?
> Last year at the beginning of April there was a Demo convention called
>Fried Bits II, where some great demos for the Falcon was released.
> Does anyone know if there will be another Fried Bits Demo convention in
>Europe this year?

Yep!

```
------------------------------------------------------------------------------
UPDATE ======================== 17.03.1995 ======================== UPDATE
------------------------------------------------------------------------------
F R I E D B I T S E A S T E R N C O D I N G C O N V E N T I O N 3
------------------------------------------------------------------------------

THIS IS A LITTLE UPDATE LIST ABOUT THE GROUPS WHO ARE ATTENDING...

------------------------------------------------------------------------------
DEMO-GROUP COMPUTER COUNTRY INF.(M) INF. (A) DEMORELEASE
------------------------------------------------------------------------------
Aura F030 D X POSSIBLE
Animal Mine F030 D X
Mugwumps F030 D X
Newline F030 D X POSSIBLE
Risk F030 D X
Channel 38 F030 D/B X
Avena F030 D X
Inter F030 D X POSSIBLE
Respectables F030 D X
Game Over F030 D X
GorZone Sysops F030 D X
Sienera Sysops F030 D X
Light F030 D X POSSIBLE
New Trend F030 D X POSSIBLE
NPG F030 D X POSSIBLE
Icebird ARCHIMEDES D X
Xperience ARCHIMEDES D X
Cream F030 D X
Stax F030 D X
ex BMT (NOT SURE) X
TNB F030 D X
Phobyx Creative JAGUAR DEVELOPER X
Lego AMIGA D X
Sanity AMIGA D X
```

The ChaosEngine F030 D X POSSIBLE
Atari Dreammach. F030 D X
Sound Connexion F030 D X
Infinity STE D X
TBM PC/ST D X
Cruor F030 D X POSSIBLE
Synergy F030 NL X
TOS-Crew ST NL X
DBA F030 NL X
Sentry F030 NL X
Imagina F030 N X
Nex F030 N X
Dead Hackers Soc. F030 S X POSSIBLE
No Crew F030 S X
Impulse F030 S X
Lazerheads F030 S X
FATAL Design F030 F X POSSIBLE
(ex Abstract)
The Avengers F030 F X
Hydroxyd F030 F X
Hemoroids STE/? F X
MJJ-Prod F030 F X POSSIBLE
EKO F030 F X POSSIBLE
DNT-Crew F030 F X POSSIBLE
Dune F030 F/D X
Lazer F030 A X POSSIBLE
Digital Chaos F030 GB X
The Mega 4 ST/? GB X
Donald P. Maple F030 GB X
diverse Maus User F030 D X
Cannabis ST/? D X
Dreamscape Sysops F030 D X
Omega F030 S X
ICE STE S X
Exonic F030 S X
Rebelsoft F030 D X
TEX F030/PC D X
Reservoir Gods F030 GB X GAME-RELEASE
Therapy F030 D X POSSIBLE
Oxyrion AMIGA D X
Adrenaline F030 F X
Megabusters F030 F X
Falks F030/ST F X
Equinox ST/? F X
TSCC STE/F030 D X
Coma Team F030 HUN X
New Beat F030 (NEW) S X
Lost Boys ST/? (NEW) D X
Soulman F030 (NEW) D X POSSIBLE
Silent Babylon PC (NEW) D X

Legacy ARCHIMEDS(NEW) D X
DULL F030 (NEW) NL X POSSIBLE
Giants F030 (NEW) NL X
Oxygene STE/F030 (NEW) F X
PB-Diskmagazine ST/STE (NEW) GB X
Digi Tech F030 (NEW) GB X POSSIBLE
---------- 78 GROUPS
INF.(M) = announced their attendance by me
INF.(A) = announced their attendance by another Independent member
DEMORELEASE = all releases are not 100% definite at this time
---

At this time we are waiting for information from other groups. All this information is not 100% definite at the moment.This text will be updated.

PARTY VIDEO

We think we will finish a computer animated video with good effects and music. The video is made by the guy who created the Neon-demo video at the "PROTOS"-fair in Bonn/Germany. If this video is finished you can buy it at the party.

PRICES/SPONSORING

If all goes his right way, the first price for the Demo-competitions will be an

ATARI-JAGUAR + CD-ROM

We are in contact with some Atari-shops and Software-Developers to get Hardware and Software prices for the competitions.

SZENE DEMOS/UTILITY CD

After the party, Delta Labs will release the first Demo-CD and Utility-CD for the Falcon!Many old Demos and all Demos from the party will be placed on this CD.

COMPUTER-MAGAZINES

The following computer-mags will have articles about the party:

Papermags: - ST-Computer (D)
- Atari Inside (D)
- Start Micro (F)
- ST-User (GB)

Diskmags: - Maggie (GB)
- DBA-Mag (NL)
- Undercover-Mag (D)

- Atari Dreammachines (D)
- ATOS (D)
- PB-Diskmag (GB)

Attention: ALL INFORMATION IS NOT 100% DEFINITE AT THIS TIME. CHANGES COULD BE POSSIBLE!!!!!!!!!!!!!!!!!!!

Ok. THAT'S ALL FOR THIS TIME.

Frank <StaLLion of AURA / The IndePENdent>

Questions???
email: Frank_Kurpiela@HB2.maus.de

5203. Re: ECTS - Jaguar CD wow!!!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 00:00:00 UTC
From: Martin_Lethaus@un.maus.ruhr.de
Message-ID: <199503281653.a29587@un.maus.de>
Source record: 168558

Kommentar zu A29419@UN in der Gruppe comp.sys.atari.st

>Hi,
> We have just been to ECTS, and we have seen the Jaguar up and running
>along with a CD drive.
> It is not much larger than a personal cd player but can sustain a
>transfer rate of 352kb/sec. The machine should be released at the end of
>this month.

Good joke! The Jaguar CD-ROM will be released May 1995.
There are no games ready for CD!

CD Blue Lightning 5/95 (nice cinepak-animations, bad game)
CD Soul Star 5/95 (There was a preview on cartridge, looks nice)
CD Highlander 6/95 (The looks like "Alone in the Dark"...)
CD Super Burn Out 6/95 (Yes the game looks great, 2 player-mode,
there will be a cartridge & CD-Version)
CD Defender 2000 9/95 (Jeff wasn't there, and is was only the
Defender Plus Version on video-tape!)
CD Demolition Man 6/95 (on the video-tape was the 3DO-version ;))
CD F1 Racer 9/95 (very bad game, awful slow 2 player-mode)
CD Creature Shock 6/95 (on the video-tape was the MPEG-version :()

that was all for now!

> It is all black and Jaguarish. Rather pretty, impressive as well.
>Better than the playstation which looks nice but does look like a real
>contender at the price.

Yep. Sony shows only about 6 games on the ECTS!! ;)
(Tekken, Ridge Racer, Toh Shin Den, Motor Toon GP, Raiden & Starblade)

Greetings
Martin Lethaus / Jaguar Mag Germany (26.03.95 on the ECTS)

5204. Re: Atari--->Mac or DOS

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 00:00:00 UTC
From: i0080108@ws.rz.tu-bs.de
Message-ID: <3l9f0i$puv@ra.ibr.cs.tu-bs.de>
Source record: 168559

Andrew Wright (awright@stamford.win-uk.net) wrote:

: >What are some names of software which can be used to convert Atari text
: > files to Mac or Dos, and where can one get this software? Thanks.

: Edhak isn't too bad but it requires a lot of user input. Having
: just subbed Atari World where 1/3 of contributors use Macs, 1/2 use
: Ataris and I use a PC, I think I've seen the problems at first hand!

: AFAIC cross-platform compatibility is a sick joke.

It isn't, use TeX (or german.sty) :-)
Thus you can write and read almost every char on almost every system.

Another way to interchange text is the RTF (Rich Text Format).
Every good textprocessing programm will support it.

--
Axel Kielhorn

The blue wizard

i0080108@ws.rz.tu-bs.de

5205. Re: Atari--->Mac or DOS

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 00:00:00 UTC
From: i0080108@ws.rz.tu-bs.de
Message-ID: <3l9f8v$puv@ra.ibr.cs.tu-bs.de>
Source record: 168560

Hutch (hutch@ilmen.lanl.gov) wrote:
: In a previous article, awright@stamford.win-uk.net (Andrew Wright) wrote:

: > AFAIC cross-platform compatibility is a sick joke.

: While cross-platform compatibility between the Atari and anything else
: is often quite difficult if not impossible, great strides are being
: made elsewhere in the computing world.

: I hate to sing praises to Microsoft, but I'l grudgingly give them credit
: when credit is due... Previous versions of Microsoft Word and Excel for
: both the Mac and Windows versions had the ability to save a file in the
: native format for the -other- machine. Nice. The latest versions of Word
: and Excel now offer 100% Mac/Win compatibility. There is no conversion
: process involved. A saved file from either machine can be read and then
: immediately used on the other.

This still leaves the question *why* there are two different formats
used by the same application on different systems?

Microsoft isn't able to implement it's own stadard (RTF), they simply
forgot to include the character-encoding in the DOS/Windows version
of their programms. (Has this been fixed?)
(Who cares, most non-MS application know how to handle MS-RTF)

--
Axel Kielhorn

The blue wizard

i0080108@ws.rz.tu-bs.de

5206. What's wrong with Spectre?

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 00:00:00 UTC
From: lasse.carlsson@lc-studio.ct.se
Message-ID: <ftn_2.203.203.6_2f784772_Lasse.Carlsson@lc-studio.ct.se>
Source record: 168561

Before, the sun was shining...
The scene: Spectre 128, laser SLM 804, Mega 4 and SM124. The system worked
really nice. Two computers in one, use the best software from two systems.

Then,
I changed to the big monitor SM194 with Atari monitorcard, and changed HD with
Top Link 2, and now the laser won't work...

Any of you guys (or girls?) who know any solution? I'd be greatful.

****
* *
Lasse Carlsson * Why travel to Artic, when it's *
lasse@lc-studio.ct.se * still as cold in Sweden? *
* *
****

(UUCP Dialup connection)

5207. trouble with icd link

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 01:14:17 UTC
From: pmburch@crl.com
Message-ID: <3l7nt9$ij4@nntp.crl.com>
Source record: 168644

We used pin 26 on the adaptec board for rll/mfm drives to get power to the link. I think you would need to see which of your pin outs has that power out but on the seagate it may not have a power out if it is an old model. The quantum must have a voltage out. You may also want to change the arrangement of drives in the chain. I have a seagate that will not work properly unless it is in the middle of the chain device 0 or 1 and not at the end of the chain.

5208. AdSCSI Host Wanted

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 01:35:42 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950327203422.22582D-100000@moose.erie.net>
Source record: 168646

```
WANTED: ICD AdSCSI+ host adapter. Please reply in E-Mail.
```

5209. Re: WANTED: Turbo ST Screen Accelerator

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 01:37:52 UTC
From: dpj@delphi.com
Message-ID: <hq5aHS4.dpj@delphi.com>
Source record: 168645

John Stanmeyer <jws4p@fermi.clas.Virginia.EDU> writes:

>I recently downloaded a demo of "Turbo ST", a software screen
>accellerator which speeds up BIOS text and GEM windows dramtically.
>Anyway I was hoping somebody might have the complete (not crippled)
>version for sale. Thanks in advance,
> John

John,

TurboST is no longer supported - it's been re-worked by the CodeHeads and
it's now Warp 9. You can find Warp 9 at any dealer or mail order place.
It's much better than Turbo was, and more.

```
___ ___
/ \----/ \ Dana P. Jacobson - Atari Editor - STReport
|-----| |-----| STReport International Online Magazine
/\_0_/ \_0_/\ The Original * Independent * Online Magazine
-| o o |- -* FEATURING WEEKLY *-
/ \_____________/ \ "Accurate UP-TO-DATE News and Information"
\ \ | | | | / / Mail subscription: dpj@delphi.com
ww ooooo----ooooo ww
```

5210. Re: *** TOWERS II FTP SITES

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 01:50:02 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3l7q0a$sv8@iconz.co.nz>
Source record: 168647

Rob (robo28@delphi.com) wrote:

: I also initially had a similar problem. First it wouldn't run at
: all unless I booted with nothing (holding down <control> w/ ICD Pro)
: Then I noticed that the save game option wouldn't work. I'd click on a
: empty slot and the whole CPU would freeze up. What I ended up doing
: was disabling all AUTO prgs and ACC, booting, then changing to 16 color
: , 80 char, double line ON. Now it works great!! Wierd huh? It wouldn't
: work with Warp 9 either, though the docs say it would. I don't think
: the game play would be sped up by Warp 9 anyhow, plus it is FAST as it is!

Have you tried the patch to ver. 1.1 from ftp.uni-kl.de? This fixes
problems Towers II has with ICD hard disc drivers, or so the docs say.
Also fixes save game bug in higher levels.

Hope that helps,
Mario Becroft (mberoft@iconz.co.nz)

5211. Serial Mouse Driver

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 01:57:36 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950327205640.24168A-100000@moose.erie.net>
Source record: 168648

Can anyone tell me where to find a serial mouse driver for my
Mega STe?

5212. REGEX?? (library available?)

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 02:25:41 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D64pEu.9vM@watserv3.uwaterloo.ca>
Source record: 168587
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi,

I'm trying to compile Xrn for Mint-X, everything has now compiled
but when I link it can't find functions re_comp and re_exec which
I assume are from the REGEX package. Anyone know where I might
get sources for these and/or precompiled libraries for gcc?

Thanks,
Sam

5213. Speed of Light 3.7

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 02:58:30 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <D64qy1.Jwo@beaver.cs.washington.edu>
Source record: 168650
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm please to announce that Speed of Light 3.7 is now available.

Since I can't seem to get into atari.archive.umich.edu (or msdos), I am thinking about posting it uuencoded to comp.sys.atari.st. Any objections?

If you have a favorite ftp site, please let me know and I will try to upload it there as well.

Cheers to all,

Stuart

Here is a list of changes in version 3.7 from version 3.5:

Changes in version 3.7 from 3.5
==========

-=> "New" now works when using Selectric Fileselector or wildcards. The first file replaces the current one, and all the others are added to the end of the image list. If you are using Selectric, you can also select multiple files to load at one time.

-=> Slideshow feature was added to automatically flip through the images in memory. Control direction, wrapping, start image, end image, and display time. Hidden drawing supported. And for more power...

-=> Speed of Light now supports a powerful scripting language for customized slideshows. You can write your own Speed of Light Scripts (.SLS) from scratch, or simply let SOL write them for you by recording your actions. When using slideshow scripts, you can even load and uncompress images in the background while viewing the last image!

-=> Speed of Light can now be run from resolutions with less than 16 colors (monochrome too!). The color editor and filtering may not be used, however. You can now use SOL from Medium resolution, and still display in Low resolution (on STs). Monochrome users can now also use SOL (with dithering, of course.)

-=> Lines (for clipping and zooming) now look right in monochrome and 4 color modes.

-=> GIF uncompressing time now takes 85%-90% of the time SOL 3.5 took.

-=> You can now have the screen be blank when drawing the images so they appear instantly. Great for slideshows.

-=> Dithering was changed slightly to provide an easier user interface and support for future updates.

-=> Some user interface improvements like tabbed dialog boxes.

-=> Fixed some bugs in DSP JPEG code from v3.6.

-=> SOL now loads GIFs with local color maps without complaining.

-=> Other miscellaneous bugs fixed (you'll be amazed)!

Changes in version 3.6 from 3.5
==========

-=> Added some DSP support code in the JPEG routine for the Falcon to make decoding faster. Greyscale and fixed colormap take 3 times more memory than without it, though. Still can use CPU decoding if out of memory or no DSP.

-=> Bug fixed that made STs and STEs bomb when switching to greyscale.

-=> Picture information box was added to the bottom of the screen while loading to give information about picture size, type, and number of colors.

5214. fs: Atari 1040stf (excellent value)

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 03:14:49 UTC
From: S1134465@cedarville.edu
Message-ID: <S1134465.91.2F777F28@cedarville.edu>
Source record: 168649

```
Atari 1040stf w\over 155 disks w\copied and some original software
excellent condition, original box and docs
$155 obo

Atari SC1224 color monitor (excellent condition) $75 obo
Atari SF314 Floppy Drive w/ power supply (exc. cond.)$40 obo
Supra 2400 baud modem $25
Synchro express hardware\software copier
*protected copies
*regular copies $30
Wico track ball $15
Epson LX-90 printer w\ extra ribbon $45 obo

Shipping extra.
Thanks.
Dale
s1134465@cedarville.edu
```

5215. Re: Where can I get the MagiCMac Demo?

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 03:21:27 UTC
From: beavis@dnaco.net
Message-ID: <beavis-2703952221270001@uhura-12.dnaco.net>
Source record: 168551

In article <199503221452.JAA17662@postbox.acs.ohio-state.edu>,
rumpf.1@osu.edu (Robert Rumpf) wrote:

> Subject line says it all...thanks in advance!

Try AOL

MagiCMac ispretty cool. On my Centris 610 it runs Atari Software upto 10x
faster that the stock 1040 and 5x as fast as a TT!

It's called MMACDEMO.SEA and is about 467k. Be ready to read German!

If you don't have an AOL account Email me and I will Try to mail you copy

5216. file format of Dr. T's software

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 04:00:59 UTC
From: ds@feldspar.geology.uiuc.edu
Message-ID: <3l81lr$at1@vixen.cso.uiuc.edu>
Source record: 168552

Hi netters,
I was wondering if the data file format of Dr. T's MIDI sequencer
software is available. Any ideas? Thanks in advance.

Dwight

p.s. Background: I have a disk with sequences collected/stored by an old
version of Dr. T's software. I would like to retrieve the data and work up
some sort of "score" from it. Hence, if I could find the data file format, I'd
be off to a good start.

5217. Atart 520ST for sale

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 04:40:27 UTC
From: bwu@panix.com
Message-ID: <3l83vr$7h1@panix.com>
Source record: 168553

In New York City in SoHo - it might be broken, actually. But best offer above -$1 takes it! E-mail me!

Bryan

5218. Re: Freeze Dried Terminal Registrations.

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 04:42:23 UTC
From: starlord@infi.net
Message-ID: <3l843f$mce@lucy.infi.net>
Source record: 168574

etat@delphi.com wrote:
: If you ever get the .Key or your money back from this guy, please tell
: the world...half whom he ripped off.

About 2 years ago I also sent in the Reg. fee for Fdt... I was one of the
Lucky ones that got a Key! so I have a full working copy of FDT.

I now I stoped useing it about a year or so ago..
I use STalker...
Forget about FDT!!!
--
Duane Brankley... aka the
... Star Lord ...
StarLord@Infi.net...Richmond, Virginia, USA

5219. Re: Baracuda 040?

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 05:29:52 UTC
From: xitqu@ucssun1.sdsu.edu
Message-ID: <3l86sg$ppq@gondor.sdsu.edu>
Source record: 168566

Nat! (nat@zumdick.rhein-main.de) wrote:
: In <3l62iq$k80@news.iesd.auc.dk> Henrik Lunardi Weide wrote:

: >In article <FCXSCHXOUP@zumdick.rhein-main.de>, nat@zumdick.rhein-main.de (Nat!) writes:
: >>
: >> Retail price is: $950 with the real 040.
: >>
: >
: >Is it possible to first bye LC040 and than later upgrade to the real 040 ??/
: >
: I talked to the board's developer at a show last year, and he said that
: they scrapped the LC040 option. If you can afford a Barracuda you also
: can afford the real 040... (har)

: Nat!

:
: ------------------"Bang that bit that doesn't bang"---------------

: And I love to talk philosophy / but I gotta take a piss
: Man, that philosophy / runs right thru you

: David Lee Roth

First, you _can_ get the LC option. Second, the RAM board will take
SIMMs 1, 2, 4, 6, and 8 at a time. So quit whining and just decide what type
you want first, then buy 1, then 1 more, then 2 more, then 2 more, then 2 more.
I would say that 4 Meg X 8 = 32 Megs would be quite enough, especially if you
have 14 Megs of ST RAM. (BTW, if you didn't know of this option, just ignore
the "whining" bit ;^). Personally, I'm not into this upgrade path, though it is
a great product. The main board with '040 is $950, the unpopulated 32-bit RAM
card will be $300, and the 486DX33 card is another $400. Both cards require the
'Cuda, and the 'Cuda requires moving the Falcon into a bigger case. The 'Cuda
_is_ user installable, from what I understand. Personally, I plan to go with a
Speed Resolution Card from Hard and Soft in Germany. Anyone have some firsthand
experience with it?

Dan
c/o xitqu@rohan.sdsu.edu

5220. Re: any succes w/syquest over 5yrs?

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 05:43:29 UTC
From: xitqu@ucssun1.sdsu.edu
Message-ID: <3l87m1$ppq@gondor.sdsu.edu>
Source record: 168567

Julius Grant (jrg@cldc.howard.edu) wrote:
: Is there any 1 out there not offiliated with syquest who has
: a working syquest removable drive for over 4 or five but at least 3
: years?

: --
: ....
: . Julius R. Grant .
: . .
: . "Don't forget to remember, to remember never to forget!" .
: ; ;
: ,,

I've had only bad experiences with Syquests until the beginning of this
year when I got a Syquest 270 at work. Oooh! It's fast, no, _FAST_! And quiet.
As far as dependability of the media goes, we'll see. Usually 44 and 88 carts
die within a year or two, at the most, unless you use it once in a blue moon.

Dan
,

5221. Re: what kind of hardisk driver to use?

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 06:03:53 UTC
From: abstract@wam.umd.edu
Message-ID: <3l88s9$cbb@cville-srv.wam.umd.edu>
Source record: 168568

```
Hallvard Tangeraas (hallvart@oslonett.no) wrote:
: what kind of harddisk driver should I use with an IDE drive and my STE?
: Is the AHDI from Atari okay (usable), and can I change to a better one
: later without reformatting the drive?

I use the IDE utilities, and it works wonderfully...
--Lunatic

: --
: ** Hallvard Tangeraas, Oslo, Norway **
: [Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 faxmodem]
: ************************************
```

5222. Re: HSMODA06 doesn't work on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 06:16:49 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3l89kh$f0d@cxc1.cl.msu.edu>
Source record: 168569

efac001@alpha.qmw.ac.uk (D.Bhabuta) writes:

>I have HSModem on the Falcon here, and it works. I only use a 9600
>baud modem...and the Falcon port at 38000 gives me a faster
>throughput, than with my STe port at 38000, when using HS-modem
>Here are my settings for the SCC program:
>m2tt: left it untouched
>m1emu: left it untouched
>lanbit: off
>lanext: off
>lan_s2: left it untouched
>dtrm2: on
>dtrs2: on
>m2dri: off
>rblm2, tblm2, rbls2, tbls2: gave them all values of 50000

I found an even better solution... I took it out of my AUTO folder
altogether. I've been using STalker v3.04, and found that it just
plain doesn't need HSMODA06. My TOS 4.04 machine and Intel 14.4 modem
are very happy WITHOUT HSMODA06.

Thanx for the info, tho. Everybody seems all too worried about how to
get SETTER to work in English, and this is one of the first messages
I've seen that actually showed the _SETTINGS_ for SCC.PRG
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

5223. Re: FAx software for USR s

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 06:50:00 UTC
From: dcohen@cix.compulink.co.uk
Message-ID: <D651nD.AHM@cix.compulink.co.uk>
Source record: 168585

In message <1995Mar26.153921.26505@bradford.ac.uk>,
S.P.Taylor@bradford.ac.uk said:
> On Sat, 25 Mar 1995 16:16:13 GMT, Daniel Cohen wrote: : In message

> : But it *still* does not support the Sportster (according to Systems
> : Solutions).
>
> I thought STraight FAX supported classes 1 and 2... If so, it can be
> used with the sportster.
>
> Steve Taylor.

Several people with Straight Fax and the Sportster have said that it does not work. The Sportster is not class but class 2.0, and this seems to be the problem. There is a difference, but I don't know what it is.

I'm at present trying to get the demo version of Coma to work. I've probably set something wrong, as it connects to the remote fax and appears to send, but nothing came out at the remote end. I noticed that I had to set Coma to 2.0, not 2, before it even got that far.

Daniel Cohen
e-mail: D.E.Cohen@qmw.ac.uk or dcohen@cix.compulink.co.uk

5224. Re: 8-bit & ST Monitor?

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 07:51:41 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <p885v81.lmcclure@delphi.com>
Source record: 168586

In a messaged dated 3-26-95, Byron Followell said:

"I figure, if the Jag can use it, the 8-bit should be able
to as well."

But the Jaguar provides for RGB output, and the Atari 8-bits do not.

5225. Speed of Light 3.7

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 08:35:14 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <D656JB.2qF@beaver.cs.washington.edu>
Source record: 168572
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

For those of you with WWW access, you can download Speed of Light version 3.7
from my Home Page:

http://www.cs.washington.edu/homes/sdenman/

Even if you don't plan on downloading anything, check it out! There's news
on what I'm doing now, plus lots of great computer graphics stuff and images
I've done. You can also download some other software like Triple Yahoo.

Comments are always welcome.

Cheers,

Stuart Denman
StuSoft

5226. NO|Desktop

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 08:55:53 UTC
From: Brad_Beck@mindlink.bc.ca
Message-ID: <67706-796380953@mindlink.bc.ca>
Source record: 168584

Hello from a newbie. I've been lurking here for the last couple of weeks since I got my internet account and I have a couple of questions.

First, does anyone know if there is, or if there will be, an English version of the NO|Desktop. I ftp'd it last week and have been fiddling around with it for a few days and I really like it.
Second, does any one know how I can get an upgrade for NVDI. I am currently using version 2.5 and desperatrely want to upgrade to version 3.

5227. Re: Falcon w/IDE & SCSI -ICD

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 10:46:50 UTC
From: richcsst@crash.cts.com
Message-ID: <D65CM3.9Dn@crash.cts.com>
Source record: 168577

: Do you know anything about installing both IDE and SCSI with ICD pro
: 6.5.5 ? I have the software, and while trying to install the ICD driver
: (to 170Mb Quantum IDE and 500 Mb Quantum SCSI), the ICD did not recognice
: IDE properly all times, and it messed up the directory displays of IDE
: drives. In the ICD Pro 6.5.5. there's not a word of IDE, but some people
: here have said that it should be Falcon compatible.
: I tried zeroing the C: before installing the new bootdriver.

: Is there something I've missed? If you know a newer version that works,
: please let me know! I'd like to make it work, as AHDI is really from
: stone ages compared to ICD.

: Best Regards,

: ----Pekka Saarinen

Make sure your IDE has your C drive as a GEM partition and not a BGM one. This means you should make a small C partition on your IDE and then a large BGM partition for the rest of the space. Ten megabytes is good for a boot partition if you have lots of AUTO programs and accessories and fonts. Otherwise 5 megabytes is sufficient. The rest of your drives can be anything you want. You should partition all of the drive with the ICDFMT.PRG utility. Do not use the AHDI partitions.

I believe TOS will only allow a maximum of 512 megabytes for each partition, but ICDFMT knows this and won't allow you to go higher.

Do not cancel the memory test until the drive ready/access light above the keypad has turned off. Otherwise TOS and ICD will not recognize your IDE drive as it was not ready when accessed. I used to have that problem until I showed a little more patience.

Make sure all unused SCSI addresses are not tested for. Make sure all unused drive letters are not checked for. If I am not mistaken, your IDE should show a SCSI address of 16 and your SCSI drive should show an SCSI address of 8. Remember, this is on the ICD screen, not the drive settings. Both drives should be set as device 0.

I don't know about versions, but my version of the ICD Pro software works just fine on a Falcon and says so in the docs. Older versions of the software that were not Falcon compatible will wreak havoc with your drives on your Falcon (as my old version did before upgrading).

I hope this has helped.

Rich

5228. Re: HSMODA06 doesn't work on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 10:58:26 UTC
From: richcsst@crash.cts.com
Message-ID: <D65D5F.A69@crash.cts.com>
Source record: 168578

Michael Olin (molin@cxc1.cl.msu.edu) wrote:
: I swear I've read what seems like a hundred messages about HSMOD06, and
: to-date I can't say that I recall seeing EVEN ONE MESSAGE from anyone who
: says they've gotten this thing to work on a Falcon...

: Somebody please tell me that this thing is _NOT_ a joke perpetrated on
: unsuspecting Atarians!

: If anybody on the planet has gotten HSMODA06 to work on a Falcon, could
: you please post the settings that you used to configure it? This thing
: is about to fall off my hard drive forever....
: --
: =-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
: |||
: Keep up the fight ||| I love my country
: or lose the right... / | \ but I fear my government

I use HSMODA06 on my Falcon. In fact I couldn't call at 115200
bps with my V.42bis 28.8K modem without it.

You must have DRVIN.PRG and SCC.PRG in your AUTO folder with
DRVIN before SCC. Set them up for baud rate replacement for
using higher than 19200 baud (it replaces 50, 75, 134, 150 with
super high rates).

MFP.PRG is useless on a Falcon and should not be used.

Also, ALWAYS use RTS/CTS in all forms of modem communication.

Rich

5229. Re: MagiC & MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 11:02:29 UTC
From: richcsst@crash.cts.com
Message-ID: <D65DC8.Ap5@crash.cts.com>
Source record: 168579

Douglas Zander (dzander@solaria.sol.net) wrote:

: Hello all,

: I have an AtariST upgraded with 2.5 Meg ram and TOS 1.0 I don't have a
: hard drive but I'm thinking of getting one from Toad along with ICD LINK 2.
: My question is that I've heard that I really should upgrade to TOS 1.04 or
: 2.06 Do I really need to hardware upgrade? Can I use MagiC, Geneva or
: MultiTOS? Aren't these TOS replacements? Which is recommended? If I
: should do a hardware upgrade, which TOS version should I get?

: Any answers would be appreciated. Thanks!
: --
: Douglas Zander
: dzander@solaria.mil.wi.us

Personally, I recommend MagiC. It is very fast and actually speeds up
your ST rather than slow it down (as does MultiTOS). It is also more
memory friendly than MultiTOS. Also, since yu are using an 8MHz ST, then
MagiC is a must. You will cry at the slow pace MultiTOS travels at on a
8MHz machine. However, both might not be compatible with a couple of
your programs.

Rich

5230. Re: Fried Bits?

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 12:05:33 UTC
From: bubeck@peanuts.informatik.uni-tuebingen.de
Message-ID: <3l8u2e$f50@wsiserv.informatik.uni-tuebingen.de>
Source record: 168593

INVITATION ========== INVITATION
FRIED BITS 3 14.01.1995

After the success of the "Fried Bits Eastern Coding Convention 2" many people ask us to make a third party, so we do it. These are the invitation for the:

"FRIED BITS EASTERN CODING CONVENTION 3"

organized by:

The INDEPENDENT.

The party will be held from the: 14.04.1995 to 17.04.1995
in the "Buergerhaus Obervieland" in Bremen, Germany.

Alcohol is allowed, but if somebody flips out we will kick him and his crew immediatly...

This party will be held together with the Archimedes scene in order to develop better contacts between Atari and Archimedes groups. Some Amiga groups will be invitate to (e.g Sanity, Lego).

At this time these Atari Crews announced their coming:

Animal Mine, Aura, Avena, The Avengers (France), Channel 38 (Belgium), Cream, Inter, Lazer (Austria), Light, Mugwumps, NEWline, NPG, Risk, Sanity (Amiga), DNT (France), EKO (France), MJJ Prod (France), Hydroxyd (France), Dune (France), Sound Conexion, New Trend, The Chaos Engine, Dead Hackers Society (Sweden), Phobyx Creative, Synergy (Netherland), Xperience (Archimedes) and many other groups...

****
* C O M P E T I T I O N S *
****

This time we have many competitions with many Hard- and Software prices. The total worth of all prices will be about 7.000 DM - 10.000 DM...

These Competitions will be held:

SINGLE COMPETITIONS:

* FALCON DEMO COMPETITION (The biggest prices ever...)
(Atari-Jaguar and so on...)

* FALCON 96ktro COMPETITION (1st price: 300 DM)
(2nd price: 200 DM)
(3rd price: 100 DM)

2 IN 1 COMPETITIONS:

* FALCON & ARCHIMEDES GRAFIX COMPETITION (many Hard & Software...)

* FALCON & ARCHIMEDES MUSIX COMPETITION (many Hard & Software...)
(Pro- and Digitaltracker)
(in one competition...)

The german computer magazine "ST-Computer", "Atari-Inside" and the french ma-
gazine "ST-Micro" (I think that was his name) will report about the party.The
competition-prizes aren't set yet, but we're in touch with the local Atari-
store and with other Computer-stores to get some ATARI-JAGUAR and many other
Hard- and Software. Don't forget - THESE INFORMATION IS NOT 100% SURE AT THIS
TIME. Informations about the prices will be given out at the party...

****
* P A R T Y I N F O R M A T I O N S *
****

Now some infos about the party:

HOW CAN I REACH THE PARTY?

- If you go by train:

- leave the central station an go to the tram called: "1 ARSTEN"
- enter the front and buy a ticket for: "3,00 DM"
- leave the tram by the station at: "KATTENTURM MITTE"
- follow the signs (500 m) with the heading: "FRIED BITS 3"

- If you go by car or plane wait for the official invitation...

WHAT WE HAVE...

- about 80-120 tables (1,40m * 0,70m)...
- workspace for about 200 - 250 people and computers...
- sleeping places...
- shower in house...
- some food and drinks will be sold in the house...
- 3x3m LCD-Videoscreen in a seperate conference-room with big and good
(500 W) sound boxes for Demo-releases...
- Pizza-Service from 12.00 am to 21.00 pm...
- 300m to the next Supermarket (only open on Saturday)
- 1,5km to McDonalds...
- perhaps monitor-renting (not for sure at this time, if you wanna rent
a monitor ask quick!)...

WHAT YOU NEED...

- a warm sleeping bag...
- 30 DM for entrance...
- multiple cords...

ENTRANCE: 14.04.1995 09.00 am
END of PARTY: 17.04.1995 03.00 pm

If you're in Bremen and you don't know how to reach the party call "82 40 30"
and ask for an Independent member...

****
* I M P O R T A N T !!! *
****

If you're a new or an not well known group in the scene and you want to come
to the party, write me quick for an invitation, because we are very lack of
places...

My adress:

Frank Kurpiela (Stallion of Aura)
St.-Moritz-Str. 8
28325 Bremen

tel.: Germany - (0)4 21 / 40 08 81

You can also give a short info for your coming to the following people:

- Sepp Jo of Risk
- The Energizer of Lazer
- Anzac of Aura
- Smart of Channel 38

or send a pmail to:

* Frank Kurpiela @ HB2.maus.de
* Martin Seidel @ HB2.maus.de
* or Gorezone (++49-(0)4841-6069) to: "STALLION" or "SMART"

signed off

StaLLion of AURA / The IndePENdent...

PS.: These invitation is quick written. Sorry for the mistakes ;-))))

5231. Re: *** Falcon BBS List ***

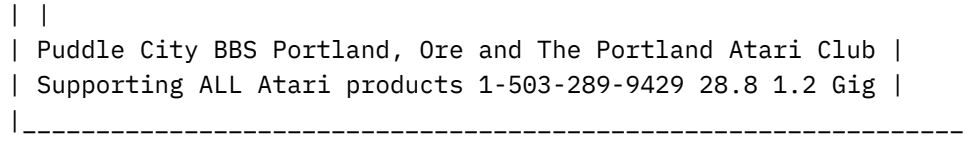
Newsgroup: comp.sys.atari.st
Date: 1995-03-28 12:16:38 UTC
From: Martin.Crommie@f79.n105.z1.fidonet.org
Message-ID: <796405561.AA07131@jina.rain.com>
Source record: 168580

> From: fg024@cleveland.Freenet.Edu (Ludovic Hirlimann)
> Path:
> armon!psgrain!ee.und.ac.za!quagga.ru.ac.za!howland.reston.ans.net!usene
> t.ins
> .cwru.edu!cleveland.Freenet.Edu!fg024
> Newsgroups: comp.sys.atari.st, fr.comp.sys.atari, de.comp.st,
> comp.sys.atari.st.tech
> Organization: Case Western Reserve University, Cleveland, OH (USA)
> Reply-To: fg024@cleveland.Freenet.Edu (Ludovic Hirlimann)
>
>
>
> BBS that have a Falcon 030 section
> ==========================
> Version : 0.03
> Here is a List of BBSs that have a Falcon Section, If you Have more
> please E-mail me info of:
> +Name
> +Country
> +Phone numbers
> +Speed (Min /Max)
> +Ratios
> +Parity (n of bits ; Even/Odd/None ; bit of stop)
> +Used Spaced for Falcon
>
> Now my gathering (by the way I would like to thank&#65533;s the people who
> have contributed to this list).
>
>
>
> Canada (+ 1)
> ----------
> Grand Central Galaxy
> 403 986 9843 14.4 kbps 5/1 8-N -1
>
> Denmark (+ 45)
> ----------
> DK-Soft
> 43 71 70 75 19.2 kbps ??? ???
>
> France (+33)
> ----------
> Brasil

> 1 44 67 08 44 2.4-28.8 Kbps ??? 8-N-1
>
> TheBbs
> 1 42 51 11 35 2.4-28.8 Kbps ??? 8-N-1
>
> World is Crazy
> 21 57 14 70 9.6-19.2 Kbps 4/1 ???
>
> Germany (+49)
> ------------
> GoreZone
> 4841 6069 2.4-19.2 Kbps no ratios 8-N-1
>
> Wild Box
> 2381 161398 9.6-19.2 Kpbs no ratios 8-N-1
>
> Norway (+47)
> ----------
> The STand
> 56 30 58 57 14.4 kbps no ratios 8-N-1
>
> XBASE
> 73 52 30 18 28.8 kbps ??? ???
>
> Sweden (+46)
> ------------
> Crime City
> 8 760 40 67 28.8 kbps no ratios ???
>
> Jabberwocky
> 31 7956724 14.4 Kbps no ratios 8-N-1
>
> Master
> 31 364423 14.4 kbps no ratios 8-N-1
>
>
> MidiNet
> 40 160655 28.8 Kbps Membership 8-N-1
> (Free for Foreigners)
> STraight
> 31 363973 28.8 Kbps no ratios 8-N-1
>
> DataLine
> 87 782886 300-14.4 kbps 10:1 or free 8-N-1
>
> U K (+44)
> ------
> ???
> 0272 881095 14.4Kbps Yes (?) 8-N-1

>
> Chameleon
> 1454 881095 28.8 no ratios 8-N-1
>
> The Falcon's Realm
> 1254 386151 14.4 Kbps no ratios 8-N-1
>
> U S A (+ 1)
> --------
> Neostag
> 216 792 2580 14.4 kbps no ratios 8-O-1
>
> Cumberland county
> 609 451 7475 14.4 kbps ??? 8-?-?
>
> Molin's Den of inquity
> 313 451 0524 300-14.4 Kbps no ratios 8-N-1
>
> The Rebel
> 702 435 0786 2400-14.4Kbps no ratios 8-N-0

Puddle City
503-289-9429 3/28.800Kpbs no ratios 8-N-1
>
> PLEASE NOTE:
> This list is copyright 1995 by Hirlimann Ludovic. It should be widely
> distributed as long has NO MONEY IS MADE OUT OF IT. So please
> distribute it. Upload it to your favorite bbs. If youhave any
> information dealing with Falcon bbss please mail them to me, those info
> will be added to the List.
>
> --
> E-Mail : Fg024@Cleveland.freenet.edu
> Falcon 030 VGA + FPU 4/200
>
> ---
> * Origin: Jina usenet <-> fidonet gateway, Beaverton OR USA
> (1:105/210)



5232. Re: WWW-Browser for ATARI (esp. Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 12:28:25 UTC
From: avg@cwi.nl
Message-ID: <avg.796393705@news.cwi.nl>
Source record: 168588

dsb@cs.duke.edu (Scott Bigham) writes:

>And you never did answer my question: What problems are you actually
>having with MiNT? We can't fix `em if you don't report `em, ya know.

I think most of the problems are concerned with the AES, which usually
hangs the system when something goes wrong.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

5233. Re: MagiC & MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 12:40:04 UTC
From: djs@jet.uk
Message-ID: <djs.796394330@gen-off-2>
Source record: 168592

markuss@power.techem.ruhr-uni-bochum.de (Markus Soick) writes:

>Douglas Zander (dzander@solaria.sol.net) wrote:

>: I have an AtariST upgraded with 2.5 Meg ram and TOS 1.0 I don't have a
>You _must_ upgrade the Tos at least to 1.04. I have bought me a harddisk here
I would disagree; don't upgrade your TOS, but save the money and use it to
get MagiC. I would _not_ recommend MultiTOS. You should also try to
upgrade to 4MB, if you can.
--
For information about the JET project dial http://www.jet.uk/
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

5234. Re: any succes w/syquest over 5yrs?

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 12:49:46 UTC
From: wongck@ti.com
Message-ID: <wongck.111.000CD4C3@ti.com>
Source record: 168459

I have been using my Syquest for 4 years now and it's still in good working condition. The first cartridge for it is still being used daily. Once the fuse to the chassis fused but after replacing it, it's back in action.

William

+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

5235. Re: Any News from CEBIT show in Germany??

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 12:56:04 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3l9114$8ca@percy.cs.bham.ac.uk>
Source record: 168591

clausb@hpbbn.bbn.hp.com (Claus Brod) writes:
>Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
>: All I know is that 2B released a new version of NVDI - 3.03
>
>Any groundbreaking news in this version, or is this just a bugfix release?

I think just bug fixes (there are a few to fix though ;-)

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

5236. MONITOR WANTED

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 12:56:59 UTC
From: g.berner@magnet.at
Message-ID: <19394559.757546@magnet.at>
Source record: 168457

Hallo Leute,

ich suche einen Atari B/W Monitor SM124.
Wer mir helfen kann, Mail an g.berner@magnet.at
oder anrufen unter 5264008 (9.00 bis 18.00 Uhr)

Gerd Berner

5237. Re: List of WWW Browsers curr

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 13:30:58 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FC3NDAUQUp@warpcon.ersys.edmonton.ab.ca>
Source record: 168590

In <avg.796234369@news.cwi.nl> Annius Groenink wrote :

>
>However, if before the end of this month, I get a few hundred orders
>for the Atari version of Edith Pro, I might reconsider the matter :-)
>
What's Edith Pro?

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?
-- --

5238. Mega STe

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 13:40:40 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950328083413.5453B-100000@moose.erie.net>
Source record: 168456

I recently moved up from an STe to a Mega STe. I have a utility in the AUTO folder which is supposed to put the computer in 16 Mhz cache mode. However, when I open the control panel, it says 8 Mhz. I change the setting in the control panel to 16 Mhz with cache, then save it and close the control panel. When I re-open the control panel, it says 8 MHz again! Am I missing something here???

Also, is there any utility which provides a visual indication in the menu bar of the speed the computer is currently running at. I'm never sure. The ICD AdSpeed I had previously came with a utility which showed an 8 or 16 in the menu bar for the speed setting. I'd like to have that since I'm never sure what speed it's running at.

5239. SALE: ST/Amiga Format Collection

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 13:41:02 UTC
From: buxmjp@zippy.dct.ac.uk
Message-ID: <1995Mar28.134102.13707@zippy.dct.ac.uk>
Source record: 168589

Complete collection of ST/Amiga Formats for sale. All 13 issues in reasonable to good condition. The ST section of most of the disks work, I haven't checked the Amiga parts, but they should be ok. Prefer UK sale, but buyer pays postage, so it's up to you. No offer too silly, if I don't sell them, I bin them

thanx

the hatter

5240. [FS] 80 MD SCSI HD

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 13:52:57 UTC
From: damms002@acpub.duke.edu
Message-ID: <3l94bp$pfo@news.duke.edu>
Source record: 168594

I have an 80 MB SCSI HD (Maxtor 3 1/2 ") for sale.

I'm asking US$ 70.- + COD shipping or best offer.

Thomas Damms
DUKE University
damms002@acpub.duke.edu

5241. Installing X11r5 on FALCON

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 14:23:54 UTC
From: jdp4@aber.ac.uk
Message-ID: <3l965q$ekc@fileserv.aber.ac.uk>
Source record: 168595

--

A guide to installing X11r5 - however I could not run any applications
once i was in X windows !! (i have 4 meg)

To environment variables need to be set :

setenv X11 <root directory for X11>
setenv ROOT <root directory for X11>

These variables should be in the mint.cnf file on drive c when mint
boots

It is useless as I had no memeory after it had installed - is there any
way of limting the amount of mem X11 uses?

```
-----------------------------------------
| |
| |
| The HipSTer (jdp4@aber.ac.uk) :-) |
| |
| |
-----------------------------------------
```

5242. Re: Atari SH204 HD formatting question

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 14:44:01 UTC
From: Kamran Faterioun <faterioun@NYNEVE.MKE.delcoelect.com>
Message-ID: <3l97bh$2kg@kocrsv08.delcoelect.com>
Source record: 168570

Kamran Faterioun <faterioun%clipcva.dnet@delcoelect.com> wrote:
>
> We replaced an Atari SH204 20M MFM drive with a Mitsubishi MR535U00,
> which is a 42.5M MFM drive. Using ADHI Ver. 5.04 formatter, we
> cannot seem to format the drive correctly. We are looking for
> information on any formatter which may help us or any information
> from anyone who may have successfully tried this.
>
> Thanks in advance,
>
> E-mail addr. - faterioun%clipcva.dnet@delcoelect.com

Sorry About the the incorrect Email Address, it should be;
faterioun@nyneve.mke.delcoelect.com

5243. Re: Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 14:48:55 UTC
From: awright@stamford.win-uk.net
Message-ID: <8@stamford.win-uk.net>
Source record: 168452

In article <djs.796301810@gen-off-2>, David Stevenson (djs@jet.uk) writes:
>Although the last few issues of ST Review did see him morphing his wife
>into various animals ;-)

I'd have done it to a picture of me but you wouldn't have known
which was the first in the sequence and which the last... She is
marginally prettier than I am <g>.

Andrew

5244. Re: Atari SH204 HD formatting question

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 14:52:38 UTC
From: Kamran Faterioun <faterioun@NYNEVE.MKE.delcoelect.com>
Message-ID: <3l97rm$2kg@kocrsv08.delcoelect.com>
Source record: 168571

Kamran Faterioun <faterioun%clipcva.dnet@delcoelect.com> wrote:
>
> We replaced an Atari SH204 20M MFM drive with a Mitsubishi MR535U00,
> which is a 42.5M MFM drive. Using ADHI Ver. 5.04 formatter, we
> cannot seem to format the drive correctly. We are looking for
> information on any formatter which may help us or any information
> from anyone who may have successfully tried this.
>
> Thanks in advance,
>
> E-mail addr. - faterioun%clipcva.dnet@delcoelect.com

Sorry about the incorrect email address.
It should be; faterioun@NYNEVE.MKE.delcoelect.com

5245. Re: FAx software for USR s

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 15:03:10 UTC
From: johnmoon@pyromania.apana.org.au
Message-ID: <1995Mar28.150310.28775@pyromania.apana.org.au>
Source record: 168476

>John! You are a it behind the times, STFAX is now up to version 2.20 :>

Shit! ....errr.. well at least I'm closer that Roger 8-)


```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/

johnmoon@pyromania.apana.org.au
--

__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
```

5246. Re: Atari--->Mac or DOS

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 15:04:46 UTC
From: awright@stamford.win-uk.net
Message-ID: <9@stamford.win-uk.net>
Source record: 168453

In article <9503241516.AA02949@ilmen.lanl.gov>, Hutch (hutch@ilmen.lanl.gov) writes:

>I hate to sing praises to Microsoft, but I'l grudgingly give them credit
>when credit is due... Previous versions of Microsoft Word and Excel for
>both the Mac and Windows versions had the ability to save a file in the
>native format for the -other- machine. Nice. The latest versions of Word
>and Excel now offer 100% Mac/Win compatibility. There is no conversion
>process involved. A saved file from either machine can be read and then
>immediately used on the other.
>

Couldn't agree more with your sentiments but the reality is a little
different - I've had first hand experience this month while
subbing the copy for Atari World <g>.

I use Word for Windows 6 while other contributors use all sorts,
ranging from 1st Word Plus through Papyrus to other Mac and PC WPs.
After subbing the copy, I then save it as a MacWord 5.1 file, copy
it onto a Mac, load it into Word 5.1, and save it in Mac pure text
format for the designer to import in Quark Express. (They gave me a
64MB Quadra just to do that so I'm not complaining...<g>).

It works OK - all the characters are translated properly but when
W4W saves in Mac Word 5.1 format, it uses only 8 colours instead of
16 and as I'm one of these strange people who colour codes articles
as I write them (red for standfirst, gren for crossheads etc), the
result when loaded onto to the Mac WP is pretty garish.

The W4W text importer is abysmal too - it throws in section breaks
and all sorts in the wrong places. It's been doing that since the
first beta, despite repeated feedback from me.

There are several other problems too - sometimes I get odd para
spacing and so on.

Sorry to wibble about cross-platform stuff here but it shows that
not all is as it seems in the PC/Mac world.

Regards
Andrew

5247. Re: Floppy drive problem (still!)

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 15:07:04 UTC
From: bm827@FreeNet.Carleton.CA
Message-ID: <D65ont.H00@freenet.carleton.ca>
Source record: 168598

Problems with floppy drives could be due to many things. Here are a few suggestions.

Before you start soldering or doing anything drastic, try the "Lift and Drop" technique. This consists of lifting one end of your ST about 4-6 inches above the table and dropping it. Then do the same with the other end. This has the effect of reseating chips that have undergone "chip creep", i.e., that have "wiggled" out of their sockets because of heat changes, etc.

Obviously, you should do this when you computer is NOT on. It would also not be a good idea to do this if you have an internal hard disk unless you remove it first.

Another thing you could try would be DC Format's Floppy Configurator which is available on BBS's and Public Domain disks. This is a small program you can run from the desktop to turn floppy drives on and off, and set seek time for non-standard floppy drives. It comes in handy if you forget to turn on your "B" drive before you boot up.

Hope this helps.

Randy Kwak

5248. Re: Help Please

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 15:13:17 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3l992d$8n3@bs33n.staffs.ac.uk>
Source record: 168597

Jason Simmons (phase@utic) wrote:
: I am considering designing some hardware/software for the Atari Falcon
: line but was wondering if anyone could answer these questions first:

: Who now owns the rights to the Falcon, etc line and how can I contact them?

I'm not sure if they own the 'rights' as such, but C-Lab are the people
responsible for developing the 'new line' Falcons. I'm sure some kind
soul will supply the address for them.

: Where can I get a complete list and specs on the Falcon line?

Falcon-line? AFAIK there is only the one machine, plus the C-Lab
variants. There were 1,4 and 14meg versions but technically the insides
were the same, give or take a hard drive or two. For a list of the tech
specs I will dig out the file I have on it and post it here.

: What books should I get for technical and programming information on the
: Atari Falcon line?

The Atari Compedium by Scott Sanders is a damn fine place to start, plus
the Modern Atari Systems Guide by HiSoft should be an essential
purchase. Failing that there are quite a few ascii files on various ftp
sites and disk magazines which contain 'unofficial' information such as
the illusive register listings etc...

: Thanks in advance,

Good luck

RiCH

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

5249. Re: any succes w/syquest over 5yrs?

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 15:17:04 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503281409.AA03544@ilmen.lanl.gov>
Source record: 168596

In a previous article, jrg@cldc.howard.edu (Julius Grant) wrote:

> Is there any 1 out there not offiliated with syquest who has
> a working syquest removable drive for over 4 or five but at least 3
> years?

Sure, I've owned a Syquest 44 since '89 and it's never missed a beat.
Definitely far from state of the art nowadays, but it still works.

My place of work also uses both Syquest and Bernouli removables for
some of their classified systems, meaning the units are used as primary
storage, not just for backups, all day long.

My experience has shown them to be rugged and reliable, but if data
security is really important to you over time, buy an optical drive.

-Hutch- @ Fair Dinkum Tech

5250. Re: Speed of Light 3.7

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 15:23:59 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3l99mf$3re@aggedor.rmit.EDU.AU>
Source record: 168521
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Stuart Denman (sdenman@wolf.cs.washington.edu) wrote:
: I'm please to announce that Speed of Light 3.7 is now available.

: Since I can't seem to get into atari.archive.umich.edu (or msdos), I am
: thinking about posting it uuencoded to comp.sys.atari.st. Any objections?

: If you have a favorite ftp site, please let me know and I will try to
: upload it there as well.

: Cheers to all,

: Stuart

: --
: Here is a list of changes in version 3.7 from version 3.5:

: Changes in version 3.7 from 3.5
: ================================

: -=> "New" now works when using Selectric Fileselector or wildcards. The
: first file replaces the current one, and all the others are added to the end
: of the image list. If you are using Selectric, you can also select multiple
: files to load at one time.

: -=> Slideshow feature was added to automatically flip through the images in
: memory. Control direction, wrapping, start image, end image, and display
: time. Hidden drawing supported. And for more power...

: -=> Speed of Light now supports a powerful scripting language for customized
: slideshows. You can write your own Speed of Light Scripts (.SLS) from
: scratch, or simply let SOL write them for you by recording your actions.
: When using slideshow scripts, you can even load and uncompress images in the
: background while viewing the last image!

: -=> Speed of Light can now be run from resolutions with less than 16 colors
: (monochrome too!). The color editor and filtering may not be used, however.
: You can now use SOL from Medium resolution, and still display in Low
: resolution (on STs). Monochrome users can now also use SOL (with dithering, of
: course.)

: -=> Lines (for clipping and zooming) now look right in monochrome and 4 color
: modes.

: -=> GIF uncompressing time now takes 85%-90% of the time SOL 3.5 took.

: -=> You can now have the screen be blank when drawing the images so
: they appear instantly. Great for slideshows.

: -=> Dithering was changed slightly to provide an easier user interface and
: support for future updates.

: -=> Some user interface improvements like tabbed dialog boxes.

: -=> Fixed some bugs in DSP JPEG code from v3.6.

: -=> SOL now loads GIFs with local color maps without complaining.

: -=> Other miscellaneous bugs fixed (you'll be amazed)!

: Changes in version 3.6 from 3.5
: ================================

: -=> Added some DSP support code in the JPEG routine for the Falcon to make
: decoding faster. Greyscale and fixed colormap take 3 times more memory than
: without it, though. Still can use CPU decoding if out of memory or no DSP.

: -=> Bug fixed that made STs and STEs bomb when switching to greyscale.

: -=> Picture information box was added to the bottom of the screen while
: loading to give information about picture size, type, and number of colors.

--


```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

s9205525@otto.bf.rmit.edu.au

5251. Re: weird ST behavior

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 15:28:23 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503281421.AA03569@ilmen.lanl.gov>
Source record: 168599

In a previous article, rappleye@felix.kodak.com (RevDrFreak) wrote:

> Fired up the old ST this weekend and had a few problems..
[...]
> I pulled it apart, reseated everyting and now it works fine. I'd sure
> like to know what caused it though. Anybody seen anything like this?

Sure, it's due to minor corrosion collecting on the socketed connectors.
Frequent use causes heat which dispels the moisture that leads to this
corrosion which is why you usually see it only on machines that have
been sitting idle for some time. It's also why the 'Atari Drop' (dropping
the computer from a height of 6 inches or so onto a flat surface) is still
used by many Atari technicians (both of them). ;-)

-Hutch- @ Fair Dinkum Tech

5252. Re: CD-ROMs for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 15:39:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199503281739.a19938@iz.maus.de>
Source record: 168573

L>Can ANY CD-ROM drive normally for use for PCs and/or Macs be used on
L>the Falcon?

You should use an SCSI CD-ROM drive. I am currently using a SANYO CRD-400I
which is connected to the TT SCSI port.

L>Also, what about driver software- is there some commercial Atari
L>software (or even any free/shareware) available?

Yes, MetaDOS V2.5. I think it's freeware, at least for Atari users.

cu, Ole

5253. Re: Speed of Light 3.7

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 15:40:59 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503281433.AA03572@ilmen.lanl.gov>
Source record: 168600

In a previous article, sdenman@wolf.cs.washington.edu (Stuart Denman) wrote:

>I'm please to announce that Speed of Light 3.7 is now available.
>
>Since I can't seem to get into atari.archive.umich.edu (or msdos), I am
>thinking about posting it uuencoded to comp.sys.atari.st. Any objections?

Binary files don't belong in the text-only newsgroups such as c.s.a.s.

It would be more appropriate to upload it to comp.binaries.atari.st. That
way, those that want it can go get it and everyone won't have to wade
through a large binhex file in the newsgroup.

At any rate, congratulations on the new release!

Cheers,

-Hutch- @ Fair Dinkum Tech

5254. Re: Falcon Screen Capture Program Req.

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 15:54:28 UTC
From: djs@jet.uk
Message-ID: <djs.796406038@gen-off-2>
Source record: 168581

cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

>Can anybody help me in recommending a program that will let me save the
>current screen on a Falcon. Much like the screen savers on the ST that
ImageCopy (available from the ST Club) is the ideal tool for this.
--
For information about the JET project dial http://www.jet.uk/
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==

5255. Re: Teradesk w/ TOS 1.00...

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 16:09:49 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D65rKD.M6J@cix.compulink.co.uk>
Source record: 168582

>No Magics is very slow to load and very very fussy on the programs that it can
>run, Geneva is far better...

Have you got both systems running on your setup Roger? I have both on an ST
and Geneva on the Falcon. I also have MagiC on the Mac. Now, MagiC is faster
to load then Geneva, but both load fast enough for me. I also find that MagiC
is more stable than Geneva and is far from fussy.

Ofir ogal@cix.compulink.co.uk

5256. Re: First Word Plus File Convertors

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 16:09:51 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D65rKF.M74@cix.compulink.co.uk>
Source record: 168583

>Does anyone know of a piece of software that will allow me to convert a few
>old First Word Plus files to any PC word processor format? I'd ideally like
>to be able to preserve the character formats (italic, bold etc).

There is a FWP to RTF convertor available. I haven't tried it, but it's on
ftp.tu-clausthal.de in

pub/atari/office/word/wp2rtf.lzh - 11853 convert 1stWord -> RTF format

---
Ofir ogal@cix.compulink.co.uk

5257. Re: Speed of Light 3.7

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 16:12:49 UTC
From: hentai@eri.erinet.com
Message-ID: <3l9ci1$mbt@eri.erinet.com>
Source record: 168451
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Stuart Denman (sdenman@wolf.cs.washington.edu) wrote:
: For those of you with WWW access, you can download Speed of Light version 3.7
: from my Home Page:

: http://www.cs.washington.edu/homes/sdenman/

I tried to ftp your site "ftp cs.washington.edu" and found the homes
subdirectory but there wasn't a sdenman in it. Is your site ftp able?

5258. ADAP Soundrack I

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 16:51:30 UTC
From: tijupe@polaris.cc.utu.fi
Message-ID: <D65tHv.23v@utu.fi>
Source record: 168454

Does anyone know what is the latest version of Adap Soundrack software?
I'm using versions 1.3 and 1.44b but they have been programmed over five
years ago. There must be some newer versions of the software.
Where could I find them?

There must be some newer

5259. *** TOWERS II FTP SITES

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 17:06:25 UTC
From: gaghon@nevada.edu
Message-ID: <3l9fmh$clq@news.nevada.edu>
Source record: 168460

```
==========================================================================

T O W E R S I I Ver 1.1
Plight of the Stargazer

==========================================================================

M A N U A L S for Towers II are NOW SHIPPING. You can register Towers

II by ordering a manual from us, or from one of the dealers listed below.

--------------------------------------------------------------------------

JV Enterprises STeve's Sales --- (916) 661-3328
PO Box 97455 B&C Computers --- (408) 986-9960
Las Vegas, Nev. 89193 Goodmans International --- (0782) 335650
1-800-252-0194 Merlin P.D. --- (0452) 770133
(702) 734-9689

==========================================================================
```

5260. Re: SMS2

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 17:11:25 UTC
From: ppp435@news.salford.ac.uk
Message-ID: <ppp435.10.0@news.salford.ac.uk>
Source record: 168461

In article <3ks44cbjg1@perth.DIALix.oz.au> chrisw@perth.DIALix.oz.au (Chris Whitelock) writes:
>Subject: Re: SMS2
>From: chrisw@perth.DIALix.oz.au (Chris Whitelock)
>Date: 23 Mar 1995 23:29:16 +0800
>Thomas Hansen (thomah@ifi.uio.no) wrote:
>
>: Browsing through some of my magazines, I came across an article in ST Format regarding a
>: new operating system called SMS2 (I think). Does anyone know anything about this? Can
>: anyone provide me with an address to the developers, Furst Ltd.?
>
>Try:
>Furst Ltd
>Delta House
>Garfield Road
>Bishops Waltham
>Southampton SO3 1AT
>England
>
>tel +44 (0)489 894674
>fax +44 (0)489 895765
>
>... unless of course they have moved recently!
>
>Chris Whitelock
>Perth, Western Australia
>
I've not heared from them in a while. They keep threatending to bring out various Prospero compilers that never materialise. I haven't had much chance to explore the system. I'm not even sure how to copy to sub-directories. Help would be appreciated. I don't know if it will ever take off. HENSA were meant to be starting an archive, but nothing has happend yet. The system does seem to be quite powerfull though, I must get down to some serious coding to test it it. The cartridge is really quite a good piece of work.
Have fun,
Giles.

5261. Re: hensa.micros

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 17:15:59 UTC
From: ppp435@news.salford.ac.uk
Message-ID: <ppp435.11.0@news.salford.ac.uk>
Source record: 168462

In article <3l5r4d$b4v@sunrise.pg.gda.pl> mms02bj@loqi.elka.pg.gda.pl (Banachowicz Jaroslaw) writes:
>Subject: hensa.micros
>From: mms02bj@loqi.elka.pg.gda.pl (Banachowicz Jaroslaw)
>Date: 27 Mar 1995 07:57:01 GMT
>Sorry, it's me again.
>I need help once more.
>I can't download any interesting (it means new) files from hensa.micros.
>For example p144 (MagicMac Demo) or p121 (gembench 4.02).
>I get "no such files or directory".
>I am in directory /micros/atari/tos/p......
>Can anybody help me?
>
>Banan
>mms02bj@loqi10.elka.pg.gda.pl

You need to be in the p121 or p144 directory.
Giles.

5262. Atari World subs news

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 17:18:23 UTC
From: awright@stamford.win-uk.net
Message-ID: <11@stamford.win-uk.net>
Source record: 168455

ATARI WORLD price and subs

On 7th April Atari World will hit the streets. In the UK, issue 1 will only be available from the newstands but there'll be a subscription form inside for issue 2 onwards.

In Australia, NZ, Pacific Rim, Austria and Spain, AW should be available at larger newsagents, all of whom can easily order it.

In North America and other countries in the EU it will only be available by credit card order and then only via email. I'll advise you of an address in due course - I'd be happy to forward it if you want to mail me.

Overseas subs from issue 2 will available of course with postage costs of £1.30 to EU and £2.30 elsewhere. The cover price of the magazine will be £2.50 in the UK.

Anyone wanting to redistribute, please call Neal O'Nions at Specialist Magazines Ltd on 01487 773582 or fax 01487 773581.

Andrew Wright
Assistant Editor (note the promotion)

awright@win-uk.net
andwright@cityscape.co.uk
andwright@cix.compulink.co.uk
100045.1321@compuserve.com

5263. Re: FAx software for USR s

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 18:19:36 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Mar28.181936.14566@bradford.ac.uk>
Source record: 168458

On Tue, 28 Mar 1995 06:50:00 GMT, Daniel Cohen wrote:

: I'm at present trying to get the demo version of Coma to work. I've
: probably set something wrong, as it connects to the remote fax and appears
: to send, but nothing came out at the remote end. I noticed that I had to
: set Coma to 2.0, not 2, before it even got that far.

CoMa will work with the sportster. It has to be set to class 2.0 and I
think it is important whether you select 14,400 speed - although I can't
remember which way works!

Anyhow, I managed to fax someone with CoMa, but only the first 150 lines,
which equates to about 1.5 inches were faxed, which is a limit in the
demo. Mainly because of this restriction, and the fact tat it is about 50
UKP to register, I ditched CoMa - although it looks like it would be
perfect for my needs.

I am now in favour of Junior Office, which I have nearly finished
translating into English, and which only costs about 10 UKP to register.
It imports IMG's and text files. It works in classes 2 or 1 which means it
supports the Sportster.

The GEM interface whilst composing your faxes is very good.
It is sort-of multitasking friendly, except when it is 'thinking'.

Steve Taylor.

5264. Re: MiNT and Geneva

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 18:23:46 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FC3TCHDSUP@galaxy.teuto.de>
Source record: 168463

In <3kq7vh$379@ccshst05.cs.uoguelph.ca> Theodore L Hopman wrote:

>: I am, at this very moment (OK, not quite this very moment <smile>) finishing
>: release 004 of Geneva, to be released in May. One of the last things I'm
>non-modal fileselector? A faster GenevaTOS? A wider (and non-modal)

How about installing FREEDOM?

The one and only non-modal FS there is, yet.

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/personen/hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

5265. Re: what kind of hardisk driver to use?

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 18:36:24 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FC3TCHEGUP@galaxy.teuto.de>
Source record: 168464

In <3l88s9$cbb@cville-srv.wam.umd.edu> A student or two wrote:

>Hallvard Tangeraas (hallvart@oslonett.no) wrote:
>: what kind of harddisk driver should I use with an IDE drive and my STE?
>I use the IDE utilities, and it works wonderfully...

Huh? Come again!?

Which utils are you using?

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/personen/hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

5266. Re: Superboot Author G.W.Moore

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 19:37:49 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3l9oid$46k@golem.wcc.govt.nz>
Source record: 168466

] Also I did say GEM LIKE, do you wish me to translate that to German..??

and I quote...

"better than any PD stuff that I have seen, and has a nice gem interface"

the word "like" never makes an appearance.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

5267. Re: XBoot; was Re: Superboot Author G.W.Moore

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 19:56:14 UTC
From: ai868@detroit.freenet.org
Message-ID: <3l9pku$m15@detroit.freenet.org>
Source record: 168465

With Gribnif going to be at ACE in Toronto this weekend, I'm sure that there will be a show price available. Check with Gribnif to be sure.

--

Jim Kudron |
Detroit Freenet |ai868@detroit.freenet.org
GEnie | jim.k@genie.geis.com

5268. SyQuest: Do they have an InterNet-address?

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 20:40:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FC3WDHAFUP@galaxy.teuto.de>
Source record: 168481
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi guys!

I am looking for *SyQuest's* InterNet-address. If there is one, that is.

Please let me know if you have a hint. I have a couple of rather technical questions re. firmware-versions and stuff.

TNX!

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/personen/hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

5269. Re: XBoot; was Re: Superboot Author G.W.Moore

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 20:51:13 UTC
From: zap@eskimo.com
Message-ID: <D664LD.FpA@eskimo.com>
Source record: 168467

Thanks for that informative reply on X-Boot. It sounds like just what I am looking for. It is available from Toad for $34 so it goes on my list of things to aquire.

--
Randall Dale Spreadborough <zap@eskimo.com>
PGP v2.6.2 Public Key Available by Request

5270. Re: Atari Transputer

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 21:45:33 UTC
From: egbert@euronet.nl
Message-ID: <egbert.2.0015C2F9@euronet.nl>
Source record: 168469

In article <3kpr02$1ofb@news-s01.ny.us.ibm.net> kilwing@ibm.net (Wilfred Kilwinger) writes:
>From: kilwing@ibm.net (Wilfred Kilwinger)
>Subject: Re: Atari Transputer
>Date: 22 Mar 1995 18:41:06 GMT

>In <3kphv2$rie@epsilon.qmw.ac.uk>, efac001@alpha.qmw.ac.uk (D.Bhabuta) writes:
>>Anyone got any specs on the Transputer?

>Atari doesn't sell the ATW since 1991. If you get the specs does it matter ?

>If it does I'll spend some time to find it. I worked with the ATW and developed
>on it.

>//---------------------------------------
>// Wilfred F. Kilwinger kilwing@ibm.net

As you will know Wilfred, ACN is dumping these thing right now in the Netherlands for ridiculous prices. Even your old 'Toko' in Vianen is dumping broken ST/STe/TT boards. (I have a few on order, just for the spare parts)
Greetings!
Egbert Jan

5271. Re: Atari Web Pages new home!

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 22:03:35 UTC
From: egbert@euronet.nl
Message-ID: <egbert.3.00160FEF@euronet.nl>
Source record: 168468

In article <3krknb$e5k@epsilon.qmw.ac.uk> efac001@alpha.qmw.ac.uk (D.Bhabuta) writes:
>From: efac001@alpha.qmw.ac.uk (D.Bhabuta)
>Subject: Re: Atari Web Pages new home!
>Date: 23 Mar 1995 11:06:19 GMT

>No worries, mate. :-) It would have been a shame to see your pages
>just disappear. You provide a great service to the Atari community.

Closing down HENSA for non-UK WWW traffic, *THAT* is a shame!!
Not your fault ofcause, Danesh, but is there any chance of (limited) access in
the near future?

Egbert Jan (from Holland)

5272. Re: TOS upgrades - info required

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 22:21:06 UTC
From: aa728@FreeNet.Carleton.CA
Message-ID: <D668r6.Hv1@freenet.carleton.ca>
Source record: 168473

In a previous posting, (zrollinso@cc.curtin.edu.au) writes:
> Can anybody tell me what is involved in a TOS upgrade?
>
> Currently I think I have version 1.4 (or it might be earlier - I can't drag
> files onto applications to execute etc so whatever I have is before that
> feature was introduced).
>
> What is the best version to upgrade to and how difficult/expensive is it? Or
> is upgrading to a new version of TOS a waste of time.
>
> I have a 520 STe with 4Meg of ram and AddSCSI+ adapter with several HD's and
> tape backup (if that makes any difference).
>

STE's came with either TOS 1.6 or 1.62. The latest TOS version you could
upgrade to is TOS 2.06 which is a direct replacement for your TOS chips.
They cost about $60US from Toad (mail order) in the United States.

L8r :)

--
Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4meg 1040 STe
o My opinion has been held over from a previous life.
o If you can't see, you can't ride. If you can see, Ride For Sight!

5273. Re: gpib

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 22:53:56 UTC
From: whitema@chekov.cig.mot.com
Message-ID: <3la424$gti@delphinium.cig.mot.com>
Source record: 168470

In article <3kud5q$i1f@m1.cs.man.ac.uk> lais@cs.man.ac.uk writes:
>In article <W_Ens-2403950242290001@tof2.physics.umanitoba.ca>, W_Ens@UManitoba.CA (Werner Ens) writes:
>> Is there a gpib board available for the TT030?
>
>What on earth is this?!
>
>S.Lai

If I recall, it's the port used by HP test equipment. I know there's an "RS" number for it (RS-4??).

Mike
whitema@cig.mot.com

5274. Re: Falcon Screen Capture Program Req.

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 22:58:58 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D66AIB.7Jq@cix.compulink.co.uk>
Source record: 168475

>Can anybody help me in recommending a program that will let me save the
>current screen on a Falcon. Much like the screen savers on the ST that
>silently hide under the ALT-HELP or SHIFT F1 key combinations and then
>dumped the physical screen to disk. I require one that will operate on
>the Falcon and can save out as a reasonable format that could be
>converted to TIFF.

Imagecopy is the best I have seen.

Ofir ogal@cix.compulink.co.uk

5275. Re: Falcon Screen Capture Program Req.

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 22:59:01 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D66AID.7KD@cix.compulink.co.uk>
Source record: 168474

>The the snapshot util a desktop acc? If so then it's not what I require.
>Otherwise I'll download a copy and have a look.

Yes. But the snapshot.acc does not have a key comobination.

>As for ImageCopy 3.5 how does that operate? Does it sit over a key
>combination? I'd need to know before I bought the full version to save
>wasting money on yet another image viewer.

Of course it does. Imagecopy is very good at that. It's what I always use for
my articles.

Ofir ogal@cix.compulink.co.uk

5276. Atari Portfolio 32K RAM Module card

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 23:15:31 UTC
From: ecaruso@hookup.net
Message-ID: <3la5aj$t3a@noc.tor.hookup.net>
Source record: 168472

I have a 32K RAM Card for the Atari Portfolio.
AS IS, does not include the required CR2016 Litium battery.
asking $5.00 (US DOLLARS) plus $2.00 for shipping.

if interested, leave me mail. again, this is AS IS.
I don't own a Portfolio anymore so I don't know if it works.

5277. Re: WWW-Browser for ATARI (esp. Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-03-28 23:56:29 UTC
From: dsb@cs.duke.edu
Message-ID: <3la7nd$jm7@duke.cs.duke.edu>
Source record: 168471

From the Holy Book of <avg.796393705@news.cwi.nl>
as spake by avg@cwi.nl (Annius Groenink) :

>dsb@cs.duke.edu (Scott Bigham) writes:

>>And you never did answer my question: What problems are you actually
>>having with MiNT? We can't fix `em if you don't report `em, ya know.

>I think most of the problems are concerned with the AES, which usually
>hangs the system when something goes wrong.

Oh, well, sure, no one AFAIK disputes that the AES part of MultiTOS is,
shall we say, suboptimal. ;) Fortunately, it's also completely
unnecessary for running MiNTnet.

I wonder if this isn't another big chunk of the problem; that is, how
much of MiNT's bad press is in fact because of MultiAES? Wasn't there
someone somewhere writing a fully MiNT-aware AES replacement? We
definitely need one. Maybe the upcoming MiNT-compatible version of
Geneva will fill the gap. In the meantime, if you're running MultiTOS
and having the sort of problems you describe, I'd advise turning off
MultiAES and just running MiNT + ROM GEM.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1995 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

5278. Re: MURDER!!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 00:00:00 UTC
From: dbanarse@sees.bangor.ac.uk
Message-ID: <3lbr82$qn@geriatrix.bangor.ac.uk>
Source record: 168483
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc.games.adventure

nfb1tea@bolton.ac.uk wrote:
: Help! Mr Karaboudjan has been murdered and I cannot find the culprit!
: Hints and tips would be appreciated.

i'd love to help ! problem is that i can't reply to your email address -
local user nfb1tea doesn't seem to exist at bolton.ac.uk. have you got
another email address ?

Dylan
dbanarse@sees.bangor.ac.uk

5279. Re: Speed of Light 3.7

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 00:00:00 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <D67sCF.CEt@beaver.cs.washington.edu>
Source record: 168484
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

OH NO! (hentai@eri.erinet.com) wrote:
: Stuart Denman (sdenman@wolf.cs.washington.edu) wrote:
: : For those of you with WWW access, you can download Speed of Light version 3.7
: : from my Home Page:

: : http://www.cs.washington.edu/homes/sdenman/

: I tried to ftp your site "ftp cs.washington.edu" and found the homes
: subdirectory but there wasn't a sdenman in it. Is your site ftp able?

No, it's not. I'll post a list of all the ftp sites that I uploaded
SOL 3.7 to soon.

-Stuart

5280. Re^2: Superboot Author G.W.Moore

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 00:00:00 UTC
From: christian.andersson@tnogobl.ct.se
Message-ID: <ftn_2.203.611.5_2f79ab9f_Christian.Andersson@tnogobl.ct.se>
Source record: 168485

> I do sugest that if you want a Real boot manager go and Buy X-Boot, I
> think this is the best there is....

If he is using a Falcon! there is only 1 alternative: STOOP!!!!

/Chris./ (*Falcon /030/* _4/580_ /32Mhz/)

(UUCP Dialup connection)

5281. Re: Fried Bits?

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 00:00:00 UTC
From: Martin_Lethaus@un.maus.ruhr.de
Message-ID: <199503291454.a30688@un.maus.de>
Source record: 168486

Kommentar zu A30385@UN in der Gruppe comp.sys.atari.st

>Yes, its being held in Bremen over the Easter weekend. There are
>various demo, graphics and music competitions. There will be a lot of
>new productions come from this convention, if I had the money I'd have
>used my invite and gone over there... but alas, life goes on. You may
>also like to know that the Saturne Convention in Paris, France is due
>this Easter - demo addicts beware ;)

WRONG! The Saturne Convention in Paris is canceled!!!

Greetings
Martin Lethaus (JAGUAR MAG GERMANY)

5282. Adscsi Host Wanted

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 00:00:00 UTC
From: Joachim_Moldenhauer@traveller.fido.de
Message-ID: <MSGID_242=3A2000=2F20_7994cc0a@Fido.DE>
Source record: 168487

Hello Dennis, you wrote:
>
> WANTED: ICD AdSCSI+ host adapter. Please reply in E-Mail.
>
I have such host-adapter and don't need it anymore. You can get It
for DM 100.- + postage etc.. Let me know if you are interested..

Serial mouse driver: Omikron has a serial mouse driver for the
RS 232-connector.
Joachim

+===+
Joachim Moldenhauer	Fon + Fax: 07641 / 7862
Karl-Friedrich Str. 13a	Fido-Net: 2:2476/803
D-79312 Emmedningen	Internet: @traveller.fido.de
+===+

---
* Kivi (unregistered) 1.21 *
Never violate the Prime Directory! C:\

5283. Re: ACN Hardware sales---A Warning (was: Atari Transputer)

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 00:00:00 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3lbe5u$3qr@btmpjg.god.bel.alcatel.be>
Source record: 168488

In article <avg.796325794@news.cwi.nl>, avg@cwi.nl (Annius Groenink) writes:
> Koos_Kuil writes:

> [ACN still sell the ATW]

> Sure, but here's a warning: I DON'T RECOMMEND BUYING ANY HARDWARE
> AT ACN.

> I bought four items of hardware worth NLG1000. Ad promised they would
> be new or demo models. All of it was utter rubbish. It was old and dirty.
>
> [details skipped]
>

ACN are a bit slow to fulfil orders and their telephones are manned,
sorry personned, by idiots. Nonetheless both times that I have ordered
stuff from them -- some shareware floppies and now a transputer farmcard
-- the goods have arrived and have been as advertised. Actually I haven't
yet found time to install the farmcard, but it *looks* absolutely brand
new. Hard to believe it must have been sitting in a warehouse for 7 or 8
years. <g>

> If ACN can't provide a TTM194 with a cable, how are you going to
> expect them to sell you an ATW? Don't do it, unless you want to
> open an Atari museum.

I already live in one. <bg>

Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102

5284. Re: XBoot; was Re: Superboot Author G.W.Moore

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 00:00:00 UTC
From: zap@eskimo.com
Message-ID: <D677zA.HvB@eskimo.com>
Source record: 168489

Let's see.....Toronto is only about 4000 miles away. I guess I could pop in
my Lear Jet and scoot over there to save a couple of bucks on X-Boot.
--
Randall Dale Spreadborough <zap@eskimo.com>
PGP v2.6.2 Public Key Available by Request

5285. Re: HSMODA06 works on Falcon!

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 00:00:00 UTC
From: mtaylor@perth.DIALix.oz.au
Message-ID: <3lb84emtn1@perth.DIALix.oz.au>
Source record: 168490

Hello Harun,

I have been following the HSMODA06 with some interest. I have a TT030 with UK TOS 3.06 and I do find , on modem port 2, that I get upload errors when using HSMODA06. I use Stalker 3.04 and have found that I get identical transfer speeds with or without HSMODA06 but using HSMODA06 when I upload I get lots of repositioning errors. Also I use 14.4k modem with DTE set to 38400 and with HSMODA06 I get inconsistent connects.

I have found using Stalker 3.04 I don't have any problems but with HSMODA06 I do. Do you have any ideas what might be the cause of these problems.

Regards from OZ
Mark

--

Mark Taylor || INDELIBLE DESIGN - General Printing
Western Australia || InterNet: mtaylor@perth.dialix.oz.au

5286. Serial Mouse Driver

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 00:00:00 UTC
From: baade@saphir.physik1.uni-rostock.de
Message-ID: <3lbm75$sre@taiwan.informatik.uni-rostock.de>
Source record: 168491

DMG> Can anyone tell me where to find a serial mouse driver for my Mega STe?

Try pub/atari/Utils/mouse22.lzh at ftp.cs.tu-berlin.de

T34.

5287. Re: Dead ST!

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 00:00:00 UTC
From: msmith@alder.jf.intel.com
Message-ID: <3lcqi3$idi@ornews.intel.com>
Source record: 168492

You will probably want to check that all your voltages are present with a good DMM. You should see +5 and +12.

If you have voltages, try pressing down on all your socketed IC's They sometimes wiggle loose.

Then thoroughly inspect the motherboard for opens.

Good luck!

Michael
>
Dead ST!
>
Colin.Campbell@mettav.exnet.com (Colin Campbell)
> 01 Sep 94 12:47:32 EST
>
Newsgroups:
> comp.sys.atari.st
>
My STFM died the other day. I was mailing as usual and everything just froze so
> I rebooted and got nothing but a white screen. Even the "quick blink" on the
> floppy drive didn't occur.
> The FM had an xtra ram deluxe board with 4 meg installed. I removed the board
> and checked with the on-board 512k but that didn't improve things.
> Any help would be appreciated....
> Col.
> * Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

5288. Re: FAx software for USR s

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 00:00:00 UTC
From: Frank.Charlton@256-510-2.centron.com
Message-ID: <032_9503300232@centron.com>
Source record: 168493

In a message of 26 Mar 95 S.P.Taylor@bradford.ac.uk wrote to All :

SPT> : But it *still* does not support the Sportster (according to
SPT> Systems : Solutions).
SPT>
SPT> I thought STraight FAX supported classes 1 and 2... If so, it can be
SPT> used with the sportster.

STraight FAX! 2 does support Class 1, and does support the Sportster. No
argument here, since I use it with a Sportster :>

Cheers,
Frank <frank@tachyon.demon.co.uk>
+--+
| Standard disclaimer: The views of this user are strictly their own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+--+

5289. MagiC & MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 00:00:00 UTC
From: baade@saphir.physik1.uni-rostock.de
Message-ID: <3lbmib$svk@taiwan.informatik.uni-rostock.de>
Source record: 168494

RJK> Personally, I recommend MagiC. It is very fast and actually speeds up

and you forgot the main fakt. MagC is a full replacement of TOS. If he will use MTOS he needs a 1.04 too.

MfG T34.

5290. Re: Any News from CEBIT s

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 00:00:00 UTC
From: m9174@abc.se
Message-ID: <3lbkqj$lf4@oden.abc.se>
Source record: 168495

neptune@galaxy.teuto.de wrote something like :

>>Anyone having access to the CEBIT show in Germany??
>>I would sure like to hear what Atari had to offer to show and any other
>All I know is that 2B released a new version of NVDI - 3.03, and
>released MagiC!3 for ST/TT machines.

Hey Chris, very well informed ;-)

NVDI v3.03?? Ugumpf! I have heard about a v3.02, but 3.03? What`s new?

Carl L. - Zero-X beta-tester.

---
* Kivi 1.30 *

5291. Atari ST 4 sale

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 00:00:00 UTC
From: firefox@byron.apana.org.au
Message-ID: <3lbprl$lne@hack.byron.apana.org.au>
Source record: 168496

FOR SALE - Atari STfm 520 upgraded to TOS 2.06 with TOS Switcher to 1.4.
Ext power supp (means its outside),memory upgraded to 2.5 megs
of RAM,40 meg IDE Harddrive,Thomson 14 inch colour monitor.

System comes with all leads and drivers.

COST - $600 (aust) perfer local in Sth Aust.

CONTACT ME ON (08) 384 7705 E-MAIL ME AT firefox@byron.apana.org.au

5292. Re: ACC bombs my mste

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Mar29.151610.215@genrad.co.uk>
Source record: 168497

In article <3kkrv7$hs4@gbc.gbrownc.on.ca>, (Darren King) writes:

]I put a program (acc) that I had written and thought was free of bugs
]in the root directory of C: drive on my Mega STe. I then found out
]on re-boot that there were bugs (or bug!) in it because every time I
]boot, my machine bombs with 2 bombs. I would remove the offending
]program but it won't boot for me. Also for some strange reason, my
]machine (TOS 2.05) won't boot from the floppy but I have known this
]for years.
]
]Any help would help...

I had a similar problem with my Falcon. In the end I did this:
1. turn off the computer
2. Disconnect the hard drive ribbon cable
3. Turn on the computer and let it boot, either from ROM or floppy.
4. Now the dodgy bit... Reconnect the hard drive ribbon cable.
5. Run whichever hard drive driver software you are using from the floppy it
came on (In my case, I ran AHDI or HDX on the disc which came with the
Falcon), and tell it about the hard drive again.
6. When the drive C icon appears, go into it and remove the offending
.ACC from the AUTO folder.

Normally I wouldn't recommend connect up a hard drive with the power
on, but in this case you haven't got much choice it seems. It didn't
damage my machine at all, but I'm not saying it won't!
Good luck.
Paul Hills

5293. Re: Atari--->Mac or DOS

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503291528.AA04104@ilmen.lanl.gov>
Source record: 168498

In a previous article, awright@stamford.win-uk.net (Andrew Wright) wrote:

> Sorry to wibble about cross-platform stuff here but it shows that
> not all is as it seems in the PC/Mac world.

Not at all, Andrew. I well understand the frustrations involved in transferring text and graphics not only from one platform to another but across multiple applications. I can appreciate your nightmare.

But I was specifically referring to the claimed 100% compatibility between the Mac and Windows versions of the new MS Word 6.0. You no longer have to Save AS a Mac or Windows specific file... just SAVE it. The file format is now (supposedly) exactly the same on both platforms, much to the chagrin of Mac users since these new applications are very Windows-like (including huge filesizes, unfamiliar interfaces, and a seemingly lethargic speed).

Consider this:

Word 6.0 for PPC --- 14.7 Mb
Word 5.1 for Mac --- 2.7 Mb
WordWriter ST --- <300 Kb

And they call this progress??? <sheesh>

Sorry for the off topic discussion...

-Hutch- @ Fair Dinkum Tech

5294. MegaST + more For Sale (US)

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 00:00:00 UTC
From: renfro@bnr.ca
Message-ID: <3lc24e$2g5@crchh610.bnr.ca>
Source record: 168499

For Sale:

MegaST 2 with 4 Meg RAM and ADSpeed 16 Mhz accelerator, SM1224 Monitor
This is essentially a MegaST 4 as the memory is soldered on the
motherboard. A few scratches on the case but in good working
condition. Will include a few bits of software if you want them.
Also will throw in a 2400 Baud modem if you want it.

Asking $350

SLM804 Laser Printer including UltraScript
I just put the third toner cart in this so it will need a new drum
when that runs out. Currently in good working condition. I have
installed a switch on the front panel to put the printer in
standby (same thing that happens when you open the back door) so
it can sit idle and quiet until you need to print something.

Asking $200

130 Meg Toadfile hard drive in 2-bay undermonitor case
This is a Maxtor drive inside a Toad case using ICDs ADscsi
with 2 ADSI ports, 1 SCSI port, SCSI ID swith, power in and out,
power switch on front panel, and an extra bay for expansion.
A new drive mech was put in last summer after the original
crashed.

Asking $200

For a really good deal you can have all of the above for just $500.

Prices do not include shipping, but might be willing to half the
cost with you if shipping to continental US.

I live in Richardson, Texas.

Contact me at the above or at r.hoekstra1@genie.geis.com

-Randy

5295. Re: Installing X11r5 on FALCON

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3lbip2$9sb@whitbeck.ncl.ac.uk>
Source record: 168500

In article <3l965q$ekc@fileserv.aber.ac.uk>, jdp4@aber.ac.uk (JAMES DOWNING PAGE) writes:
|> A guide to installing X11r5 - however I could not run any applications
|> once i was in X windows !! (i have 4 meg)

Then I would humbly suggest that we don't follow this poor souls example
(it wasn't a very good installation guide anyway).

Just for the record, you can run 3-4 Xvt's on a 4Meg falcon, on an 800*600
screen, using 4 virtual 1600*1200 scrolling desktops (using the Fvwm window
manager & the GoodStuff button bar).

|> It is useless as I had no memeory after it had installed - is there any
|> way of limting the amount of mem X11 uses?

Nope. The memory usage is a real bummer, but Andreas is working on baserel
clients so that you can make them shareable (he reckons he can now open
10 Xclocks (500K binary) on a 4Meg f030, and I'm willing to believe that.

Really (and people keep saying this) MiNT needs VM & shared libs if it wants
to avoid being kicked off my HD by Linux as soon as I've got a bigger HD to
put it on.....at least the shared libs should be possible on a 68000 based
machine, and would remove most of the problems with the size of X applications,
as the standard Xlibs are massive (xmh - 50K source code, 450K linked
binary - work it out for yourself).

Craig Graham.

5296. WTB: Amberstar, Blackjack Plus 3, Frontier

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 00:00:00 UTC
From: vicb@clark.edu
Message-ID: <3lc69m$o7q@clark.edu>
Source record: 168501

I'm interested in buying any of these programs. Anyone interested in parting with them? Please email.

Thanks,
Victor Bruhn
vicb@clark.edu

5297. Re: formatting pc-format disks with ST

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 00:00:00 UTC
From: teppo@bbs.dream.fi
Message-ID: <3lc6un$5i0@idefix.eunet.fi>
Source record: 168502

I wrote:
> How do I make pc-formatted disks with my Atari ST?
> With some little program?
I should add that my machine is one of the ancient ones that don't readily
format to pc-format.

****
********** Teppo Pihlajamï¿½ki **********
****

5298. Re: Screen saver for a TT

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 00:00:00 UTC
From: m9174@abc.se
Message-ID: <3lc8i7$m9f@oden.abc.se>
Source record: 168503

alfasoldt@aol.com wrote something like :

a> Idle 2.2 is the latest version of IDLE.

I wouldn't recommend anyone that uses MIDI applications to use Idle.

a> SilkMouse also has an excellent no-frills mono screen saver, in addition
a> to its fine mouse routines.
a> (The SM saver also works in color, of course -- but not on graphics
a> cards.)

Have I said this before? I so, please forgive me, but for approx.
three months ago, I got hold of a demo of TwiLight - The Screensaver.
It's from Germany, it's modular, works perfectly with my Falcon030,
and it even works under Cubase! It's reliable, very compatible with
graphic cards and resolutions, and it's BEAUTIFUL!

Carl L. - Zero-X beta-tester.

---
* Kivi 1.30 *

5299. Re: any succes w/syquest over 5yrs?

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 00:00:00 UTC
From: dking@gbc.gbrownc.on.ca
Message-ID: <3lc8hr$ihs@gbc.gbrownc.on.ca>
Source record: 168504

In article <3l4nqs$art@sulu.cldc.howard.edu>,
Julius Grant <jrg@cldc.howard.edu> wrote:
>Is there any 1 out there not offiliated with syquest who has
>a working syquest removable drive for over 4 or five but at least 3
>years?
>
I have used mine for 5 years. (megafile 44). I have replaced the
drive itself once. It was out of warranty so I dealt directly with
Syquest and it cost me 175 bucks to replace it. I'm fairly happy
with the drive and it's performance.

dk.
--
Darren King, George Brown College :: -> dking@gbrownc.on.ca

5300. WTB: BOMBJACK

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 00:00:00 UTC
From: zap@eskimo.com
Message-ID: <D67v2A.68s@eskimo.com>
Source record: 168505

Title says it all. Game is part of a Thrilltime compilation. One of my daughter's favorite. My disk died.

--
Randall Dale Spreadborough <zap@eskimo.com>
PGP v2.6.2 Public Key Available by Request

5301. Interesting replies & Thanks!

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 00:00:00 UTC
From: dzander@solaria.sol.net
Message-ID: <3lbilv$kq9@solaria.mil.wi.us>
Source record: 168506

Hi all, I got some wide ranging replies to my original article entitled "MagiC & MultiTOS". Some people said that all three (Geneva, MagiC, and MultiTOS) programs were tos replacements, some said only MagiC was and some said that none were tos replacements but only replaced parts of tos like the AES, VDI, etc... Most people recommended MagiC for its speed over MultiTOS and because it does not use as much memory as MultiTOS. Its interesting, the varying replies I got! :-) Anyways, I wish to thank everyone who replied and inputted.

--

Douglas Zander
dzander@solaria.mil.wi.us

5302. FAX: Groups and Classes

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FC4TCAAFUP@galaxy.teuto.de>
Source record: 168507

Hiya!

As some folks recently had some problems with fax-classes/groups, here is an excerpt of the FAQ:

----------cuthereplease----------

comp.dcom.fax FAQ (Frequently Asked Questions)

[...]

Class 1
The Class 1 fax modem standard describes an extension to the "Hayes Modem Command Set" to permit computers to send and receive faxes using fax modems. The Class 1 standard is a low-level specification in which most of the protocol work (i.e. T.30) as well as image generation (rasterising and T.4 compression) must be done by the computer (in software) while the modem only handles the basic modulation as well as converting the asynchronous data from the computer into the synchronous packets used in fax communications.

The primary advantage of Class 1 modems is that fax protocol is implemented in software which means that new extensions to the fax protocol standard (i.e. T.30) can be implemented without requiring a ROM change in the modem (or without waiting for the modem manufacturer to get around to supporting the new feature).

The primary disadvantages are (a) the software vendor has to handle the complexity of the T.30 protocol and (b) Class 1 (almost by definition) is very sensitive to timing and multi-tasking operating systems (such as *IX) have great difficulty in reliably meeting the tight timing constraints and maintaining the fax connection. Lifting this timing limitation is the primary motivation behind the new proposed Class 4 standard.

The official standard for Class 1 is EIA/TIA-578.

Although the official standard is copyright EIA/TIA/ANSI, a draft version has been published electronically by Supra and is available from their BBS (see below for the number) and from Sam Leffler at SGI (retrieve his FlexFax package, described below).

Class 2
The Class 2 fax modem standard describes an extension to the "Hayes Modem Command Set" to permit computers to send and receive faxes using fax modems. The Class 2 standard is a higher-level specification in which most of the protocol work (i.e. T.30) is done by the modem while the computer is responsible for managing the session and providing the image data in the appropriate format (i.e. T.4).

The primary advantage of Class 2 is that the low-level detail work is handled by the modem. Not only does this mean that software developers do not have to be burdened with having to support the T.30 protocol, it also relieves the host computer of all of the time-critical aspects of fax communications, making support of Class 2 modems under *IX systems possible.

The biggest headache for software developers is that the Class 2 standard took a long time to be approved (more for political than technical reasons, IMHO) and many companies did not wait for the final version to be approved before shipping modems. As a result we have a situation (as of 93Q1) in which all shipping Class 2 modems adhere (more or less) to the first draft of the TR29.2 committee (document SP-2388) and not to the standard as it was approved. To compensate for this, the "new" Class 2 is referred to as Class 2.0 and the "old" as plain Class 2.

(Warning - flame from a frustrated fax programmer on...)
Even more disconcerting is the fact that most companies who have implemented (the old) Class 2 have done one or more things wrong (they must have been smoking *and* inhaling) so we have a further division of the standard into "true, old Class 2" (which includes the Everex 24/96D and MultiTech modems) and everything else (mostly based on the Rockwell chip which differs from SP-2388 in a number of ways, although some other chip makers, such as EXAR, have found even more ways than Rockwell to depart from SP-2388). It's so bad that most modem companies now implement the Rockwell version of Class 2 just because so many of the *%#& things have been shipped (i.e. Multitech has a special command which switches their modem from proper Class 2 operation to Rockwell-like operation just so they can interoperate with DOS software that expects Rockwell-like operation). And of course no one at Rockwell or EXAR or the other companies bothered to write down the difference between their version of Class 2 and the TR29.2 document. (Flame off.)

The draft standard for the "old" Class 2 is SP-2388, Document TR-29/89-21R8, dated March 21, 1990. This is available by contacting the EIA/TIA directly. This is the standard implemented by all Class 2 modems currently on the market (true to the best of my (pajari) knowledge as of 26 Apr 93).

The official standard for the "new" Class 2.0 (also referred to as Class 2.0) is EIA/TIA/ANSI-592. This document ought to be available from Global Engineering Documents (see below) by May 3rd, 1993. As far as I (pajari) am aware, there are no true Class 2.0 modems yet shipping (as of 26 Apr 1993).

Note that although many modems that implement Class 2 also support Class 1, Class 1 is *not* a subset of Class 2. Also, there are some modems that only support Class 2 and many that only support Class 1.

Although the official standard is copyright EIA/TIA/ANSI, a draft version has been published electronically by Supra and is available from their BBS (see below for the number) and from Sam Leffler at SGI (retrieve his FlexFax package, described below).

Class 3
A class number reserved for a project to define a standard for fax modems that would, in addition to handling the T.30 protocol (i.e. Class 2), also handle the conversion of ASCII data streams into images (i.e. T.4). Although there are a couple of fax modems that handle the ASCII to fax conversion, no draft document has been circulated and the future of this project is in doubt.

Class 4
Class 1 with intelligent buffering to reduce the need for the host computer to respond instantly to the fax modem. This standard is expected to go out to ballot in 93Q2.

Class 8
Not a fax standard at all but an extension to the Hayes command set to support voice.

CNG or
Calling Tone
The distinctive tone that a fax machine ought to generate when placing a fax call (1100 Hz on for 1/2 second, off for 3 seconds).

CSI or
Called Subscriber Information
The "name" of the answering fax machine. An optional frame of information sent to the calling fax machine during Phase B (see T.30 below). Although many fax machines permit ASCII information, the T.30 standard states that this is to contain the international phone number of the fax machine, including the plus symbol, the country code, the area code, and the subscriber number using only digits, the plus symbol, and a space. (i.e. the North American fax number (604) 926-8182 ought to be programmed into the fax machine as +1 604 926 8182).

ECM or
Error Correcting Mode
An extension to T.30 to permit the receiving fax machine to request that portions of an image that were received with errors be retransmitted.

Normally the T.4/T.30 protocol is error detecting but not error correcting. The receiving fax machine can usually tell when an error has impaired the image but cannot selectively request retransmission of the damaged portions of the image. The only options are to (a) ignore the errors (if few in number), (b) request that the page be resent (ignored by most fax machines), or (c) give up.

[...]

Group I Fax
An old (now obsolete) standard for fax machines in which a page was transmitted in about six minutes at a resolution of 98 scan lines/inch. Group I devices frequently worked by attaching the page to be transmitted to a rotating drum (at 180 rpm) along which a photocell moves. Either amplitude modulation (the blacker the pixel the louder the tone) or frequency modulation (the blacker the pixel the higher the tone) can be used.

The gory details may be found in CCITT Recommendation T.2.

Group II Fax
An old (now almost obsolete) standard for fax machines in which a page was
transmitted in about three minutes at a resolution of 100 scan lines/inch.
Group II uses vestigial sideband amplitude modulation with phase shifts.
A white pixel is represented by a louder tone.

Group III
One of the current standards for fax machines in which a page is transmitted
in about one minute. See the definition of T.30 (below) for more details.

Group IV
A standard for fax transmission using ISDN at 64kbps.

------------------------------cuthereplease------------------------------

HTH!

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/personen/hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

5303. How Much Is It WORTH?

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 00:00:00 UTC
From: sbostw1@umbc.edu
Message-ID: <3lcehp$f3q@news.umbc.edu>
Source record: 168508

```
Atari 520ST
===========
2 external drives (720k)
Supra 20mb HD
500 disks
2.5m RAM
Colour Eyes digitizer
Hayes 2400 modem
```

How much is it worth? I am NOT trying to sell this unit -- I am trying to buy it locally. The person wants my USR V.EveryThing modem ($300) and an additional $400 for it. Is it worth it???

Also, If anyone WANTS to trade for a USR v.everything modem, please call Howie at (410)-653-0512 (Maryland).

5304. Help connecting to Internet

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 00:00:00 UTC
From: Jeff Riley <jeff@psti.co.uk>
Message-ID: <3lcghc$dmf@florence.scotnet.co.uk>
Source record: 168509

Apologies for this question if it is already covered in an ATARI FAQ.
One of my friends who does some development on a Falcon wants to know what he needs software wise to get himself onto the Internet. He has a number of providers lined up and he has a v.fast modem.

What can I pull off the 'Net to get him started ?

Any help would be appreciated.

Replies to J.Riley@psti.co.uk please

Thanks in advance

Jeff Riley

5305. TCP/IP for the Atari (Mega?) ST?

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 00:00:00 UTC
From: peter@feldspar.com
Message-ID: <3lcdeb$jts@snoopy.feldspar.com>
Source record: 168510

Hello all, I just got asked if there's such a beast that allows an Atari ST to run a SLIP/PPP connection over a serial line (modem).

Anybody got any information? Home page sites? Etc? Please EMail me or post a follow-up article.

Peter
<^_^>

5306. Credits for Video Project

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95088.145940STIRRE31@MAINE.MAINE.EDU>
Source record: 168511

My friends and I are working on a video project and would like to
be able to have credits at the end of it. Does anyone have a
suggestion for a good program to use for the Falcon to do this?
It merely should able to do scrolling text. Thanks for any help.
-scott tirrell
-stirre31@maine.maine.edu

5307. WTB MegaTalk board

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 00:00:00 UTC
From: tkk@uclink2.berkeley.edu
Message-ID: <3lcnq1$lc1@agate.berkeley.edu>
Source record: 168512

I am looking for a working MegaTalk board from Gadgets by Small.
Email me with price.
tkk@uclink2.berkeley.edu

5308. Need an Okidata ML391 printer driver for Atari 1040 STf

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 00:00:00 UTC
From: wongf@cc4.crl.aecl.ca
Message-ID: <29MAR95.14362930@cc4.crl.aecl.ca>
Source record: 168513

Would appreciate very much if anybody would email me a printer driver
for the Oki ML391 24-pin dot matrix printer. I use the Atari STf
with First Word, Wordwriter and Signum for my wordprocessing. If
anybody can spare a manual with the escape sequences for the printer,
that would be even better. Thanks.

5309. Like-New Falcon030

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 00:00:00 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <D67zDJ.Eyz@beaver.cs.washington.edu>
Source record: 168514

Barely used Falcon030 For Sale. All manuals/software/box intact.

Best offer so far is $800, but we're still looking, so make us an offer.

Also, we will trade this falcon for a 486DX2 50 or 66 machine.
Send brand + specs.

-Mark Hein (heinm@destiny.esd105.wednet.edu)
-Stuart Denman (sdenman@cs.washington.edu)

5310. Re: Baracuda 040?

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 00:00:00 UTC
From: nat@zumdick.rhein-main.de
Message-ID: <FC4TDFWTUP@zumdick.rhein-main.de>
Source record: 168515

In <3l86sg$ppq@gondor.sdsu.edu> wrote:

> First, you _can_ get the LC option. Second, the RAM board will take
>SIMMs 1, 2, 4, 6, and 8 at a time. So quit whining and just decide what type
>you want first, then buy 1, then 1 more, then 2 more, then 2 more, then 2 more.
>I would say that 4 Meg X 8 = 32 Megs would be quite enough, especially if you
>have 14 Megs of ST RAM. (BTW, if you didn't know of this option, just ignore
>the "whining" bit ;^). Personally, I'm not into this upgrade path, though it is
>a great product. The main board with '040 is $950, the unpopulated 32-bit RAM
>card will be $300, and the 486DX33 card is another $400. Both cards require the
>'Cuda, and the 'Cuda requires moving the Falcon into a bigger case. The 'Cuda
>_is_ user installable, from what I understand.
Do you also happen to know what SIMMs (PS/2?) they use,
and why the .... a empty Ramcard costs $300 ?

Nat!

------------------"Bang that bit that doesn't bang"---------------

And I love to talk philosophy / but I gotta take a piss
Man, that philosophy / runs right thru you

David Lee Roth

5311. Re: Baracuda 040?

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3lbi94$7nt@prime.mdata.fi>
Source record: 168516

In article <1995Mar22.185939.26683@nosc.mil>,
Mike Healy <healy@nosc.mil> wrote:
>In article <3kmnkn$3r6@prime.mdata.fi> contacts@mits.mdata.fi (Pekka Saarinen) writes:
>>BTW. This "fill all slots with same type" is downright silly, if
>>you get 8 1meg SIMMs and decide you need more: ONLY option is to sell
>>those and buy 4 4meg SIMMs and have 32 Megs of RAM.
>>What's the point of this?
>
>
>Are there any boards that let you mix different size SIMMs?

I have *heard* of new PC-motherboards the let you mix any size SIMMS, but then
again I could have been misled..
But in some Mac's there are different size SIMMS inside, how can you have eg.
17 Megs of RAM if it's not possible? Dip switches take care of disabling empty
slots.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16MbRAM/FPU/MAG17"MultisyncMonitor/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

5312. WTB

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 00:00:00 UTC
From: P.J.Groves@Bristol.ac.uk
Message-ID: <9503291557.AA27023@mail.bris.ac.uk>
Source record: 168517

Please can anyone suggest where I may be able to buy a new Atari STFM (or STE) in the UK. I'd like one with 4MB of RAM.

Mine was stolen recently and I trying to get a quote for my insurers.

I snail-mailed Analogic, Compo, Ladbroke, Gasteiner and First Computer a month ago and am still waiting for reply(s).

Phil

5313. Re: Mega STe speed

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.112.0009BAFD@ti.com>
Source record: 168518

In article <Pine.LNX.3.91.950328083413.5453B-100000@moose.erie.net> Dennis McGuire <mcguired@moose.erie.net> writes:

> I recently moved up from an STe to a Mega STe. I have a utility
>in the AUTO folder which is supposed to put the computer in 16 Mhz cache
>mode. However, when I open the control panel, it says 8 Mhz. I
>change the setting in the control panel to 16 Mhz with cache, then save
>it and close the control panel. When I re-open the control panel, it
>says 8 MHz again! Am I missing something here???

I am also using a utility, fast.prg, that does 16MHz + cache on bootup and have no problems with it. You can actually see the difference running between 8 and 16 Mhz, so there is no need for any other programs.

Are you using some sort of auto config selector like Xboot or Superboot? They will over write your newdesk.inf with their saved version. This is just a wild guess. Also Xboot can switch your CPU speed / blitter. My problem was my problem when I first used Xboot, it kept turning off my blitter.

William
+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

5314. ST mouse problem...

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 00:00:00 UTC
From: Frost Byte <chandler@nethost.multnomah.lib.or.us>
Message-ID: <Pine.SUN.3.91.950329174729.4458A-100000@nethost.multnomah.lib.or.us>
Source record: 168519

ST hardware gurus:

I have problems with my 1040 ST's mouse going right when I move it left, so that no matter what I do, the pointer gets stuck on the right side of the screen. I have opened the mouse up and cleaned it and it seems to sporadically (50% of the time) do this, but slightly less when I operate it with the whole top half removed (not a great way to keep dust out!).

Can I use a mouse from another system with the Atari 1040 ST? Can I do some maintenance that with fix this problem? The mouse has been taken very good care of and I'm the original owner. It gradually started doing this 8 months ago. It sucks now, because I use the system a lot to record electronic music (KCS / Tiger Software) and now I can't get anything done!

David Chandler - chandler@nethost.multnomah.lib.or.us (503)301-3011
grep -i casio goodwillbins >> mystudio ;
grep -i atari goodwillbins >> mystudio ;

5315. Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 00:00:00 UTC
From: David Stewart <david@denial.demon.co.uk>
Message-ID: <D67rtI.FBH@demon.co.uk>
Source record: 168520

I had an Atari 520 STFM but I now have a Macintosh Performa 630, for obvious reasons. What I would like to know, is:- Does anyone know of an atari emulator for the mac?

5316. Re: WANTED: Turbo ST Screen Accelerator

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 01:39:34 UTC
From: dpj@delphi.com
Message-ID: <B866PhO.dpj@delphi.com>
Source record: 168477

<dpj@delphi.com> writes:

>>I recently downloaded a demo of "Turbo ST", a software screen
>>accellerator which speeds up BIOS text and GEM windows dramtically.
>>Anyway I was hoping somebody might have the complete (not crippled)
>>version for sale. Thanks in advance,
>> John
>
>John,
>
>TurboST is no longer supported - it's been re-worked by the CodeHeads and
>it's now Warp 9. You can find Warp 9 at any dealer or mail order place.

ACKK!!! What a dolt!! It was QuickST that became Warp 9, not TurboST!!
My error, and thanks to the few who helped jolt my memory.

I can't recall whether or not TurboST is still being supported, but I'd
still recommend Warp 9. I recall switching from Turbo to QuickST, and then
to Warp 9 - never been sorry.

Dana @ STReport International Online Magazine

5317. For Sale 1040 ST System

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 01:55:12 UTC
From: ua441@fim.uni-erlangen.de
Message-ID: <3laem0F7t0@uni-erlangen.de>
Source record: 168479

For Sale:

Atari 1040 ST
SC1224 Color Monitor (original JVC)
External Indus GT DS/DD Digital Readout Drive
External 32 Meg Hard Drive
Various Programming Books and Software

$500.oo or B.O. Includes Shipping
If interested, please leave E-Mail

5318. Re: Mega STe

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 02:28:33 UTC
From: cfuhrman@cray-ymp.acm.stuorg.vt.edu
Message-ID: <3lagkh$hf3@solaris.cc.vt.edu>
Source record: 168478

Dennis McGuire (mcguired@moose.erie.net) wrote:

: I recently moved up from an STe to a Mega STe. I have a utility
: in the AUTO folder which is supposed to put the computer in 16 Mhz cache
: mode. However, when I open the control panel, it says 8 Mhz. I
: change the setting in the control panel to 16 Mhz with cache, then save
: it and close the control panel. When I re-open the control panel, it
: says 8 MHz again! Am I missing something here???

It sounds like a similar utility I use which is run at bootup. Since I do
not have a control panel extention that let's me control the speed of
the computer, what you might do is to disable that particular CPX.

Another suggestion is to remove(rename) the utility from the auto folder
and try to simply use the control panel to set the machine on boot up
at 16MHz w/ cache but I'm not sure if this can be done.

: Also, is there any utility which provides a visual indication in
: the menu bar of the speed the computer is currently running at. I'm
: never sure. The ICD AdSpeed I had previously came with a utility which
: showed an 8 or 16 in the menu bar for the speed setting. I'd like to
: have that since I'm never sure what speed it's running at.

Don't know about that but it sounds interesting. Anyone know if such a
program is on atari.archive? I'd find it useful :)

--
Chris Fuhrman || "Give me the liberty to know,
cfuhrman@vt.edu || to utter, and to argue freely
Asst. Administrator -> acm.vt.edu || according to conscience, above
http://csugrad.cs.vt.edu/~cfuhrman || all liberties." -John Milton

5319. Help! Multisync monitor problems!

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 02:41:13 UTC
From: Jay T Millar <jmillar@delphi.com>
Message-ID: <RCx6f9J.jmillar@delphi.com>
Source record: 168480

Hey all,

I've got a Falcon030 with a CTX CPS-1560/LR 15" flatscreen multisync monitor hooked up to it. I've had absolutely NO problems with this monitor until tonight....it's really nice.

In any case, after being using my machine for about 5 minutes, the display started to wobble and act very strange. So, I reset my Falcon and nothing changed! At present, the display flickers and wobbles eratically anytime a frequency change occurs, a window is moved or opened, even if I simply turn the contrast down, the display goes haywire!

Has anyone else had a similar problem? Could it be the cable? Could it be my VGA adapter? Is it my Falcon, or did something permanently hose the auto-syncing circuitry in my monitor?

Ugh! Any suggestions?

Thanks!

--
Jay T. Millar | Atari Falcon030 4/80 & Jaguar |||
jmillar@delphi.com | 64-bit Multimedia System |||
------------------- ---------------------------------- / | \
RUSH, Dream Theater, Blues Traveler, Spin Doctors, Boston, Styx, Kansas

5320. Re: Where is everybody?

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 04:45:54 UTC
From: Hrafnkell Freyr Hl��versson <freyr@diku.dk>
Message-ID: <3laom2$hp9@odin.diku.dk>
Source record: 168524

abstract@wam.umd.edu (A student or two) wrote:
>
> steve wells (wells_s@ix.wcc.govt.nz) wrote:
> :] Na they have just moved along to Real computers, ones that you can upgrade
> :] try out software befor you buy...
>
> : SHUT UP!
>
> Why bother replying anymore to this guy? He seems to take his
> unwanted opinions to the wrong newsgroup every now and then. Possibly a
> mistake? I think he may have a personal problem...
> --Lunatic
Why take such thing so personally? No need to answer it again...

Steve probably thinks the only Atari Mc680x0 computer in excitance
is the ol' Atari 260ST with external single sided floppy and
no modulator

(Just a thought.... Don't bother answering me, though)

-Hrafnkell

5321. Multisyn monitor question

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 04:47:33 UTC
From: rhett@bigwpi.WPI.EDU
Message-ID: <3laop5$m1c@bigboote.WPI.EDU>
Source record: 168482

I believe there was a post on this question earlier, if so, please
forgive me, but i would like info (a list, possibly) of multisync
monitors that will work equally well with a Mega4STe and a 486.
any and all help is highly appreciated.
rhett@wpi.wpi.edu

5322. 1040 STe for sale

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 05:03:24 UTC
From: sirsmedley@delphi.com
Message-ID: <ZIx7-nE.sirsmedley@delphi.com>
Source record: 168523

Now that I have a TT, I find my STe and it's equipment is just gathering dust in the closet. So I am putting the system up for sale. Here is what I have:

1040 STe w/ 2 megs RAM and TOS 2.06
SM124 mono monitor
Metal hard drive case with -
Syquest 88 meg removable w/ one cart
Maxtor 52 meg fixed drive
ICD AdSCSI+ (includes clock)
Internal power supply
Star Micronics NX-1001 printer
Lots of software, much of it installed on the hard drive already
Plenty of extras, like cordless trakball, monitor master switch, etc

I am asking $400 for the whole set-up. Plus shipping. Please respond with e-mail to either sirsmedley@delphi,do.com or ah096@leo.nmc.edu

5323. Re: List of WWW Browsers curr

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 07:36:26 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3lb2lq$2v5@turing.fwi.uva.nl>
Source record: 168522

guenther@cabal.shnet.org (Thorsten Guenther) wrote:

:In <avg.796234369@news.cwi.nl> Annius Groenink wrote:
:>Well then, here you are: Mausnet is right. Don't hope for an Atari
:>browser, at least not one that will be accessible to the home user.
:
:The home user doesn't have net.access either, so...

not sure about that...

:
:>The reason is simple: writing a decent application requires a lot of
:>work; the Atari market is virtually nonexistent, so the only solutions
:>you might get are quick hacks using MiNT and MiNTnet.
:>
:>As we've argued before, those will not be suitable for most Atari users.
:
:Errr...I know some things besides Internet where a WWW browser is useful
:(some CD-ROMs, e.g.), but not too many. And I know that preemptive
:multitasking is a must for decent Internet usage.

not true! I have several computers and use my st with plain tos1.4
to connect to the net. I use a serial line, uniterm. Then I use
the VERY clever command 'screen' on my dial in host to multiplex
my terminal between several processes. I never got MiNT to work
on my (1Mb) ST. But I use Lynx on my dial in host and it works
great (I use a 14k4 serial line). ftp, gopher, telnet etc all work
great on my host. don't need slip/ppp/tcp etc.

:
:>So I don't see a way to come up with a decent browser that satisfies
:>all of the Atari community (and even then I hardly believe I'd sell
:>a hundred copies---this is how bad things are these days!)
:
:So, is someone going to come up with a decent graphical browser that
:satisfies some of the Atari community?

no. unless you would consider a port of mosaic/netscape to linux68k
a decent graphical browser for the atari community.

:
:>However, if before the end of this month, I get a few hundred orders
:>for the Atari version of Edith Pro, I might reconsider the matter :-)
:
:What is Edith pro? Why should I order it? And - international money
:transfers are still a pain in the ass.

:
:Thorsten

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

5324. Educatie software voor kinderen groep 4?

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 07:41:34 UTC
From: feil@prl.philips.nl
Message-ID: <feil.796462894@retina>
Source record: 168526

Hoe kan ik aan ST software komen voor kinderen van groep 4?

Rekenen en Taal oefeningen e.d.

Hans Feil.

--
Dr.H.Feil
Philips Research Laboratories, WB-121 | phone : +31-40-742701
Prof. Holstlaan 4 | fax : +31-40-743365
5656 AA Eindhoven, The Netherlands | email : feil@prl.philips.nl

5325. Re: hensa.micros

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 10:01:02 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3lbb4u$sa8@epsilon.qmw.ac.uk>
Source record: 168528

Banachowicz Jaroslaw (mms02bj@loqi.elka.pg.gda.pl) wrote:
: Sorry, it's me again.
: I need help once more.
: I can't download any interesting (it means new) files from hensa.micros.
: For example p144 (MagicMac Demo) or p121 (gembench 4.02).
: I get "no such files or directory".
: I am in directory /micros/atari/tos/p......
: Can anybody help me?

Sorry, but I was off yesterday, and have only just seen this message...

The full path to these files are:

micros/atari/tos/p/p144/MMACDEMO.SEA.hqx

and

micros/atari/tos/p/p121/gbnch402.lzh

You did not say how you are trying to access us....p144 and p121 are
only the directory names...the files are inside these.

If you have gopher, and/or WWW access, then please use these
methods...hensa is much easier to use via these methods.

Regards
Danny
--
.signature.signature

5326. Re: FAx software for USR s

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 17:40:06 UTC
From: dcohen@cix.compulink.co.uk
Message-ID: <D67qEu.BIz@cix.compulink.co.uk>
Source record: 168525

In message <1995Mar28.181936.14566@bradford.ac.uk>,
S.P.Taylor@bradford.ac.uk said:

> CoMa will work with the sportster. It has to be set to class 2.0 and
> I think it is important whether you select 14,400 speed - although
> I can't remember which way works!

I just got in touch with the English contact (brother-in-law of the
programmer) who says it needs the 7200 setting, not the default 9600. I
tried faxing him using that setting, and it works.

> I am now in favour of Junior Office, which I have nearly finished
> translating into English, and which only costs about 10 UKP to
> register. It imports IMG's and text files. It works in classes 2 or
> 1 which means it supports the Sportster.

Good news. I will wait to decide until I have tried your English version.
What is the difference between Class 1 and Class 2? No-one yet has
explained the difference between class 2 and 2.0

Daniel Cohen
e-mail: D.E.Cohen@qmw.ac.uk or dcohen@cix.compulink.co.uk

5327. Re: Noisy Falcon fan

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 18:24:30 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D67sGu.HsJ@cix.compulink.co.uk>
Source record: 168527

In message <djs.796301929@gen-off-2>, djs@jet.uk said:

>Hmm, the two Falcons I have taken apart don't even have a fan!

Did you look under the keyboard, near the RAM module?

Barry

5328. Re: HSMODA06 doesn't work on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 19:43:41 UTC
From: smithic@cix.compulink.co.uk
Message-ID: <D67w4u.551@cix.compulink.co.uk>
Source record: 168529

In message <3l34n4$95j@cxc1.cl.msu.edu>, molin@cxc1.cl.msu.edu said:
> I swear I've read what seems like a hundred messages about HSMOD06,
> and to-date I can't say that I recall seeing EVEN ONE MESSAGE from
> anyone who says they've gotten this thing to work on a Falcon...
>
> Somebody please tell me that this thing is _NOT_ a joke perpetrated
> on unsuspecting Atarians!
>
> If anybody on the planet has gotten HSMODA06 to work on a Falcon, could
> you please post the settings that you used to configure it? This
> thing is about to fall off my hard drive forever....

It does work on my Falcon 4/65, TOS 4.04. Just copy drvin.prg and scc.prg to auto, at the end, and without running the setter. Unpack again if you are not sure you have an unadulterated copy. You _might_ need to disable buffering within your comms program. I have used 57600 and 115200 when conditions are good :)

It does work, honest!

Regards,

Ian.

No signature necessary.

5329. Re: Mint questions re init & x

Newsgroup: comp.sys.atari.st
Date: 1995-03-29 19:43:43 UTC
From: smithic@cix.compulink.co.uk
Message-ID: <D67w4v.55r@cix.compulink.co.uk>
Source record: 168530

In message <3l6btf$nlh@fileserv.aber.ac.uk>, jdp4@aber.ac.uk said:
> In article <5o74HqH.robo28@delphi.com>, Rob <robo28@delphi.com> writes:
>
> > Matt Koundakjian <mattk@netcom.com> writes:
> >
> > > Xinit runs. It gives me an error message that's roughly 'can't
> > > set path /usr/lib/X11/fonts/.....' (it tries to put the path of
> > > all the fonts in). Then it gives me an error message regarding
> > > its inability to load fixed.bdf. Then it says something about
> > > can't find X server...then it aborts. Any ideas?
> >
> Its actually X that gives this message - it does flash past quickly,
> but try running it from a tcsh - The massage stays on the screen
>
> I would imagine that this could be solved by the setenv command but
> i don't n know wich variable to set!!!!!
>
> Sorry - no solution - PLLLLLLLLEEEEEEAAAAAAASSWEEEE soomeone post one
> soon - I've spent all morning in the library trying to find the
> solution to this problem - still no luck.

This error is caused by case sensitivity. Both the directory X11 and the
executable X _must_ use upper case X. If you unpack the archive again and
log the names of all the extracted files you can tell what meeds renaming.
You will need a utility that can rename files to the appropriate case and
length.

I cannot guarantee to remain ahead of you on this :)

Regards,

Ian.

Sig. free zone.

5330. Re: Falcon Screen Capture Program Req.

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3lef08$k4u@epsilon.qmw.ac.uk>
Source record: 168401

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: Of course it does. Imagecopy is very good at that. It's what I always use for
: my articles.

I think it is what every journalist uses for snapshots in their
articles in Atari mags. :-)

Dan
--
.signature.signature

5331. ZOO help needed

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 00:00:00 UTC
From: Andrew Thackrah <at@roe.ac.uk>
Message-ID: <Pine.SUN.3.91.950330160736.17486A-100000@resun03.roe.ac.uk>
Source record: 168402

Help! I'm a complete novice trying to uncompress some software from the HENSA archive. It's in .zoo format and I haven't a clue how to use the zoo.ttp program. I find the manual incomprehensible so if any one could send me a step-by-step idiots guide to extracting a .zoo file from a .ttp command line thingy then I'll be eternally grateful and may even name my children after you...
fingers crossed,
Andrew.

5332. Re: Atari--->Mac or DOS

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503301418.AA04253@ilmen.lanl.gov>
Source record: 168403

In a previous article, i0080108@ws.rz.tu-bs.de (Axel Kielhorn) wrote:

>Hutch (hutch@ilmen.lanl.gov) wrote:
>: I hate to sing praises to Microsoft, but I'l grudgingly give them credit
>: when credit is due...

> This still leaves the question *why* there are two different formats
> used by the same application on different systems?

Axel, that's exactly what I was getting at.

With the new Version 6.0 of MS Word, both PC and Mac formats ARE the same.

Again, I'm not a real fan of Word 6 but maybe the free 6.0.1 'fix' that MS has just announced will change my mind (somehow I really doubt it). ;-)

By comparison, I think it borders on the amazing what some of our more talented Atari programmers have done in so little RAM and disk space.

-Hutch- @ Fair Dinkum Tech

5333. Re: Silent Line bombs other auto prgs!

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503301441.AA04259@ilmen.lanl.gov>
Source record: 168404

In a previous article, abstract@wam.umd.edu (The Sanitorium) wrote:

> I'm not sure if anyone else has this problem with Flash II, but
> Silent Line seems to be somewhat incompatible with my other auto programs...
> --Lunatic

I don't know the answer but I've forwarded your question on to John Trautschold, President of Missioware Software, who I'm sure will be able to help you... provided you give him your real name and/or the serial number of your copy of Flash II, of course. For some reason, he tends to prefer providing customer support to -customers-. ;-)

Give him a few days to respond, however, as he is currently headed towards Toronto for the big ACE '95 show this weekend.

Wish I could be there. It promises to be a great show. <sniff>

-Hutch- @ Fair Dinkum Tech

5334. WTB: ST Logitech mouse

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 00:00:00 UTC
From: jimmy@wpi.edu
Message-ID: <3lejel$igd@bigboote.WPI.EDU>
Source record: 168405

The right mouse button on my stock ST mouse doesn't seem to be functioning, and I need a new mouse! Or anywhere that I can order an ST (LOGITECH only, because I used one before and liked it =)).
Thanx!

-jimmypai

mmmmmmmmmmmmmmmmmmmmmmmmmmmmm jimmy@bigwpi.wpi.edu mmmmmmmmmmmmmmmmmmmmmmmmmmmm
m We promise only to do our best and to live out our lives m
w Dear god that's all we can promise in truth..." w
wwwwwwwwwwwwww-66-8-740-3Xi-VESA-PAS16-USR14.4-VS15"-Ether16-wwwwwwwwwwwww

5335. Stfax For Papyrus

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 00:00:00 UTC
From: Carlo Cerracchio <MC7424@mclink.it>
Message-ID: <796580618.MC7424@mclink.it>
Source record: 168406

Help me...
I'm looking for the file "stfax.mod" for "Papyrus".
Is there anybody who makes me know something about?
Please leave message in mail. Tanks

5336. Re: Towers II spoilers (w

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 00:00:00 UTC
From: artoj@mits.mdata.fi
Message-ID: <3len5u$11r@prime.mdata.fi>
Source record: 168407

```
j> key in a secret area. There are two buttons in the corridor leading to
j> the two doors. behind one of them is the key to unlock the door, the other
j> has a chain(?) to unlock the other secret door.

Exactly, that was my problem! I couldn't find those secret buttons.
They were quite difficult to see, and silly me thought that stone
walls didn't have secret doors ;-).

j> I think this is where your stuck... hope it helps.

It did, thanks!

BTW. What are Feces? I don't know the word and neither does my
dictionary.

---
* Kivi 1.30 *
```

5337. Re: SCSI II question

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 00:00:00 UTC
From: ludewig@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3leanl$2as@rzsun02.rrz.uni-hamburg.de>
Source record: 168408

lamarth@delphi.com wrote:
: Hi-
:
: Can anyone tell me if a external SCSI I device can run on the Atari Falcon's
: SCSI II bus? I know that SCSI II is faster than SCSI I but is that the
: only limitation? If so, I would think that a SCSI I device would run on
: the SCSI II, it just wouldn't be as fast as a SCSI II device.
:
: Thanks in advance-
:
: David (lamarth@delphi.com)
Hi David,

it should be no problem running a SCSI I device on the Falcon. SCSI II means
primarily that there are more commands available, but it's fully compatible.
I run a SCSI I-Harddisk and a SCSI II-Syquest together on that bus without
any problems.

Greetings,
Thomas
--
_____ Thomas Ludewig, Hamburg, Germany
_ _ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
_ _ e-mail: ludewig@tu-harburg.d400.de
_ ____ Maus (<16kB): Thomas Ludewig @ HH

5338. Re: weird ST behavior

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FC5TFJALUP@galaxy.teuto.de>
Source record: 168409

In <9503281421.AA03569@ilmen.lanl.gov> Hutch wrote:

>used by many Atari technicians (both of them). ;-)

Wheew. They still do have two of 'em? Wow :-)

Probably job-sharing ;-))

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/personen/hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

5339. Re: What Defragger ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.115.000C96F2@ti.com>
Source record: 168410

In article <03261995.233901@empyr.dircon.co.uk> kevan@empyr.dircon.co.uk (Kevan Winch) writes:

>I cannot understand German or French, so English language programs would
>be a definite plus. (I'm certainly not going to try _anything_ with my HD
>unless I am 100% sure what it means :-))

Use Diamond Edge plus there are other goodies like undelete etc.

William

+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

5340. Re: ZOO help needed

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.116.000CA7B1@ti.com>
Source record: 168411

In article <Pine.SUN.3.91.950330160736.17486A-100000@resun03.roe.ac.uk> Andrew Thackrah <at@roe.ac.uk> writes:

> Help! I'm a complete novice trying to uncompress some software from the
>HENSA archive. It's in .zoo format and I haven't a clue how to use the

just use double click and enter the following into the .ttp parameter box
-e filename.zoo

replace the filename.zoo with the real filename. Don't forget that .zoo
extension.

William
+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

5341. Atari and the Internet

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 00:00:00 UTC
From: randow@clscmr.lanl.gov
Message-ID: <randow-3003951143280001@randow-pc.lanl.gov>
Source record: 168412

A friend of mine who has an Atari ST wanted to know if there is any way to get connected to the internet? Are there slip devices available for the Atari or any of the commercial online services? Any information would be very much appreciated. Please Email any hardware or software info to:

randow@lanl.gov

Thanks in advance,

Mike Randow

--

5342. Re: Falcon030: 80 columns at bootup?

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3levpc$m58@whitbeck.ncl.ac.uk>
Source record: 168413

In article <95080.160335STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
|> I recently downloaded a simple boot-up program. Unfortunately, in 40
|> columns, it is not readable. Is there a program that I can run before
|> this program that will set the resolution to 80 columns? Thanks for
|> any help!

What you need is Uwe Siemet's BootConf program, which lets you change the system defaults in NVRAM. You can then set your machine to default to 80 columns without an auto program.

On a related note, I need a program to change to 80 column mono mode at boot up - yes, I know it can be set from NVRAM, but my boot selector program only works in 16 colour's or better, so I'd like to leave things setup as colour. But when I use MiNT-X, you need to boot in mono, so it means farting about with the NVRAM settings every time I want to use X, then setting them back so I can reboot & use my boot selector again.

Offers?

Craig.

5343. ST Emulator for Unix/X

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 00:00:00 UTC
From: nino@mips.complang.tuwien.ac.at
Message-ID: <3lf0i9$86m@news.tuwien.ac.at>
Source record: 168414

http://www.complang.tuwien.ac.at/nino/stemu.html

Despite the date of this "pre-announcement", this is *not* an April
fool's joke.

Enjoy,
Marinos
--

>>>> Marinos Yannikos (nino@mips.complang.tuwien.ac.at) <<<<
~~~~~~
~~~~~~

5344. Re: List of WWW Browsers curr

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 00:00:00 UTC
From: nino@mips.complang.tuwien.ac.at
Message-ID: <3lf1ps$86m@news.tuwien.ac.at>
Source record: 168415

Annius Groenink (avg@cwi.nl) wrote:
: As we've argued before, those will not be suitable for most Atari users.
: So I don't see a way to come up with a decent browser that satisfies
: all of the Atari community (and even then I hardly believe I'd sell
: a hundred copies---this is how bad things are these days!)

: However, if before the end of this month, I get a few hundred orders
: for the Atari version of Edith Pro, I might reconsider the matter :-)

However, while nobody needs another editor (isn't that what Edith is?),
need for a WWW Browser is definetely there...

Regards,
Marinos

5345. ADAP Soundrack I

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 00:00:00 UTC
From: tijupe@utu.fi
Message-ID: <D68ynB.Ew7@utu.fi>
Source record: 168416

Does anyone know what is the latest version of Adap Soundrack software?
I'm using versions 1.3 and 1.44b but they are over five years old programs.
I'm sure that there must be some newer releases of the software.
Where could I find one?
Is there anything for the Adap in the Internet?

5346. Crown_11

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 00:00:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3lf29m$gt@golem.wcc.govt.nz>
Source record: 168417

Just wondering what these files on ftp.uni-kl.de in pub/atari/incoming
are:

(FILE) crown_11.000
(FILE) crown_11.001
(FILE) crown_11.002
(FILE) crown_11.txt

the text file just tells me to use "splitter" to put them together, but
it makes no mention of what they are. I presume they're yet another
Falcon only demo, but you never know, it _might_ be something to entertain
me! :)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

5347. Re: Looking for Atari ST mail order retailers

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 00:00:00 UTC
From: popemerlin@delphi.com
Message-ID: <Ra17ftR.popemerlin@delphi.com>
Source record: 168418

Jim Gain <jim.gain@primetime.org> writes:

>-> Hi
>-> I would like to find mail order firms which carry Atari ST hardware &
>-> Software. Any help (phone# , address) would be appreciated. Thank you. (also
>-> dealers in the San Francisco Bay Area would be great, too)

Hi,
Another place to try is Merlin in the U.K. We have Commercial software not
available in the U.S. and a full PD library.

Our address is PO Box 77 Stroud Glos. GL6 9YD
Tel/Fax; +1452 770133

TTFN

Phin Pope.

5348. Slip

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95089.121103STIRRE31@MAINE.MAINE.EDU>
Source record: 168419

I just got a Slip account here at the University. Unfortunately, I
do not know how to configure KA9Q or Mint-Net to work. I have heard
(from the recent issue of CN) that there is a new version of KA9Q
out with an easy-to-use installation program. Where could I get this?
Otherwise, could someone help me simply setup KA9Q to connect via
modem to a slip account? Thanks for any help.
-scott tirrell
-stirre31@maine.maine.edu

5349. ST hardware and software for sale

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 00:00:00 UTC
From: gaglenn@ix.netcom.com
Message-ID: <3lcvdp$f4k@ixnews4.ix.netcom.com>
Source record: 168420

IT'S GOING FAST FOLKS! I have removed all sold items from this list. Updated 2-22-95!
MOST ITEMS I WILL SHIP UPS C.O.D.

For Sale. MAKE OFFERS!!!!

HARD WARE

PC Ditto II [PC hardware emulator] I have used this for many years. An excellent XT emulator with good speed. Very compatible. I have used up to DOS 5.0 and Wordperfect 5.1 with it without problems.
IB 5 1/4 inch drive [great with PC Ditto II]
SC1224 color monitor
Monitor Master
Spectre GCR [Superb Macintosh emulator!] with Roms and version 3.0 software
VideoKey [Allow audio/video connections to a t.v. monitor in low and medium rez modes]
Discovery Cartridge [From Happy Computers. Excellent software backup device and has many other uses]
MFD 1080 drive [3 1/2 drive works, the 5 1/4 drive non-functional and has been removed]

PLUS!!! I HAVE A LARGE ASSORTMENT OF ST RELATED MAGS, MANY WITH DISKS!

APPLICATIONS SOFTWARE

Multi-TOS [Multi-tasking on your ST compatible computer]
DC Desktop
DC Utilities
Hypercard Developers Kit [For Mac or Spectre GCR users]
WordPerfect ST [Last version developed by WordPerfect]
Wordflair II
Regent Word II
TV Title 2.0
PC-Ditto [PC software emulator, slow but very compatible. Good for occasional or emergency uses.]

GAME SOFTWARE

Purple Saturn Day
Impossible Mission 2
Championship Wrestling
Knight Orc
World Games
The Pawn
Guild of Thieves
Sinbad and the Throne of the Falcon

Rocket Ranger
The King of Chicago
Battle Chess
Midi Maze
Shufflepuck Cafe
Xenon 2 -- Megablast
Final Assault
Mean 18
Blackjack 3
Jinxter
Pac-Land
The Crimson Crown
Transylvania
Questprobe -- Spiderman
Superbike Challenge
Super Kidgrid
Thundercats

Plus the following compilation packages:

Precious Metal includes:
Arkanoid Revenge Of Doh [No, Homer Simpson isn't in this game. ;-)],
Captain Blood, Xenon, Super Hang-On

Triad includes:
Starglider, Defender of the Crown, Barbarian
Magnum 4 includes:
Batman, After Burner, Operation Wolf, Double Dragon

Microdeal Hot Disks Volume 1 includes:
Goldrunner, Jupiter Probe, Karate Kid II, Slaygon

The Story So Far Volume 1 includes:
Beyond The Ice Palace, Buggy Boy, Ikari Warriors, and
Battleships

Mega Pack includes:
Winter Olympiad 88, Mouse Trap, Plutos, Blood Fever, Seconds
Out, Frost Byte

5 Star includes:
Barbarian, Crazy Cars, Enduro Racer, Wizball, Rampage

Action ST includes:
Deflektor, Northstar, Trailblazer, 3D Galax, Masters of the
Universe

Giants Collection includes:
Out Run, Gauntlet II, 1943, Street Fighter

Premier Collection includes:
Exolon, Nebulus, Netherworld, Zynaps

ALL ORIGINALS!!! I am also the original owner and have taken good care of my equipment.

REMEMBER -- I WILL SHIP UPS C.O.D. CASHIERS CHECK OR MONEY ORDER ONLY. PURCHASER PAYS SHIPPING AND C.O.D. CHARGES.

5350. Re: Multisyn monitor question

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.209.0010B2DC@cfcsc.dnd.ca>
Source record: 168421

rhett@bigwpi.WPI.EDU (Rhett Shain Brown) writes:
>I believe there was a post on this question earlier, if so, please
>forgive me, but i would like info (a list, possibly) of multisync
>monitors that will work equally well with a Mega4STe and a 486.
>any and all help is highly appreciated.

I use a NEC II Multisync on my IBM and my STe(2/4/16colours). So there's one
monitor you know that works
-ken

5351. Re: ACN Hardware sales---A Warning (was: Atari Transputer)

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 00:00:00 UTC
From: Lutz_Weigand@gi.maus.de
Message-ID: <199503301750.a5948@gi.maus.de>
Source record: 168422

Hi there,
AG>bought four items of hardware worth NLG1000. Ad promised they would
AG>be new or demo models. All of it was utter rubbish. It was old and
AG>dirty.

The most of the special sales were repair changing parts from Atari i guess.

Regards Lutz

5352. PC power supply for ST?

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 00:00:00 UTC
From: foltin@cherokee.nsuok.edu
Message-ID: <D69xuJ.A9x@cherokee.nsuok.edu>
Source record: 168423

Could a power supply from an AT be used as a replacement for the Atari brick? All the voltages seem to be there, i.e. +5, +12 -12.

I noticed that the Atari has two 5v pins on the power supply. Does this mean that these need to be two separate, i.e. isolated 5v outputs, one of them could be taken from another output plug of the AT power supply?

I have not seen anything in the FAQ about this.

I would like to hear from anyone who has done this and if there are any problems or pitfalls.

Thanks.

Bela Foltin

foltin@cherokee.nsuok.edu

5353. MiNT and Geneva

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 00:00:00 UTC
From: Stuart.Lyster@miramax.ship.net
Message-ID: <6ac_9503310253@ship.net>
Source record: 168424

Good to see you here, Al....

Stuart Lyster!

5354. CDROM Front Ends

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 00:00:00 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <D69EvJ.KL0@cix.compulink.co.uk>
Source record: 168425

Maybe someone can help me, I'm sure that I read somewhere recently about a company who are producing CDROM front ends for the Atari that can be used with some of the more popular PC multi-media titles. Being a bit of a forgetful sod I can't remember where the information was or what it said.

Can anyone point me to some info, give me some info or give me a contact point for the company?

thanks,

Graeme

[damn, must write a sig one day...]

5355. Re: MagiC & MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 00:00:00 UTC
From: christian.dahl@tnogobl.ct.se
Message-ID: <ftn_2.203.611.4_2f7b141d_Christian.Dahl@tnogobl.ct.se>
Source record: 168426

> I have an AtariST upgraded with 2.5 Meg ram and TOS 1.0 I don't have
> a hard drive but I'm thinking of getting one from Toad along with ICD
> LINK 2. My question is that I've heard that I really should upgrade to
> TOS 1.04 or 2.06 Do I really need to hardware upgrade? Can I use
> MagiC, Geneva or MultiTOS? Aren't these TOS replacements? Which is
> recommended? If I should do a hardware upgrade, which TOS version
> should I get?

You should buy MagiC, the best choise for the ST-line of computers.

CD

(UUCP Dialup connection)

5356. Re: MagiC & MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FC5PDHVAUP@dksoft.ping.dk>
Source record: 168427

In <3lbmib$svk@taiwan.informatik.uni-rostock.de> Thomas Baade wrote:

>RJK> Personally, I recommend MagiC. It is very fast and actually speeds up
>
>and you forgot the main fakt. MagC is a full replacement of TOS. If he will use
>MTOS he needs a 1.04 too.
>

Who cares about Magic, it still doesn't run on the Falcon!

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

5357. Re: 56001 DSP

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Mar30.122925.217@genrad.co.uk>
Source record: 168541
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.next

In article <D5ryM6.Gu8@sdf.saomai.org>, (Evan Langlois) writes:

] Is it true that the 56001 DSP can execute 3 threads of execution
] simultaneously? I heard that the DSP has an average instruction
] execution time of 1 cycle - does this take into consideration the
] 3 execution threads, or can I actually get 3 instructions per cycle
] by using 3 different execution threads?

It is true that the 56001 can execute three instructions at one
time, but there are many restrictions to this, and I would certainly not
say it can execute three 'threads' at once.
The 56001 has three memory areas - Program space, X memory, and
Y memory. Data can be moved in each of these three spaces, or from register
to register in one cycle. This is where the three instructions per cycle
thing comes from. However, it is quite rare that a program will be in a
situation where it can move three items of data at a time, although if
you are programming in assembler it is worth rearranging your program to
try to do this as often as possible. The first restriction, therefore, is
that at least two of the three parallel instructions *must* be MOVE types,
and so one line of assembly could look like this:

```
add X1,A, X:(R0)+,X0 Y:Y1,(R4)+
```

where an instruction is executed in parallel with an X memory
move and a Y memory move.
The second restriction is that the instruction in the example above
is one which allows parallel moves with it. Many of the 56001's instructions
do not. In general, it is the MOVE and arithmetic instructions that do allow
parallel moves.
Note that the 56001 instruction set is nowhere near as versatile as
the 68000's. It is harder to write in 56001 assembler. Each instruction
has many restrictions as to which registers it can be used with for example.
There are far fewer addressing modes, and of course all the maths is done
in fixed point, not integer, which can make some applications harder.
Remember it is designed for one purpose - very fast signal processing, and
that is what it is good at.

As for average instruction execution times, most instructions do
take one cycle, but some take two. For example:

```
move R0,R1 takes one cycle, but
move #$123456,X1 takes two because the instruction opcode takes
```

one cycle to load, then the immediate operand takes another.
Thus the *average* instruction execution time will be slightly more
than 1 cycle per instruction. Exactly what it will be depends on the program

that is running. Branch instructions can also take more than one cycle,
but loops can be implemented which do take just one cycle per instruction,
even with the branch at the end.
This doesn't take into account the parallel move instructions, so,
theoretically, the 56001 could average three instructions per cycle if your
program never branched, and two out of every three instructions you wanted
were moves in separate memories! Unlikely I'm sure you'll agree. It depends
whether you call the parallel moves 'instructions' really.
Note also that the cycle time of the 56001 is half the clock
period. Thus the 56001 in the Falcon, clocked at 32MHz, can execute 16
million lines of code per second.

] Does anyone have a neural net simulator? Preferably in 56001 Assembler,
] or maybe C. There is an application I want to experiment with and I'm
] wondering if the Atari Falcon will be fast enough for it.

I don't know a great deal about neural nets, and I don't know if
a 56001 assembly language implementation of one has been written, but from
what I do know, I would imagine that it would be much easier to implement
on a 'normal' microprocessor. I can't see that a DSP would be any better
at it. However, saying that, it would certainly be capable of it. It is,
after all, a very fast processor, but if speed is not quite so important,
you'd be better off programming the 68030, or writing in C, for this
particular application.

Hope this gives you some guidance.
Paul Hills

5358. Speed of Light 3.7

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 00:00:00 UTC
From: awatson@pacifier.com
Message-ID: <3lejqt$ha7@pacifier.com>
Source record: 168542
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Stuart,

I just obtained the latest Speed of Light 3.7, and am a registered user.

Some time ago, I wrote a utility titled "RUNLOW" that allows you to run Low Resolution programs from medium resolution. It was originally inspired by SOL's Low Resolution requirements on standard ST's. It has worked great for all versions up to 3.5.

However, something has changed in 3.7 that prevents RUNLOW from operating correctly. As many ST users use RUNLOW to launch Speed of Light, I would like to devise a solution to this problem...

Therefore, I was wondering if you could tell me any system variables, memory addresses, OS calls, etc. that the new version uses but the old version does not?

Version 3.7 doesn't come up with proper color scheme, and doesn't display pictures properly when used with RUNLOW.

Any assistance would be appreciated.

I personally went back to 3.5, because switching to Low Resolution is too much of a hassle for frequent use...

By the way, I like the addition of .IMG file support. .GEM support would be a nice addition for future versions!

Thanks,

Anthony Watson
Mountain Software

___ Mountain Reader II - #Author 1

5359. Re: WWW-Browser for ATARI (esp. Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3le0k1$ljh@percy.cs.bham.ac.uk>
Source record: 168543

dsb@cs.duke.edu (Scott Bigham) writes:
>I wonder if this isn't another big chunk of the problem; that is, how
>much of MiNT's bad press is in fact because of MultiAES? Wasn't there
>someone somewhere writing a fully MiNT-aware AES replacement? We
>definitely need one.

This is *entirely* the reason for the bad press. Unfortunately, most
journalists couldn't tell the difference between Mint and MultiTOS, so
Mint has got tarred with the same brush :-(

Mint + AES 4.1 isn't too bad.

Martin Osieka, the guy who brought us WinX, is supposed to be writing
an AES replacement called Mina.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

5360. Re: Superboot Author G.W.Moore

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 00:00:00 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3le209$o79$1@perth.DIALix.oz.au>
Source record: 168544

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
: >ROGER strikes again.... from what I have read on the net, I would not think
: >of even looking at something Roger had reconmended....
: >
: >Roger, he who knows all.......
: >
: >Just for the record Roger, not everybody thinks like you (thank goodness)

: Just like a OZZ can't make Yachts or make it in Bed...
What have Yachts or bed got to do with it ????? Aussie's can't help it if
are an IDIOT

: Yes we had names for people like you when I lived over there,
: we called them White Abos...
Seems like you must feel cornered to sink down to levels of attacking
someones race!!!!! Whats a persons race got to do with computer software ??
Oh BTW what makes you think I'm white ?? maybe, like most of the statements
you make your wrong again !!!!

: Plus I have been around a lot longer than you, a sort of comment that cames
: from a teenager...

How do you know how long I'v been around ????? from what I'v seen of your
phrasing and spelling you haven't finished grade 7 yet!!!!

: Iif you can't post some thing constuctive why post at all, but then you
: might not have the brain to post some thing contructive...???

please advise what 'Iif' means???? some kind of N.Z. term ??? or have you mis-
spelled yet again ?????

Regards
--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

5361. NEC 3Xe, F030 RAM For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 00:00:00 UTC
From: xitqu@ucssun1.sdsu.edu
Message-ID: <3ldcua$sea@gondor.sdsu.edu>
Source record: 168545

Great deals here:

NEC 3Xe external CD-Rom drive (triple-speed, all formats, SCSI1/
SCSI2 switchable, 50-pin cent-SCSI2 cable, brand new,
was supposed to go on a friend's ST, but his hard drive
wouldn't cooperate and he gave up) $250

ICD Link 2 Host Adaptor $ 90

ExtenDOS Pro (New) $ 30

Gemini CD for Atari (Used) $ 20

Labtec external speakers (Used, plug into 3Xe or Falcon) $ 15

All above for: $350

This is a turn-key system for an ST(e), just plug and play, prices
include shipping in the continental US, can negotiate overseas
delivery.

Also:
Populated RAM Gizmo upgrade board for Falcon. 4-4 Meg SIMMs give your
F030 14 Megs! (Used, requires removal of useless internal
speaker) $500

SIMMs without Gizmo: $450

Prices include shipping and installation (if desired). Board is in
perfect shape, I just want to use the money to get a Speed
Resolution Card.

Dan Phillips
(619)583-5144
D.PHILLIPS25@genie.geis.com
or xitqu@rohan.sdsu.edu

5362. Re: WWW-Browser for ATARI (esp. Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 00:00:00 UTC
From: theo@theo.ais-gmbh.de
Message-ID: <theo.4.2F7A825D@theo.ais-gmbh.de>
Source record: 168546

In article <3kui72$t3a@whitbeck.ncl.ac.uk> Craig Graham <Craig.Graham@ncl.ac.uk> writes:
>From: Craig Graham <Craig.Graham@ncl.ac.uk>
>Subject: Re: WWW-Browser for ATARI (esp. Falcon)
>Date: 24 Mar 1995 13:41:54 GMT

>In article <bad_9503210639@centron.com>, Frank.Charlton@256-510-2.centron.com (Frank Charlton) writes:
>>
>>I wish you would write a local browser at least, Rich - it would be very handy
>>for me and others to check html code before submitting it... :>
>>

>Chimera can load & view local files already.,..

Ooopps, why do you say 'local' ?
Except nntp and parts of ftp, Chimera is a WORKING graphical WWW-Browser,
if you have installed Mint-Net and X for MiNT properly. I did a lot of
WWW-Session with my plain Mega-4 using Chimera in the last month's.

cheerio Theo

5363. Re: Superboot Author G.W.Moore

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3le6as$p2i@golem.wcc.govt.nz>
Source record: 168547

In article <macdonald.207.00106102@cfcsc.dnd.ca>, macdonald@cfcsc.dnd.ca (Ken Macdonald) writes:
> sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard..) writes:
>>Date: 23 Mar 1995 22:58:09 GMT
>>In article <D5qCyE.D7K@eskimo.com>, zap@eskimo.com (Randell Spreadborogh)
>>writes:

>On the whole I would agree, but it also has glitches. In the parametres
>section one tells Xboot where you are hiding *.inf, *.acc, *.cpx files. *.cpx
>and *.inf have worked OK, probably because XControl 'remembers' where your
>*.cpx file are. But *.acc has never worked for me, I have to use the batch
>file to kill all c:*.acc's, and individually copy the *.acc's I want to run
>to the root. This can get a little tendious(CLI anyone? 8^) Has anybody else
>had this problem? or can suggest a solution? -Roger?

All my ACC are in my ACCS folder using ACC1.3 TSR, no problems there and some
times I can switch back to my root of C:\ for testing some times...

All my CPX's are in D:\CPX\

You must not give it the ACC path as C:*.acc this is WRONG

Give it C:\ACCS\ or C:\

This could all that you are doing wrong....

I have also found a New Type of ACC.PRG on some German sites called ACC_2_2
this has some added features and looks like it will work on the later
Ataries, but NOTE, it is in German...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5364. Re: Like-New Falcon030

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3le8m7$htv@turing.fwi.uva.nl>
Source record: 168548

sdenman@wolf.cs.washington.edu (Stuart Denman) wrote:

:Barely used Falcon030 For Sale. All manuals/software/box intact.
:
:Best offer so far is $800, but we're still looking, so make us an offer.
:
:Also, we will trade this falcon for a 486DX2 50 or 66 machine.

yes, I am sure you will! <g> I will trade my ST for a 386 , any offers?

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

5365. Mega STe upgrade?

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 00:00:00 UTC
From: dking@gbc.gbrownc.on.ca
Message-ID: <3lefcg$ca6@gbc.gbrownc.on.ca>
Source record: 168549

I have a Mega STe and would like to upgrade to (at least) a 68030.
What are my options? and how much. I am located in Canada.

any help would help...

dk.
--
Darren King, George Brown College :: -> dking@gbrownc.on.ca

5366. Re: What Defragger ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3leeji$k4u@epsilon.qmw.ac.uk>
Source record: 168550

Kevan Winch (kevan@empyr.dircon.co.uk) wrote:
: Hi, can anyone recommend a good hard drive defragmenter. I have been

Zorg 1.93, is a good one...Shareware...and supported by Joe Connor in the UK.

Danny

--
.signature.signature

5367. For Sale - 1040 STE

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 00:33:02 UTC
From: tlua7@central.susx.ac.uk
Message-ID: <3lcu7u$248@infa.central.susx.ac.uk>
Source record: 168531

1040-STE, NEC Multisync Monochrome Monitor (Low, Medium, High Res), switches TTL as well (Both boxed), Penny & Giles Trackball (built in calculator - cost over 200!) - Wanted around 250 pounds.

Phillips 8833 Colour Monitor 85 pounds.

100 (approx) Original titles including STOS, STOS MAESTRO,Quartet, Quartet cartridge, and more... OFFERS (sensible please)!

Also 1000 (approx) blank discs!!!! Sold as blank discs (too lazy to format them all)!!! Sensible offers please.

Enquiries via E-Mail Please.

John.

5368. Re: POPMail/SLip??

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 04:01:14 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <AA7AD5CAmrn@albemuth.equinox.gen.nz>
Source record: 168532

Frank.Charlton@256-510-2.centron.com (Frank Charlton) writes:

>In a message of 10 Mar 95 barheath@heathen.demon.co.uk wrote to All :

> b> It understands both SLIP and/or PPP. I can't be certain of how you
> b> cope with POP mail, but there is a FAQ included in the docs.

>AFAIK, NOS won't cope with POP mailboxes at all...

That is right as it is compiled at the moment, except when I had a look in the sources, there did seem to be some popmail code in there (presumably from the PC or whatever code that it is based on). I've no idea whether that would work if the appropriate compile time flag was turned on, but would be interested to here from anyone if they are interested enough to try it! (I would, but I don't have a SLiP account just sitting here waiting for me to develop on!!).

Cheers,
John

-=-=-=-=-=-=-=-=-=-=- John Collis at home -=-=-=-=-=-=-=-=-=-=-
john@albemuth.equinox.gen.nz or john@southern.co.nz
John Collis at 3:770/105.7@fidonet or 51:801/1.7@atarinet

5369. Silent Line bombs other auto prgs!

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 04:41:01 UTC
From: abstract@wam.umd.edu
Message-ID: <3ldcot$7md@cville-srv.wam.umd.edu>
Source record: 168533

I'm not sure if anyone else has this problem with Flash II, but
Silent Line seems to be somewhat incompatible with my other auto programs...
Any ideas?
Thanx!
--Lunatic

5370. Re: List of WWW Browsers curr

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 04:48:53 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950330064501.10163E-100000@mars>
Source record: 168534

On Mon, 27 Mar 1995, Thorsten Guenther wrote:

> Errr...I know some things besides Internet where a WWW browser is useful
> (some CD-ROMs, e.g.), but not too many. And I know that preemptive
> multitasking is a must for decent Internet usage.

Why is multitasking a must?

/Jens M Andreasen (using "lynx" to get rid of all the graphic nonsense)

5371. Re: Atari--->Mac or DOS

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 05:05:12 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950330065921.10163F-100000@mars>
Source record: 168535

On Tue, 28 Mar 1995, Andrew Wright wrote:

> There are several other problems too - sometimes I get odd para
> spacing and so on.

hmm, thats why we like our own familiarized bugs...

> Sorry to wibble about cross-platform stuff here but it shows that
> not all is as it seems in the PC/Mac world.

"Things are never what they seems" (Somebody in Twin Peaks)

/Jens

5372. Re: WANTED: Turbo ST Screen Accelerator

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 05:23:15 UTC
From: jws4p@fermi.clas.Virginia.EDU
Message-ID: <D68Mys.8HE@murdoch.acc.Virginia.EDU>
Source record: 168537

Thanks everybody for your advice. I have acted upon it and gotten a copy of Warp 9, which is very nice.

Now I have a new problem though: I used to use a German auto-folder program called IconDesk to get lots of custom icons, assignable to any program name including wildcards. I cannot get Warp 9 and IconDesk to work together, even if I switch their orders around in the auto folder, etc. Short of upgrading to a new TOS (yes, I'm still only using TOS 1.00, bleagh!), does anyone know of another PD or SW program that allows additional icons besides the stanard 3 crappy GEM icons? Thanks!

-John

--
John Stanmeyer/jws4p@virginia.edu/504 Rugby Rd Ch'ville VA 22903/804-979-5457

5373. SCSI II question

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 05:40:01 UTC
From: lamarth@delphi.com
Message-ID: <xc2Z3xB.lamarth@delphi.com>
Source record: 168536

Hi-

Can anyone tell me if a external SCSI I device can run on the Atari Falcon's SCSI II bus? I know that SCSI II is faster than SCSI I but is that the only limitation? If so, I would think that a SCSI I device would run on the SCSI II, it just wouldn't be as fast as a SCSI II device.

Thanks in advance-

David (lamarth@delphi.com)

5374. [Q] Towers 2 Demo wants PW at level 1!

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 06:07:03 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3ldhq7$eek@iconz.co.nz>
Source record: 168538

I have downloaded Towers II Demoversion. It worked fine for a while, bue one day, all going fine, I decided to save my game. I have saved a game before without any problems - I just chose the Disc Icon then Save Game, and put in a name.

Next day, when I went to load it again, Towers 2 said something like `Enter Password 6P:'. I thought you only needed a password to get past level 3 (and the password was obtained of course by registering)??? I have barely explored level 2, not got to level 3 yet (or I might have just been up the stairway once and back down again.) I have not found any keys, chains or secret doors which are mentioned by various people in this newsgroup.

Why does it want a password already??? I thought it would at least warn me before I saved my game that I would need a password to be able to load it again. I have Towers 2 1.1. The same thing happened another time with 1.0 (before I found the patch to 1.1.)

I have a Falcon030 with FPU, 16MHz CPU, RGB Monitor, 40meg IDE internal drive, TOS 4.04. I am running no TSRs or Accessories (apart from XControl.)

Thanks very much for any help,
Mario Becroft (mbecroft@iconz.co.nz)

5375. Free mag collection

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 06:16:28 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3ldibs$mvm@news2.delphi.com>
Source record: 168539

I have a collection of the following mags:

The Games Machine - Jul 88
Computer + Video Games - May Jul 88
ACE - Nov 89

ST X-Press Current Notes Atari Explorer ST Action
Jun/Jul 89 Apr 87 Nov/Dec 86 Aug 88
May 89 Oct 85 Sep/Oct 86 Aug 89
Aug/Sep 89 Nov 88 Sum 87 Sep 88
Apr 89 May/Jun 88 Jun 89
Compute's ST Feb 88 Jan/Feb 88 Mar 89
Feb 87 (d) Oct 88 Jan/Feb 87 Jan 89
Feb 88 (d) Dec 88 Mar/Apr 88 May 89
Jun 87 (d) Dec 87 Nov/Dec 87 Nov 89
Apr 87 (d) Jan/Feb 89 Sep/Oct 87 Apr 89
Aug 87 (d) Mar 89 Sep 91 Jul 88
Dec 87 (d) Jun 87 Sum 87 Jul 89
Dec 86 (d) May 87 Jul/Aug 88
Oct 86 (d) Feb 87 Spr 87 ST Log
Jun/Jul 88 Jul/Aug 89 Jul 88
Jul/Aug 87 Start May 89
ST Informer Sep 93 Sum 86 Jun 88
May 92 (2) Nov 85 Fal 86 (d) Feb 89
Mar 92 Sep 85 Sum 88 Jun 89
Sep 87 Aug 90 (2) Jun 88
Atari User Mar 87 May 89 Apr 87
Jul 91 Dec 86 Win 86 Jan 87
Aug 91 Jul 85 Sp. Issue 2 (d) Feb 87
Sep 91 Dec 85 Nov 88 Apr 89
Oct 91 Jun 86 Spr 88 (d) Jun 87
Nov 91 Feb 86 Spr 87 (d)
Feb 92 Sep 86 Jan 90 Atari
Interface
Oct 91 Apr 86 Sum 87 (d) Oct 91
Mar 92 Apr 88 Nov 88 (d)
Apr 92 Mar 87 Sp. Issue 3 (d) Extra Disks
Jul 92 Oct 87 Start
Jun 92 Nov 87 Atari Advantage Sp Issue 4
Feb 92 Sep 88 Oct 92 Jan 89
Jan 92 (2) Jun 88 May 92 Oct 88
May 88 Dec 88
Dec 88 Compute's ST
Nov 88 Jun 88
Oct 91 Oct 87

Apr 88

All are free to a good home, but you prepay shipping.

-Bry

5376. Re: MiNT and Geneva

Newsgroup: comp.sys.atari.st
Date: 1995-03-30 07:53:00 UTC
From: Thomas_Much@ka2.maus.de
Message-ID: <199503300953.a56389@ka2.maus.de>
Source record: 168540

```
AF>A true modeless selector would be excellent, but it may be low on
AF>Dan's list.

There's no need to. Doesn't Freedom work with Geneva?
Freedom *is* a true modeless fileselector.

<ftp://ftp.cs.tu-berlin.de/pub/atari/.../freedemo.lzh>

bye, Thomas
```

5377. Redirecting printer to file

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: rfiedler@wst.edvz.sbg.ac.at
Message-ID: <D6AtCo.1J5@wst.edvz.sbg.ac.at>
Source record: 168351

Hi Atari fans,

Does anyone out there know about a AtariST utility for redirecting the
printer-output to a file?

Thanks for all information

FiRe

5378. Re: Speed of Light. Brill!

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1995Mar31.094212.7146@alder.cc.kcl.ac.uk>
Source record: 168352

In article <xcwZPCg.jmillar@delphi.com>, Jay T Millar <jmillar@delphi.com> writes:
> Stuart Denman <sdenman@wolf.cs.washington.edu> writes:
>
>>Funny you should ask that because I just now read c.s.a.st for the first time
>>in many months, and I saw your note. This is my Spring Break, so I
>>decided to try and finish up SOL 3.7. I have done so, and I'm working on the
>>documentation now. You can expect it to be released this weekend!
>
> Wow, talk about service! :)

Oh goody!!!!

Hope, JPG decompression is even more speedier and takes
less mem.!

-Al, udem148@bay.cc.kcl.ac.uk-

5379. Re: Superboot Author G.W.Moore

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: zap@eskimo.com
Message-ID: <D6Ao1J.7w2@eskimo.com>
Source record: 168353

From 73647.2735@compuserve.comThu Mar 30 11:18:41 1995
Date: 29 Mar 95 22:58:19 EST
From: Gordon Moore <73647.2735@compuserve.com>
To: zap@eskimo.com
Subject: Re: Superboot

Yes I am still providing support for Super Boot. Version 8.1 is the latest
version. The registration fee is still only $15, and if you would like the
latest version on disk it is an additional $4. The address listed in the
program is still valid, however it would reach me quicker at:
Gordon Moore
216 Lowry Lane
Lexington, KY 40503

Super Boot does have the capability of selecting up to 30 different
preset configurations by just pressing one key, or you can modify the
configuration on the fly. I currently have a 4meg STE with TOS 1.06
so you can be sure it will work very well on your configuration. If
you have any more questions just let me know.

GOrdon

I just recieved this from Mr.Moore so obviously he is still supporting
the program. Just for your information.
--
Randall Dale Spreadborough <zap@eskimo.com>
PGP v2.6.2 Public Key Available by Request

5380. Re: PC power supply for ST?

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: BobR@cup.portal.com
Message-ID: <136119@cup.portal.com>
Source record: 168354

Re: Using a PC power supply on an Atari...

There shouldn't be a problem using a PC supply for an ST... the current supply should be more than adequate.

The only reason the ST uses two pins for the +5v. lines is to supply more current than could be reliably handled by one pin.

BobR

5381. Q:ISO/Atari chars. in Connect

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3lh8m0$500@sinsen.oslonett.no>
Source record: 168355

I want to know how I can use the ISO characters in documents I write "offline"
and ASCII upload into connect when online.

The UNIX computer I'm connected to uses ISO 8859-1 (Latin 1) character set, and
"Connect" supports it. It works fine to use those extended characters when
writing online, with "Connect", but what if I write email or something offline
and just upload it as ASCII files?
It doesn't seem to convert the Atari characters to the equivelant in ISO.
Is there a program that will convert all the extended characters/symbols etc.
so it will be the same in ISO, or better yet- a text editor that saves files as
ISO text?

Hallvard
--
** Hallvard Tangeraas, Oslo, Norway **
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 faxmodem]
****

5382. Nissan Pathfinder Give-away this week !!!!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: pkiziria@tuba.aix.calpoly.edu
Message-ID: <3lg37g$4hq@isnews.calpoly.edu>
Source record: 168356

Actually,
I am selling my long-loved ATARI 1040 ST..... I am looking for
something in the $125 range. Please e-mail me if you are interested.

-paul

ps: it comes with a modem (1200 baud !! Yeah !!!)

--
|***|
| Paul Kizirian |
| Mechanical Engineering (study eat sleep) |
| E-mail: <pkiziria@tuba.calpoly.edu> |
| www: <http://www.calpoly.edu/~pkiziria> |
|***|

5383. Nissan Pathfinder II

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: pkiziria@tuba.aix.calpoly.edu
Message-ID: <3lg3f2$4hq@isnews.calpoly.edu>
Source record: 168357

I forgot to mention that the ATari 1040 ST I just posted comes with a

********** GET THIS @!!!!!!**********

COLOR MONITOR.

-paul

--

|***|
| Paul Kizirian |
| Mechanical Engineering (study eat sleep) |
| E-mail: <pkiziria@tuba.calpoly.edu> |
| www: <http://www.calpoly.edu/~pkiziria> |
|***|

5384. Re: best database ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3lhiv3$5gb@prime.mdata.fi>
Source record: 168358

In article <3l480k$ab@news.duke.edu>,
Thomas Damms <damms002@acpub.duke.edu> wrote:
>I'm looking for a good database.
>It should be a relational databse and more or less dBase or FoxPro compatible.

TWIST II looks definitely the most powerful database for TOS-computers. If you use NVDI (Truetype/Speedo) and colours, it's almost excactly like FileMaker Pro (one of the best Mac/PC database) with fully user definable field layouts and easy manipulation of objects (text,file,sound,picture).
Don't know if it is dBase or FoxPro compatible, but there seems to be also user-definably input/output filters for odd formats.

Looks really good on a Falcon/TT. Demos are available from ftp (buggy (beta?), but vr.1 I've worked with is rock steady). That's the one I'm going to get soon when my financial matters get better (so maybe never :-)).

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16MbRAM/FPU/MAG17"MultisyncMonitor/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

5385. TOS 1.6

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: g.m.hockney@sussex.ac.uk
Message-ID: <g.m.hockney-3103951520180001@edbtech.central.susx.ac.uk>
Source record: 168359

Has anyone got a set of TOS 1.6 going spare from an upgrade to 2.06? I have just got a GEMULATOR board for the PC and have a few progs that do not run on 2.06. Also, anyone with a GEMULATOR who wants to chat about it drop me a line or 3.

Geoff

--
Geoff Hockney
Snr Computer Technician
Institute of Continuing and Professional Education
Education Development Building
University of Sussex
Falmer
East Sussex. BN1 2DB
Tel: (0273) 606755 ext 2535
(Overworked & underpaid)

5386. Programmers WAKE UP!

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3lhjma$5h9@prime.mdata.fi>
Source record: 168360

In article <avg.796234369@news.cwi.nl>, Annius Groenink <avg@cwi.nl> wrote:
>
>Thorsten writes:
>
>>G > Someone in Mausnet claimed that there will not ever be any WWW
>>G > browser besides Lynx for our machine.
>
>Dan.Dreibelbis@balmybeach.gryn.org (Dan Dreibelbis) writes:
>
>>of MOSAIC, which he hopes will run on a minimum monochrome ST system
>>with no other software system requirements. He's on this conference
>>from time to time, so how's about an update, Annius? :)
>
>However, if before the end of this month, I get a few hundred orders
>for the Atari version of Edith Pro, I might reconsider the matter :-)

Wake up, all democoders and gamecoders - here's your chance to make some
money: when you sell a 100 graphical www-browsers (Mosaic-copy) for
50 dollars each (and you will sell more), you'll have 5000 dollars
cash in your hand. If you spend all your time coding anyway, do
something worthwhile and what people really need.

If Annius can't do it, maybe you can!

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16MbRAM/FPU/MAG17"MultisyncMonitor/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

5387. C-Lab E-Mail Address?

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: jperez@uhunix3.uhcc.Hawaii.Edu
Message-ID: <D6B923.4x8@news.hawaii.edu>
Source record: 168361

I desperately need to get a hold of C-Lab - is there anyone out there
that can put me in touch with them? An E-mail address would be ideal.

Thanks,
The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Falcon030 - STacy - Portfolio - 2600 - Lynx - Jaguar - 400 - 800 - 130 XE

5388. Re: WWW-Browser for ATARI (esp. Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3lgn48$53i@whitbeck.ncl.ac.uk>
Source record: 168362

In article <3kplvv$ahg@duke.cs.duke.edu>, dsb@cs.duke.edu (Scott Bigham) writes:
|> I read about it in the Thing docs, with reference to accs like ParaFin.
|> It may be, for instance, that since accessories are in a sense ``second
|> class citizens'', they can't do AV things on their own and so have to
|> ask someone else -- namely the AV server -- to do it for them. That
|> would explain why you as an app writer wouldn't have had to use it.
|> [This is, of course, rank speculation.]

This is not strictly true. Idealist uses AV_PROTOCOL, and calls ST-GUIDE
to use it as a text viewer, and I'm fairly sure this works without an
AV_SERVER present. It would be easy to 'fake' the AV messages to go
between accesories (which is what I assume Idealist acc version does).

Craig.

5389. How does MagiCMac work on the Mac?

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3lhqss$bmi@sinsen.oslonett.no>
Source record: 168363

```
has anyone tried out the operating system "MagiCMac" that runs ST software
on the Apple Macintosh series computers?
How does it work/compatibility/pros/cons/comments...
thanks
--
** Hallvard Tangeraas, Oslo, Norway **
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 faxmodem]
************************************
```

5390. GnuTar Manpage

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: abro@amath.unizh.ch
Message-ID: <1995Mar31.174013.4053@rzu-news.unizh.ch>
Source record: 168364

Hi!

I use Gnutar 1.11; it's quite fine. But in the archive there were no
man-page and no texi-file. Where can I get them(via ftp or so)???

Ciao, Arnt

--------------------------------- |
Arnt Broska, Uni Zuerich, Schweiz | --
--------------------------------- | Does anybody know an Email-address of God?
EMail-Adress: abro@amath.unizh.ch | --
| Newest answer: GOD@cloud7.heaven.com

5391. Help me please!!!

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: cyberaaron@aol.com
Message-ID: <3lidae$t6q@newsbf02.news.aol.com>
Source record: 168365

I recently purchased a MEGA ST2. When I bought it, I was told that the Monitor and the Disk drive were 220V... When I recieved it, I found out that the disk drive was 115V and the CPU and Monitor were 220V needless to say (I live in the US.) I can't use any of it. Could someone tell me where I can get a replacement power supply for both of these, or if it's not to be had. would someone like to buy it?

CYBERAARON@AOL.COM

5392. Corrupted Disks: need hel

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: Andrew.Oyama@balmybeach.gryn.org
Message-ID: <2ae_9503312139@tor250.org>
Source record: 168366

I have two several corrupted disk (how? I'm not sure) and I was
wondering if they are salvagable. I've tried re-formatting the disks,
and also un-formatting then formatting...but they still have I some
corrupted sectors. What can I do about them?
--
| Fidonet: Andrew Oyama 1:250/422
| Internet: Andrew.Oyama@balmybeach.gryn.org

5393. Micros Hensa and WWW pages

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: lebouche@univ-caen.fr
Message-ID: <3lhbbt$5pa@caers3.unicaen.fr>
Source record: 168367

is anybody knows why the access of the WWW page th Atari section
(micros.hensa.uk) is forbidden ?

5394. A question about ATARI ST series computers!

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: huots00@DMI.USherb.CA
Message-ID: <3lg5nm$gof@tohi.DMI.USherb.CA>
Source record: 168368

Is anyone can say me where I can find a list of all ATARI ST serie models
with specs *AND* dates of introduction ?
(Including Falcon and most recent computers)

Can you reply me in E-MAIL please ? Thank you!

Bye!
Syl!

huots00@dmi.usherb.ca

5395. Re: Educatie software voor kinderen groep 4?

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: egbert@euronet.nl
Message-ID: <egbert.5.00162D28@euronet.nl>
Source record: 168369

In article <feil.796462894@retina> feil@prl.philips.nl (Hans Feil) writes:
>From: feil@prl.philips.nl (Hans Feil)
>Subject: Educatie software voor kinderen groep 4?
>Date: Wed, 29 Mar 1995 07:41:34 GMT

>Hoe kan ik aan ST software komen voor kinderen van groep 4?

>Rekenen en Taal oefeningen e.d.

>Hans Feil.
Er staat wel iets op umich, maar dat is niet veel. Ik heb de GEMINI CD en daar staan nog een paar dingetjes op. Ook niet echt overweldigend. Ik kreeg vandaag de nieuwe brochure van Walnut Creek CD's in handen en daar staat een CD vol met educational stuff in. Wel voor PC natuurlijk :-((

Egbert Jan

>--
> Dr.H.Feil
> Philips Research Laboratories, WB-121 | phone : +31-40-742701
> Prof. Holstlaan 4 | fax : +31-40-743365
> 5656 AA Eindhoven, The Netherlands | email : feil@prl.philips.nl

5396. Re: Mega STe upgrade?

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: egbert@euronet.nl
Message-ID: <egbert.6.0016781D@euronet.nl>
Source record: 168370

In article <3lefcg$ca6@gbc.gbrownc.on.ca> dking@gbc.gbrownc.on.ca (Darren King) writes:
>From: dking@gbc.gbrownc.on.ca (Darren King)
>Subject: Mega STe upgrade?
>Date: 30 Mar 1995 09:31:44 -0500

>I have a Mega STe and would like to upgrade to (at least) a 68030.
>What are my options? and how much. I am located in Canada.

>any help would help...
Buy/Build a PAK/3-030. It will give you 10 -14 times a bare ST when used
together with NVDI 3.xx. I know. I built both a 020 version @16 Mhz and a 030
version @32 MHz.

ATB
Egbert Jan
egbert@euronet.nl

5397. Re: Fried Bits?

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: kkallio@vipunen.hut.fi
Message-ID: <kkallio.796636532@vipunen.hut.fi>
Source record: 168371

We got this invitation some time ago... it's a bit old and there
might be changes, but hope it helps.

INVITATION === INVITATION

FRIED BITS 3 14.01.1995

After the success of the "Fried Bits Eastern Coding Convention 2" many people

ask us to make a third party, so we do it. These are the invitation for the:

"FRIED BITS EASTERN CODING CONVENTION 3"

organized by:

The INDEPENDENT.

The party will be held from the: 14.04.1995 to 17.04.1995

in the "Buergerhaus Obervieland" in Bremen, Germany.

Alcohol is allowed, but if somebody flips out we will kick him and his crew

immediatly...

This party will be held together with the Archimedes scene in order to deve-

lop better contacts between Atari and Archimedes groups. Some Amiga groups

will be invitate to (e.g Sanity, Lego).

At this time these Atari Crews announced their coming:

Animal Mine, Aura, Avena, The Avengers (France), Channel 38 (Belgium),

Cream, Inter, Lazer (Austria), Light, Mugwumps, NEWline, NPG, Risk,

Sanity (Amiga), DNT (France), EKO (France), MJJ Prod (France), Hydroxyd

(France), Dune (France), Sound Conexion, New Trend, The Chaos Engine,

ead Hackers Society (Sweden), Phobyx Creative, Synergy (Netherland),

New Beat (Sweden), Xperience (Archimedes) and many other groups...

****

* C O M P E T I T I O N S *

****

This time we have many competitions with many Hard- and Software prices. The total worth of all prices will be about 7.000 DM - 10.000 DM...

These Competitions will be held:

SINGLE COMPETITIONS:

* FALCON DEMO COMPETITION (The biggest prices ever...)

(Atari-Jaguar and so on...)

* FALCON 96ktro COMPETITION (1st price: 300 DM)

(2nd price: 200 DM)

(3rd price: 100 DM)

2 IN 1 COMPETITIONS:

* FALCON & ARCHIMEDES GRAFIX COMPETITION (many Hard & Software...)

* FALCON & ARCHIMEDES MUSIX COMPETITION (many Hard & Software...)

(Pro- and Digitaltracker)

(in one competition...)

The german computer magazine "ST-Computer", "Atari-Inside" and the french magazine "ST-Micro" (I think that was his name) will report about the party.The competition-prizes aren't set yet, but we're in touch with the local Atari-store and with other Computer-stores to get some ATARI-JAGUAR and many other Hard- and Software. Don't forget - THESE INFORMATION IS NOT 100% SURE AT THIS TIME. Informations about the prices will be given out at the party...

****

* P A R T Y I N F O R M A T I O N S *

****

Now some infos about the party:

HOW CAN I REACH THE PARTY?

- If you go by train:
- leave the central station an go to the tram called: "1 ARSTEN"
- enter the front and buy a ticket for: "3,00 DM"
- leave the tram by the station at: "KATTENTURM MITTE"
- follow the signs (500 m) with the heading: "FRIED BITS 3"
- If you go by car or plane wait for the official invitation...

WHAT WE HAVE...

- about 80-120 tables (1,40m * 0,70m)...

- workspace for about 200 - 250 people and computers...

- sleeping places...

- shower in house...

- some food and drinks will be sold in the house...

- 3x3m LCD-Videoscreen in a seperate conference-room with big and good
(500 W) sound boxes for Demo-releases...

- Pizza-Service from 12.00 am to 21.00 pm...

- 300m to the next Supermarket (only open on Saturday)

- 1,5km to McDonalds...

- perhaps monitor-renting (not for sure at this time, if you wanna rent
a monitor ask quick!)...

WHAT YOU NEED...

- a warm sleeping bag...

- 30 DM for entrance...

- multiple cords...

ENTRANCE: 14.04.1995 09.00 am

END of PARTY: 17.04.1995 03.00 pm

If you're in Bremen and you don't know how to reach the party call "82 40 30"
and ask for an Independent member...

****

* I M P O R T A N T !!! *

****

If you're a new or an not well known group in the scene and you want to come
to the party, write me quick for an invitation, because we are very lack of
places...

My adress:

Frank Kurpiela (Stallion of Aura)

St.-Moritz-Str. 8

28325 Bremen

tel.: Germany - (0)4 21 / 40 08 81

You can also give a short info for your coming to the following people:

- Sepp Jo of Risk

- The Energizer of Lazer

- Anzac of Aura

- Smart of Channel 38

or send a pmail to:

* Frank Kurpiela @ HB2.maus.de

* Martin Seidel @ HB2.maus.de

* or Gorezone (++49-(0)4841-6069) to: "STALLION" or "SMART"

signed off

StaLLion of AURA / The IndePENdent...

PS.: These invitation is quick written. Sorry for the mistakes ;-))))

Kiia Kallio
Lance/Aggression
kkallio@vipunen.hut.fi

--
Kiia Kallio
Lance/Aggression
kkallio@vipunen.hut.fi

5398. Re: Atari-Emulator in the Macintosh

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.9.0010F135@cfcsc.dnd.ca>
Source record: 168372

Dr. Karlheinz Essl <essl@ping.at> writes:
>Are there any experiences with the Atari-Emulator? According to computer
>magazines the performance must be great, but before buying it I must be
>shure whether my beloved (and heavily used) xLOGO would work.
>If someone could do me a favor, I would send him/her my LOGO-interpreter
>and would be happy if this person could see whether it runs.
>Please reply be email.
>Cheers,
Why not download the MACmagic demo, and try it out?
ftp.fu-berlin.de /mac/demo/magic-mac-demo.sea.bin
fait attention
-ken

5399. GnuTar Manpage

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: abro@amath.unizh.ch
Message-ID: <1995Mar31.161449.1558@rzu-news.unizh.ch>
Source record: 168373

Hi!

I use tar 1.11.1/2; it's quite ok. But in the archive there was no manpage
and no texi-File. Where can I get them (via ftp or so)???

Ciao, Arnt

```
-------------------------------- |
Arnt Broska, Uni Zuerich, Schweiz | ----------------------------------------
-------------------------------- | Does anybody know an Email-address of God?
EMail-Adress: abro@amath.unizh.ch | ----------------------------------------
| Newest answer: GOD@cloud7.heaven.com
```

5400. Re: 56001 DSP

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3lgoek$pjc@btmpjg.god.bel.alcatel.be>
Source record: 168428
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.next

I think the 56001 can also only make one external memory reference per
cycle, so one of your two MOVE instructions would have to be on-chip,
e.g. between a register and on-chip RAM/ROM. Or am I deluded?
--

Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102

5401. TTL Moniterm on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: jperez@uhunix3.uhcc.Hawaii.Edu
Message-ID: <D6B9DA.53p@news.hawaii.edu>
Source record: 168429
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

A Moniterm (Viking) 19" mono monitor just became available to me - I understand it accepts a digital/TTL signal, and I was wondering if there might be any way to coax this into working on a Falcon. Is there any type of analog to digital IC that could be fashioned so as to convert the VGA/Falcon signal into something that the Moniter can understand?

Please - this 12" monochrome is killing me!!!!!!!!!
Help!

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Falcon030 - STacy - Portfolio - 2600 - Lynx - Jaguar - 400 - 800 - 130 XE

5402. Re: Speed of Light 3.7

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3lgmup$pjc@btmpjg.god.bel.alcatel.be>
Source record: 168430
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Doesn't seem to like ScreenBlaster resolutions > 640x480.
Is that a known limitation or am I reporting a bug?

'Part from that, first impressions very positive.

Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102

5403. Re: What Defragger ?

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Mar31.095212.221@genrad.co.uk>
Source record: 168431

In article <03261995.233901@empyr.dircon.co.uk>, kevan@empyr.dircon.co.uk (Kevan Winch) writes:

] Hi, can anyone recommend a good hard drive defragmenter. I have been
] using Atari's CHKDSK up until now, but I have a suspicion that it does not
] work too well with my ICD HD driver software. I have a couple of bad

I use HiSoft's Diamond Edge. Expensive but good. It defragments, and
also fixes data errors, and can undelete files.
Paul Hills

5404. Re: Multisyn monitor question

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: Xavier JOUBERT <i2b03a@iut-nantes.univ-nantes.fr>
Message-ID: <3lgn7f$chs@caro.dsic.emn.fr>
Source record: 168432

macdonald@cfcsc.dnd.ca (Ken Macdonald) wrote:
>
> rhett@bigwpi.WPI.EDU (Rhett Shain Brown) writes:
> >I believe there was a post on this question earlier, if so, please
> >forgive me, but i would like info (a list, possibly) of multisync
> >monitors that will work equally well with a Mega4STe and a 486.
> >any and all help is highly appreciated.

Hi !

I use a Daewoo CMC 410 and it works great too !

Xavier Joubert (Xaz)

5405. What TOS?

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: "<Worried? You should be.>" <cs2ev@herts.ac.uk>
Message-ID: <Pine.SUN.3.91.950331110809.15724A-100000@altair.herts.ac.uk>
Source record: 168433

Here's a few questions for you ol'. Answers on a postcard to......

I'm confused about TOS numbering and a few other things.

My old STe was TOS 1.6 but all over the place I see it refered to as TOS 1.06 which is correct? Are they 2 different versions? Or are they the same but used in different contexts?
My new STe has TOS 1.62, I've never seen this refered to as anything different.

While on the subject of TOS does anyone know the advantages of upgrading to TOS 2.06? Pretend your a salesperson trying to sell me it. Does it handle bigger hard drive partitions? Better desktop?

Finally what is the maximum size HD partition the STe (TOS = 1.62) can handle, I'm told it's 32MB (Bit of a sod it, like me you want to get a 540MB drive)? 540/32= A hell of a lot of drive icons on desktop!

Thanks in adnavce.
P.S could you please mail me direct if possible?

From Ray Smith.
email:r.c.smith@herts.ac.uk
WWW :http://altair.herts.ac.uk/~cs2ev/ray.html

5406. .au files on STE?

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: thomah@ifi.uio.no
Message-ID: <3lgu6q$98l@gyda.ifi.uio.no>
Source record: 168434

Is it possible to listen to .au files (often found on the Web...) with my STE at home?

--
- Thomas Hansen - E-mail: thomah@ifi.uio.no
- Oslo, Norway - WWW: http://www.ifi.uio.no/~thomah

5407. Re: WTB

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.796648041@gen-off-2>
Source record: 168435

P.J.Groves@Bristol.ac.uk (PJ. Groves) writes:

>Please can anyone suggest where I may be able to buy a new Atari STFM (or STE)
>in the UK. I'd like one with 4MB of RAM.

>Mine was stolen recently and I trying to get a quote for my insurers.
Don't you have "new for old"? Most UK house contents policies are such.
This means that if you lose something that is not directly replaceable,
they should get you the nearest current alternative. On this basis, you
could claim for a Falcon. I had a similar situation when my HiFi was
taken; the old models were no longer available, so I got the replacement
models out of Norwich Union, no problems.

As for STs, they sell them in Tempo (Staples Corner) and some other places.
Try Systems Solutions. But, if you want a Falcon, claim it.

--
For information about the JET project dial http://www.jet.uk/
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

5408. Re: Noisy Falcon fan

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.796648348@gen-off-2>
Source record: 168436

wilsontjb@cix.compulink.co.uk ("BARRY WILSON") writes:
>In message <djs.796301929@gen-off-2>, djs@jet.uk said:
>>Hmm, the two Falcons I have taken apart don't even have a fan!
>Did you look under the keyboard, near the RAM module?
Damn, I was hoping no-one would notive my gaffe. After taking my Falcon
apart _again_, I did find the well-hidden fan.
--
For information about the JET project dial http://www.jet.uk/
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

5409. Re: ZOO help needed

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: ps1908@scitsc.wlv.ac.uk
Message-ID: <3lh0ia$4kk@ccuf.wlv.ac.uk>
Source record: 168437

In article
<Pine.SUN.3.91.950330160736.17486A-100000@resun03.roe
.ac.uk>, at@roe.ac.uk says...

>HENSA archive. It's in .zoo format and I haven't a
clue how to use the
>zoo.ttp program. I find the manual incomprehensible

From what I remember about this, I could not get it
to work properly from the Desktop (ie entering the
parameters into the 'request' box after double
clicking the .ttp icon). It needs to be run from a
Command Line shell or, better still, use the ZOOBOOY
shell or the 2-in-1 shell which I think you *should*
find in the HENSA archives. Alternatively, check the
Imperial College archives (FTP: src.doc.ic.ac.uk,
dir: packages/atari/umich/archivers(?)).

If you should get really stuck, email me direct
(ps1908@scitsc.wlv.ac.uk) and I'll send you a
UUENCODED zip file with the ZOOBOOY and ZOO programs.
However, if you email me by Monday, it'll probably be
Wednesday before I can sort the files/mailing out, so
if you're in a hurry then the archives will probably
be your best bet.

Best Wishes ... Steve Ridd

5410. CHEAP!CHEAP! SW, Books, 520ST!

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950331022348.15323B-100000@PEAK.ORG>
Source record: 168438

Mucho ST stuff for sale. Picked up a 1040 with software (and
extra stuff), and I just have no room for the following stuff.
Check it out! Hardware, books, software

HARDWARE*HARDWARE*HARDWARE*HARDWARE*HARDWARE*HARDWARE

Atari 520STm - 512k, external-drive model. Comes with SF354
drive. Computer has both RF modulator (TV output) and composite
video output. Clean (looks absolutely like new) and works great;
comes with original box, all manuals, mouse, and original disks.
Bargain at $50

Future GTS-100X double-sided drive. Like new in appearance and
function. Formats to 82 tracks no prob. $40

Monitor Master - allows switching between ST color and monochrome
monitors with no unplugging. Also offers composite/audio outputs
so video recorder or amplifier can be hooked up at the same time
as the monitor! Like new! $10

Video Cable: Hook any of the ST computers to a Commodore 1084 RGB
monitor. Works great!! $5

BOOKS*BOOKS*BOOKS*BOOKS*BOOKS*BOOKS*BOOKS*BOOKS*BOOKS

Abacus Books:

Abacus #1 - The Atari ST for Beginners $3
Abacus #2 - Atari ST Internals $3
Abacus #3 - GEM Programmer's Reference $3
Abacus #4 - Atari ST Machine Language - $3
Abacus #5 - Atari ST Tricks & Tips - $3
Abacus #8 - Atari ST Peeks and Pokes $3
Abacus #10- Atari ST Intro to MIDI programming $3
Abacus #11- Atari ST BASIC to C $3
Abacus #12- Atari ST 3-D Graphics - $3
package: all Abacus books for $20

Compute Books (Compute always had great books!)

Kids and the Atari ST - $1
ST Applications - $2
ST Programming in C - $2
Intro to Graphics and Sound on the Atari ST - $2
The Elementary Atari ST - $2
package: All Compute books for $5

"The Atari ST Book" - tips, instructions, secrets, hints for 520/1040/Mega ST. $2

Working with the Atari ST - Overview of the ST's CPU, Graphics system, music system, device system, GEM, TOS, more! $2

SOFTWARE*SOFTWARE*SOFTWARE*SOFTWARE*SOFTWARE*SOFTWARE

WordPerfect for ST - latest version. Includes full documentation, original package, and all disks. I've been able to save a document with this and call it up with WP 5.1 for DOS at school and print on the laser printer - all page formatting intact! $15

DEGAS Elite - Great design and art program!! Cut and paste between 8 screens! Comes with manual. $5

Art & Film Director (Epyx). Complete paint and animation program that brings your creations to life. Compatible with Neo and Degas. New in wrapper. $3

The Advanced OCP Art Studio (Rainbird) Comrehensive, user friendly art and design software. New in wrapper. $3

Paint Pro (Abacus Software) - Paint program. $1 New in wrapper.

ST Games! All have docs.
* = have original box too
** = new in box

[Prices are for a single game. Feel free to make offers on package deals! NEGOTIATIONS WELCOME!! (It's less work/time for me to discount a group and send as a package).]

Combo game packages (these come with box in a set!)

1. ST Mega Pack: a. Blood Fever \
b. Winter Olympiad \
c. Seconds Out / $3
d. Frostbyte /

2. Giants: a. Gauntlet II - Atari Games (JUST LIKE arcade)
b. Outrun - Sega (JUST LIKE arcade)\
c. Street Fighter - Capcom \
d. 1943 - Capcom / $5

Alcon $2 ** - Taito (JUST LIKE arcade)
All Aboard $1 ** (kids- build a model train on the ST)
Arkanoid $3 * - Taito (JUST LIKE arcade)
Battleship $2 ** - Epyx (classic game w/some animation)
Bobo $2 ** (looks like cartoons- arcade-style escape from prison)
Bride of the Robot $2 ** ("adult" graphic adventure-looks rude)
Bubble Bobble $2 ** - Taito (JUST LIKE the arcade)
Bureaucracy $2 * - Infocom (text adventure?)
Championchip Wrestling $2 ** (you can be like Hulk Hogan)
Crash Garret $2 ** (European flying game)

Death Sword $2 ** - Epyx (arcade-style sword combat game)
Devon Aire $2 ** - Epyx (3-D graphic adventure)
Dive Bomber $2 * - Epyx
Dragon Scape $2 ** (400-screen fantasy shoot 'em up)
Final Assault $2 ** - Epyx (mountain climbing)
Flight Simulator II $3 - SUBlogic
"Games" Series:
The Games $2 ** - Epyx
World Games $2 ** - Epyx
Winter Games $2 ** - Epyx
California Games $2 * - Epyx
Gato $2 - Spectrum Holobyte
Gauntlet $3 * - Mindscape/Atari Games (JUST LIKE arcade)
GFL Championchip Football $2 ** - Gamestar/Activision
Golden Path $2 ** - Firebird (graphic adventure)
Goldrunner II $2 ** - Microdeal (arcade-style)
Guild of Thieves $2 ** - Rainbird/Firebird (sequal to Pawn?)
Impossible Mission II $2 ** - Epyx (hi-rise climbing game)
Karateka $3 * - Broderbund (great
classic ported from 8-bit)
Knight Orc $2 ** - Rainbird/Firebird (graphic fantasy adventure)
Last Duel $2 * - Capcom
L.E.D. Storm $2 **
Little Computer People $2 - Activision
Man Hunter New York $2 ** - Sierra (3-d graphic adventure)
Mean 18 course disk v.2 $1 ** (free with any other buy)
Metro Cross $2 ** - US Gold/Epyx (skateboardin'!)
Moebius $2 ** - Origin (role-playing from the Ultima folks)
The Pawn $2 ** - Rainbird/Firebird (original ST adventure)
Phantasm $2 - ** (futuristic space flight simulation - Jetsons?)
Prime Time $2 ** (make up your own TV shows)
Project Neptune - $2 ** - Epyx (seek and destroy hand2hand/sub)
Quadralien $2 ** - Spinnaker (euro. arcade/strategy graphic game)
Renegade $2 ** - Taito (JUST LIKE arcade)
Road Blasters $3 * - US Gold/Atari Games (JUST LIKE arcade)
The Sentry $2 ** - Firebird (10,000 3D landscapes/adventure)
Sim City $2
Space Quest I $2 ** - Sierra (1st of series, graphic adventure)
Space School $2 **
ST Karate $2 - Paradox
Star Glider $3 * - Rainbird/Firebird (original ST must-have)
Star Quake $2 ** (512 screens, looks sorta like a SuperMario type)
Star Ray $2 ** - (arcade action)
Star Wars $2 * - Broderbund
Stunt Track Racer $3 * - Microprose (incredible! link 2 STs!)
Swiftar $2 * - Accustar
Techno Cop $2 * - US Gold
Test Drive $2 - Accolade
Time Bandit $2 - Michtron (original ST arcade game)
Transylvania $2 - Polarware (graphic adventure)

TV Sports Football $2 - Cinemaware
Warship - $2 ** - SSI (tactical game of surface combat)
Wishbringer $2 ** - Infocom (interactive fiction)
World Karate Championchip $3* - Epyx (port over from 8-bits)
Zero Gravity $2 * - Microdeal (first person 3-D pong! wild!)
Zylops $2 ** - (looks a bit like Vanguard)

(whew! buyer pays shipping. reply to jamesw@peak.org)

5411. Re: Help! Multisync monitor problems!

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Mar31.113023.223@genrad.co.uk>
Source record: 168439

In article <RCx6f9J.jmillar@delphi.com>, Jay T Millar <jmillar@delphi.com> writes:

] I've got a Falcon030 with a CTX CPS-1560/LR 15" flatscreen multisync
] monitor hooked up to it. I've had absolutely NO problems with this
] monitor until tonight....it's really nice.
] In any case, after being using my machine for about 5 minutes, the
] display started to wobble and act very strange. So, I reset my Falcon
] and nothing changed! At present, the display flickers and wobbles
] eratically anytime a frequency change occurs, a window is moved or
] opened, even if I simply turn the contrast down, the display goes
] haywire!
] Has anyone else had a similar problem? Could it be the cable? Could
] it be my VGA adapter? Is it my Falcon, or did something permanently
] hose the auto-syncing circuitry in my monitor?

Yes, I had a similar problem, but not exactly. Before I bought a
CTX SVGA monitor for my Falcon, I was using it on a colour TV. After using
the machine for a few minutes, the display went flickery and ended up black
and white. I didn't have a SVGA monitor at the time, so I wasn't sure what
that would look like when this happened, but maybe I now know! I have had
two Falcons, and both of them did this. I thought it might be a common
fault, but no-one on internet or in the Falcon Owner's Group seemed to
know anything about it.

Try your machine on a TV and see if it is doing the same as I
described. If it is, I'm sorry, but I couldn't see anything wrong inside
the machine, no ICs were excessively hot, and since it was still under
warranty, I just sent it back to the dealer.

It probably isn't the cable or adaptor, since you say it happens
when windows are moved on the screen.

Here's hoping you're still under warranty.

Paul Hills

5412. Mega ST System for sale

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: sanking@hubcap.clemson.edu
Message-ID: <sanking.796619357@hubcap>
Source record: 168440

I have an Atari 2mb ST system for sale. Includes Mega ST CPU,
Atari SM124 monitor, Indus GT DD drive, 20mb Supra hard drive,
and Spectre GCR to run Mac software. Any reasonable offer for system
will be accepted.

Sandy King

5413. Re: Can I run Falcon without fan

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Mar31.111549.222@genrad.co.uk>
Source record: 168441

In article <3kpqou$dmj@DGS.dgsys.com>, (Marshall Lake) writes:

] I have a 4 meg Falcon with an 85 meg internal HD sans fan. My Falcon
] flakes out after relatively brief up time. Having an external HD would
] probably reduce the internal heat significantly but the additional RAM
] would offset that in my mind.

] Try unplugging your fan and see what happens (I'd be interested in
] knowing). The only problem I run into when my F030 overheats is with
] the I/O ... it can't read or write. But I have never lost a file.

Unless it is absolutely necessary to use your machine without a fan,
I really wouldn't suggest that you even try it without. Although Marshall's
machine wasn't permanently damaged when it overheated, that's no assurance
that yours won't be.
Electronic components are rated to work at a maximum temperature.
Beyond that, the supplier won't guarantee anything. Often, when they cool
down they work OK again, but bipolar (and sometimes MOS and CMOS) components
can experience thermal runaway leading to permanent damage.
I'm sure when Atari designed the Falcon, they did the necessary
calculations or empirical tests which led them to the conclusion that a
fan was necessary. They certainly wouldn't have put it in just for the hell
of it, with the ensuing added cost.
Disconnect it at your own risk!

Paul Hills

5414. Re: hensa.micros

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3lgp93$hse@epsilon.qmw.ac.uk>
Source record: 168442

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: >micros/atari/tos/p/p121/gbnch402.lzh
: GEMBench 4.02 has a bug that prevents it from working under MagiC 2. This has
: been fixed in v4.03 which I have uploaded to CIX and sent to a few people in
: Germany, so I'm sure it'll find its way to HENSA.

Yes, I noticed 4.03 on cix this morning. I will download it when I log
on next, and then place it on HENSA on Monday...in the same directory
as above, but called gbnch403.lzh

Danny
--
.signature.signature

5415. Re: What TOS?

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503311427.AA00392@ilmen.lanl.gov>
Source record: 168443

In a previous article, r.c.smith@herts.ac.uk wrote:

> I'm confused about TOS numbering and a few other things.

TOS 1.6 and 1.06 are one and the same. The correct ID is 1.06.

If you've always wanted a MegaSTe or a TT but just couldn't afford one, then upgrading to TOS 2.06 is the next best bet. It gives you the improved functionality and new features of the MegaSTe desktop without having to spring for the whole machine.

I don't have a list of all the new features/improvements to 2.06 but maybe someone here does. But here are most of them, I think:

- custom icons
- install any application on the desktop
- install a printer icon on the desktop
- set any application to 'autoboot' status
- link any document type to an application
- set default directories
- 'bottom-to-top' window reordering command
- make function key ('hot key') assignments
- assign keystrokes to each drop down menu item
- a file search menu command
- set a file mask for each window
- up to 7 windows open at a time
- read-only files have an identifying marker
- multiple NEWDESK.INF files may exist
- Extensible Control Panel (supports up to 99 CPX extensions)

What Atari did here was lift many features offered by third party utilities such as NeoDesk, MaxiFile, HotWire, and others and incorporated them into TOS. It works well, IMHO.

BTW, if you can find a TOS 2.05 set at a very good price, go ahead and buy them. Even though 2.06 was a bug fix for 2.05, I used 2.05 for a couple of years with nary a problem.

cc: r.c.smith@herts.ac.uk

-Hutch- @ Fair Dinkum Tech

5416. Re: CALAMUS SL Problems

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503311430.AA00403@ilmen.lanl.gov>
Source record: 168444

In a previous article, amez1@monash.edu.au wrote:

amez1@monash.edu.au wrote:
: Can someone tell me how to get the TEXT EDITOR on Calamus SL to work. When I
: click on the Text editor option I get a message telling me that I cannot use
: the text editor because I have not got the correct MODULE loaded. But I have
: loaded and executed every single module but I still get the same mssage.

Make sure the Calamus modules you are using are 'SL-compatible.'

If you (or anyone else) are having problems with their registered copy of
Calamus SL, why not go direct to the source?

Send your email enquiry to Nathan Potechin of ISD at potechin@genie.geis.com.
It would polite to reference your Calamus SL serial number, too. ;-)

There is also a very active support topic on GEnie for all GEnie subscribers.

-Hutch- @ Fair Dinkum Tech

5417. Re: CDROM Front Ends

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9503311434.AA00406@ilmen.lanl.gov>
Source record: 168445

In a prveious article, sabbath@cix.compulink.co.uk ("Graeme Rutt") wrote:

>Maybe someone can help me, I'm sure that I read somewhere recently about a
>company who are producing CDROM front ends for the Atari that can be used with
>some of the more popular PC multi-media titles. Being a bit of a forgetful sod
>I can't remember where the information was or what it said.

I'm not all that sure about software to allow you to use PC CDROMs but
send email to Greg Kopchak (hope I got that right) of It's All Relative
Software at greg@genie.geis.com and he'll be able to answer all your Atari
CDROM questions.

Twist his arm, and he can also sell you the CDROM stuff you need. :)

Cheers,

-Hutch- @ Fair Dinkum Tech

5418. Re: Atari Transputer

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: kilwing@ibm.net
Message-ID: <3lgjb7$208o@news-s01.ny.us.ibm.net>
Source record: 168446

In <D5wA5D.9J6@sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
>Atari, no. But only recently (as in: last month) you could order your
>ATW at Atari Club Nederland, for only DFl 599 (about $375, with todays
>flaky dollar-rate), another 599 for a farmcard with 4 T800's on it,
>and another 599 for the Mega ST I/O card.
>
In reply to the many requests for ATW specs I start with a warning:

ACN bought the entire 'unused' stock from the warehouses of Atari Benelux (European Distribution Center). That included Lynx consoles and software, 2600, old ST's, TT's, MEGA ST's, PC's, XL/XE etc. Part of it was new, part of it were defective units.

The ATW parts they bought came originally from the Braunsweig Research Center (Germany) 5 years ago and were just unused parts. ACN didn't get complete machines and didn't get housings either and as far as I know they didn't get the ATW software and documentation either. And without OS and documentation the ATW is useless. There is probable no way to get the documentation and nobody at Atari is able to help you since all the people of the ATW project left Atari years ago.

So here are the specs:

- T800 transputer at 20 MHz (a T800 runs 10 MIPS, has 4K internal memory and a 32 bit built-in floating point processor
- 4Mb RAM (120ns)
- Graphic modi: 0: 1280 x 960, 16 colours out of 4096 colours
1: 1024 x 768, 256 / 16 million
2: 640 x 480, 256 / 16 million
3: 512 x 480, 32 bits/pixel (true colour)
- High speed pipelined raster-op Blitter (Blossom), optimised for XWindows. (Note 1)
- 1Mb video memory (100ns), connected to both the system- and videobus.
- 4 slots for farm - and/or memory cards

Expansions:

- "Farm" card (= 4 transputers on 1 board + 1Mb RAM per transputer) max. 4 cards = +/_ 170 MIPS
- 20 Mb memory card, max. 3 cards

Software:

Maybe you can buy the software from Perihelion distributor DSL in the UK. In my time they were very expensive. I couldn't find their address but if you wish I'll try to find that as well.

Note 1; Blossom was a design of Richard Miller. Unfortually nobody was able to take advantage of it since it was hard to understand and it was not used for the XWindows inplementation. I did some tests with Blossom and found out that it made pixel errors in some of the modi and some of it's blitting functions didn't work correctly. Richard left the project in an early stage and became Atari's VP Technology and was never able to finish it. (No bad words about Richard, he is the best designer I ever worked with and I found it an honour that I have been in the position to work with him. In fact I see some of the ATW knowhow back in the Jaguar of today).

Regards,

Wilfred F. Kilwinger

5419. Re: hensa.micros

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D6ABuF.BE6@cix.compulink.co.uk>
Source record: 168447

>micros/atari/tos/p/p121/gbnch402.lzh

GEMBench 4.02 has a bug that prevents it from working under MagiC 2. This has
been fixed in v4.03 which I have uploaded to CIX and sent to a few people in
Germany, so I'm sure it'll find its way to HENSA.

Ofir ogal@cix.compulink.co.uk

5420. Re: NO|Desktop

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3lfpnl$3jo@iconz.co.nz>
Source record: 168448

Brad Beck (Brad_Beck@mindlink.bc.ca) wrote:

: Second, does any one know how I can get an upgrade for NVDI. I am
: currently using version 2.5 and desperatrely want to upgrade to version 3.

System Solutions in th UK should be able to help. If you live in the US,
then Toad Computer swill probably be able to help.

System Solutions address is (I _think_) ssolutions@cix.compulink.co.uk
Toad Computer address is toad@charm.net

Hope that helps,
Mario Becroft (mbecroft@iconz.co.nz)

5421. Re: WWW-Browser for ATARI (esp. Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: thommy@cs.tu-berlin.de
Message-ID: <3lgumi$rah@news.cs.tu-berlin.de>
Source record: 168449

Hi Theo!
theo@theo.ais-gmbh.de (Theo Janssen) writes:

>>Chimera can load & view local files already.,..

>Ooopps, why do you say 'local' ?
>Except nntp and parts of ftp, Chimera is a WORKING graphical WWW-Browser,
-
Well, another user asked for a HTML browser to view local files &
he was answered that Chimera can do this -- so what's the point :-?

bye bye -thommy
--
"Im Uebrigen bin ich der Meinung, dass Windows zerstoert werden sollte."

5422. Re: WWW-Browser for ATARI (esp. Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-03-31 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FC6SBICKUP@cabal.shnet.org>
Source record: 168450

In <3la7nd$jm7@duke.cs.duke.edu> Scott Bigham wrote:
>Wasn't there
>someone somewhere writing a fully MiNT-aware AES replacement? We
>definitely need one. Maybe the upcoming MiNT-compatible version of
>Geneva will fill the gap.

In addition, the recently started MiNA project (MiNA is Not AES) will fill this gap. Martin Osieka, author of WinX and WinCom, is working on this gem.

Thorsten
--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

UPoint 'medium' 22. Mar. '95